Letter From the President and Chair of the Board

Please meet Kelly Bykowski, age 10, from Germantown, Wisconsin. At a recent team meeting, she presented a mini skit while trying out for her DI® team. She began by putting on her soccer jersey, then pulled out a soccer ball, cleats, and warm-up from a bag next to her and said, “All this stuff for a select soccer team; $250.” She then reached into the bag, took out a riding helmet, gloves, breeches, field boots, bridle and reins and then stated, “Riding gear, tack, clothes and riding lessons; $450.” Setting those things down, she then pulled out a DI shirt, put it on and said with a smile, “Being on a DI team for the past three years…..PRICELESS!”

As Destination ImagiNation, Inc. moves towards a quarter century of celebrating creativity, teamwork and creative problem solving we pause for a moment to both celebrate and take in the words of young Kelly Bykowski; “Being on a DI team for the past three years…..PRICELESS!” Her words speak volumes of what she has learned as a team member in the Flagship Destination ImagiNation program. But will Kelly be able to problem solve and innovate in a world and culture that so desperately needs her and her fellow teammates to do so? Will she possess the ability to generate enough ideas to begin discussions on a cure for cancer, world hunger or even the common cold? Will she understand the critical thinking process and be able to identify the tools needed to focus those ideas? We suppose that if we were to pose these questions to Kelly Bykowski, she would utter a resounding YES to each and every one of them for she understands that she has begun a journey through life in which she realizes the importance and need for the tools and techniques associated with CPS. We have enhanced our DI-namic Classrooms: Model Schools program through the development of resource materials that will assist educators in teaching children how to problem solve. We have found our way onto college campuses with the DI eXtreme Challenge program; continued our Tech Effects technology-based program; peaked the interest of many educators throughout the country with our community service learning program projectOUTREACH and brought our Flagship Destination ImagiNation program to new heights with yet again the creation of five stimulating Team Challenges and hundreds of Instant Challenges. We have even been honored by organizations such as Sci Fi and the Association of Equipment Manufacturers through partnership in helping them with specific visions and missions within their respective organizations.

As we look ahead to the future, Destination ImagiNation, Inc. will continue to bring meaning to the world of creativity, teamwork and creative problem solving and that is, as young Kelly so accurately put it, “…PRICELESS!”

Thank you for your continued support of Destination ImagiNation, Inc.

Sincerely,

Robert T. Purifico
President

Nancy G. Wingenbach, Ph.D.
Board of Trustees Chair

“The world is but a canvas to the imagination.”

-Henry David Thoreau
2006 Annual Report

Letter From the President and Chair of the Board
DI® Experience...PRICELESS!

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Creativity = Innovation

The classic definitions of innovation include:

- The process of making improvements by introducing something new
- The act of introducing something new: something newly introduced (The American Heritage Dictionary)
- The introduction of something new (Merriam-Webster Online)
- A new idea, method or device (Merriam-Webster Online)
- The successful exploitation of new ideas (Dept. of Trade and Industry, UK)
- Change that creates a new dimension of performance Peter Drucker (Hesselbein, 2002)

The often unspoken goal of innovation is to solve a problem. Innovation may be linked to performance and growth through improvements in efficiency, productivity, quality, competitive positioning, commerce, social systems, economic development, market share and other factors. All organizations can innovate, but they need people who are innovators.

Even the British publication The Economy claimed, “Innovation is now recognized as the single most important ingredient in any modern economy.” In order to have innovation you must first have innovators.

Destination ImagiNation, Inc. teaches our participants to be creative, work as a team member, manage a project, and solve challenges – all traits needed to be an innovator. Destination ImagiNation, Inc. develops innovators.

Destination ImagiNation, Inc. helps participants in our programs develop the life skills that lead to innovation – in life, in business, in our economy, in everything they do. We are teaching people to be innovators rather than merely having to embrace innovation.

Peruse the pages of this Annual Report and see how Destination ImagiNation, Inc. has introduced our participants to a full Community of Programs that involve people in the power and potential of creative and critical thinking, which leads to innovation.

Creativity is inventing, experimenting, growing, taking risks, breaking rules, making mistakes, and having fun.”

-Mary Lou Cook

Our Process

Process is the one key ingredient tying all Destination ImagiNation, Inc. programs together...

Each program in DI’s Community of Programs promotes and develops creativity, teamwork and Creative Problem Solving in those that become involved. We say that in DI, Inc., a participant engages in program and process, regardless of age or role. Whether a 4-year-old in Rising Stars! or a 94-year-old in ImagiNation-4-Life, knowing about one’s creative ability and using it to be a better problem-solver and team member is a life-skill worth the learning.

Often Alumnae of our Flagship Program write to tell us that it’s the skills they learned in DI that have made the difference in their adult lives. “It’s the process that has mattered,” they write. They acknowledge the fun of being on a team, of making costumes and structures and props together, of writing scripts and practicing Instant Challenges, but more times than anything else, they name the “how” as the biggest reward they achieved, not a trophy or a medal.

So what is this process that seems to affect us all? What is it that empowers us to make a positive difference in the world and be creatively productive, no matter our age or place in life? What builds possibilities, allows for careful consideration of ideas, helps reach consensus or dilute conflict, brings efficiency and effectiveness to a creative solution for an opportunity or challenge? Creative Problem Solving (CPS v. 6.1™) – a systematic method based on a substantial foundation of theory and research, and made into a practical, useful approach by Destination ImagiNation, Inc.’s Creativity Consultant, Dr. Donald J. Treffinger, and his associates, Dr. Scott G. Isaksen and K. Brian Dorval. Becoming a successful creative problem-solving team requires the incorporation and implementation of several building blocks of teamwork plus an understanding and active use of CPS v. 6.1. Each of Destination ImagiNation, Inc.’s Community of Programs teaches that everyone is creative, that everyone has the ability to think creatively and critically and can be taught principles to be more creative, and that the tools and techniques of CPS will help to develop a more creatively productive person.

Choose your program and enjoy the process!

Creativity = Innovation

Destination ImagiNation, Inc. teaches our participants to be creative, work as a team member, manage a project, and solve challenges – all traits needed to be an innovator. Destination ImagiNation, Inc. develops innovators.

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-Mary Lou Cook
Clarifications. They worked with Challenge Masters around the world on the practical officiating of the Challenges at Tournaments. The ICMs’ year culminated with their leadership at Global Finals, d2k.6, where thousands of young people presented their innovative Challenge solutions to appreciative audiences and to fair and attentive Appraisers.

Our goal for every Tournament, no matter how large or small, is that it be fair and consistent. With this goal in mind, Challenge Forums were established for each Team Challenge and for Instant Challenge. The Challenge Forums were secure places where Affiliate and Regional Challenge Masters from around the world discussed the specifics of the Challenges and worked through the details of officiating them fairly and consistently. Team Clarifications were shared on each Challenge Forum so that the Challenge Masters could see the teams’ questions and the ICMs’ answers. The Forums were also “Challenge Central,” where Challenge Masters could download Challenges, Guides, score sheets and many other Challenge-specific resources.

Celebration was the key word for Destination ImagiNation Tournaments. Team Managers and Appraisers were trained better than ever, and great training leads to great Tournaments. Challenge Masters and Appraisers were knowledgeable about their Challenge, as well as the DI philosophy. Around the world, Destination ImagiNation Tournaments were dedicated to celebrating each team’s creative achievements. Tournaments were festivals where teams could share their solutions and where every team and solution was honored and celebrated.

Team Challenge program matures Reaches to new heights in 2006

The Team Challenge Development process in 2006 brought together many people from different disciplines whose interaction inspired creativity. The Challenges they created will, in turn, encourage creativity and innovation in our young participants. The process that was followed in developing the Destination ImagiNation Challenges reflects the creative process that DI® teams follow as they solve the Challenges. The Challenge Development teams went through the same stages as teams go through during their DI season; they started with team building, moved on to generating and focusing ideas, and then into crafting the specifics of the Challenges.

Just as the Team Challenge Development teams were made up of volunteers, they were supported by other volunteer teams who Dissected the Challenges as they progressed through a series of drafts. The Dissectors looked closely at the Challenges from the different points of view of teams, of Appraisers, and of Tournament Directors. Besides picking apart the Challenges as they tried to eliminate confusion and to anticipate loopholes, the Dissectors looked at how much the teams would learn by working on the Challenge and, also important, whether it would engage them – would teams see the Challenge as fun and want to dig into it? This year the Instant Challenge Development team consisted entirely of our creative problem solving program alumni. They used their special insight as former team members as they worked all year to create interesting and innovative Instant Challenges. These Challenges were live-tested by a team of IC Dissectors in August. It is exciting that through these Instant Challenges, former team members are teaching today’s participants what they learned in DI about creativity and innovation.

Many other materials and resources were created to help Team Managers and teams throughout their DI season. Charting Your Course, in particular, remained a valuable source of information and activities for teams as they began their journey towards their Challenge solution. It teaches creative problem solving tools and helps teams learn how to apply them as they begin to work with their Challenge. It is an especially good resource for beginning Team Managers and teams. Another resource, The Practice Instant Challenge set, allowed teams to work with actual Challenges that have been used at Tournaments. It also provided strategies that can help teams in their Instant Challenge practices.

After the Challenges were developed and released, they were implemented throughout the year by other teams of volunteers led by the International Challenge Masters. The ICMs shepherded the Challenges throughout the year by creating the Challenge Appraisal Packets, by answering the hundreds of Team Clarifications, and by issuing Published Program Updates.

Creativity comes about through the interaction of different disciplines and ways of seeing things. - Sir Ken Robinson, a leading expert on innovation and human resources and author of Out of Our Minds: Learning to be Creative
Program Updates

**DIcor**

Dcor grows its corporate and campus presence with new Associates, clients and colleges...

Dcor, Destination ImagiNation Inc.’s Corporate Consulting Division, celebrated the beginning of its third year of operation in March 2006 with a bit of a ‘homecoming’ - our third return engagement to the University of Tennessee, School of Business, and site of the very first Dcor Innovation Workshop.

The School’s Center for Executive Education hosts an annual Executive Development Program (EDP), of which Dcor has been a part since March 2004. Empowering executives with the knowledge of Creative Problem Solving (CPS) thinking tools and problem-solving style preferences has been a favorite session of those attending the EDP course. To quote a recent attendee: “Best day of education I’ve had in the last 10 years!”

The year included a dramatic increase in the number of Workshops and Awareness Sessions, reaching a broad cross-section of businesses and organizations, of varying sizes and scope, and a variety of audiences, including executives, managers and employees. Dcor engagements during the year included:

- General Electric
- Methanex
- Royal Bank of Canada
- IBM
- Delphi Group (Perot Systems)
- University of Tennessee, School of Business
- FedEx
- PepsiCo
- Government of British Columbia
- Iowa Quality Center
- Colorado Performance Excellence

And the list goes on.

During the past year major growth occurred in three main areas:

- The number of engagements
- The number of Certified Associates
- The development of Dcor for Educational Leadership (Dcor EDU)

The number of Associates certified to present Dcor workshops has grown from 6 to 25. The original group of Destination ImagiNation Inc. Dcor Associates welcomes as new Business Partners:

- Excel Partnership, Inc., an SAI Global Company – 8 consultants
- IBM Canada Global Business Solutions – 11 consultants

With the word quickly spreading of how effective Dcor has become in the corporate workplace, the request came for the same breakthrough thinking to be applied to the world of education. Through the work of a ‘Development’ team of educators including PhDs and a Masters in Guidance, Dcor’s content was adapted for educational leadership and was piloted in March 2006 at the University of Scranton, Graduate School of Continuing Education. Dcor EDU, now a division of Dcor, directs its efforts towards boards of education, school administrators, and central office staff. As a division of Dcor, EDU attempts:

- To highlight the need for creativity
- To develop a basic knowledge of and commitment to apply Creative Problem Solving (CPS) tools
- To foster an understanding of and appreciation for problem solving style
- To help prepare both leaders and learners for participation in the ever-changing workplace of tomorrow.

Supporting the goals of Destination ImagiNation Inc. and spreading its mission around the globe to organizational leadership, Dcor and Dcor EDU are helping others discover their true creative potential and to make significant headway along their ‘innovation’ journey.

“Your ability to innovate will be the key differentiator in 21st century global competitiveness.”

-Roger Garriock, Dcor V.P.
DI-namic Classrooms: Model Schools

Stimulating teachers + innovative lessons = Creative Productive Learners...

Looking for a school model that encourages teachers to stimulate learning in an invigorating manner, trains learners to process their thinking in multiple ways, and encourages excellence in education? Look no further. Our DI-namic Classroom Model is the answer.

By teaching the creative process of thinking, teachers open the windows of the mind and invite in the dreams, hopes, and possibilities of the world. Children explore unlimited possibilities, learn creative thinking tools, and intrinsically seek unique solutions. Pondering the impossible, imagining the improbable, and dreaming of the incredible become everyday occurrences in a DI-namic School.

In its two day training workshop educators learn a variety of creative teaching tools and techniques to enhance their teaching and student learning. Teachers then teach these thinking tools to their students. This is empowering education at its best! Additionally, a multitude of innovative resources will be available this spring to augment this learning process. Stay tuned.

Our Rising Stars! Program sets records for inspiring young minds to become creative producers. The three Kits mesh working together, creating imaginative projects, and solving problems in unique, innovative ways. As children create bugs from Styrofoam and chenille stems, dance like a dinosaur to the music of our Rising Stars! Sing-Along CD, and paint murals of summer cloud formations, their imaginations soar. Four to seven year old children will never think the same way again after utilizing the tantalizing activities available in the Rising Stars! resources.

The Rising Stars! cookbook, Creativity Through Cooking: Out of This World Cooking Adventures offers tantalizing tidbits of delectable recipes. Whether you are making Jiggle Tummy Jello or Animals Sandwiches, you’ll know from the spontaneous giggles and animated body language that the children are experiencing the joys of cooking and learning simultaneously.

Fill the classroom with the enchanting world of Centers. Our Centers book, Universe of Centers Teaching Creativity Through Centers, is packed with powerful, dynamic activities for children to do independently or in small groups. Creative solutions stimulate young minds to reach beyond the ordinary into the realm of the unexpected and unexplored.

Energize your students thinking by filling your classroom with intriguing centers of expectation.

The Rising Stars! Team membership offers team work, problem solving, and creative thinking to teams of young learners. Children 4-7 years old can join a team and create a solution to a Challenge. Just imagine the inventive ideas that bubble out of the heads of these young thinkers! The Rising Stars! Challenge is included in the 2006-07 Destination ImagiNation Program materials and it is also in each of the Kits. Teams are required to have an active paid membership number to present at a Destination ImagiNation tournament/event.

Program Updates

It is a very fun program because you get to make lots of new friends. I love the point that you get to act in front of a big audience.

-Molly

“Creativity is a type of learning process where the teacher and pupil are located in the same individual.”

-Arthur Koestler

Program Updates
Tech Effects has major impact in 2006!

The Tech Effects® technology program celebrated its official program launch in 2006, with the release of Kit 1 focusing on the Pulley System.

Tech Effects is a program that teaches core technology concepts through hands-on learning. Teams solve a cool and crazy technology Challenge using teamwork and creative problem solving tools. Each Kit has a TechFocus and is designed to meet technology education standards.

Developed with the help of distinguished educators Dr. Ronald Todd and Peter Sellwood, the program materials took teams step-by-step through a focus area of technology in a series of "TECHxplorations." Teams then applied what they learned in the design of their Challenge solutions.

Kit 1 focused on the Pulley System, in the French-fried Pulleys! Challenge, teams were asked to design and create a multi-step chain reaction contraption that used pulleys in numerous ways to ultimately dip a French fry into ketchup.

In August of 2006 we rolled out Tech Effects Kit 2, focusing on Wheels, Cams, and Eccentric Movement.

The centerpiece of Kit 2 is a technology Challenge called Move It or Lose It. The Challenge requires teams to use wheels, cams, and eccentric movement to create a delivery system capable of delivering solid, liquid, and granular loads into separate containers.

In its third year, our DI eXtreme® program, designed for college-age participants, continued to take shape and grow in 2006. College students enjoyed the challenge of working as a team to solve "Flagship" Challenges, yet they had little time available to prepare. eXtreme exists as a viable alternative to the flagship program. Participants can enjoy the fun and challenge of creative problem solving at a Tournament without having to meet together as a team for months ahead of time.

College students flock to DI eXtreme Challenges

Our eXtreme Tournament at Global Finals included these highlights:

* Increased participation: At Global Finals in May participation in the DI eXtreme events increased more than 60% over the previous year, going from 11 to 17 teams.

* "Instant" teams: Many of the teams at d2k.6 were formed on the spot by combining individual university students into brand new teams. These team members got to know one another eXtreme-ly well eXtreme-ly quickly!

* Choice of Challenges: Teams had the option of choosing more than one type of Challenge to solve:

* Max: Our “Max” Challenge is solved in a 3-hour period at the Tournament.

DI eXtreme Challenge – a challenge that tested teams’ creative abilities as well as their ability to stay awake! The SuperMax challenge was launched at midnight and teams had all night to work on their solutions.

Many teams truly took this option to the eXtreme and did both Challenges! As always, both DI eXtreme challenges included strong elements of the theatrical and technical with the flexibility for teams to show off their stuff – to the level of complexity that they want to achieve.

* All-military team: We were happy to present our first-ever all-military eXtreme team. This team earned a special award for their eXtreme creativity.

* At d2k.7 we will be offering a third type of Challenge for eXtreme participants: the eXtendo Challenge gives teams a peek at part of their Challenge ahead of time so that teams may prepare part of their solutions before arriving at Global Finals if they wish.

"Inventor: A person who makes an ingenious arrangement of wheels, levers and springs, and believes it civilization.”

-Ambrose Bierce
Global Finals Event

D2k.SIX Special Events

D2k.6, our Global Finals event, was filled with innovative new programming that incorporated teamwork, creativity, and problem solving for specific target groups. Among the programs that were showcased this year:

- **Rising Stars!**: Our youngest teams had the opportunity to take part in a Starry Showcase and two other days of activities, including a trip to the Knoxville zoo.

- **ImagiNation-4-Life**: Our newest program, ImagiNation-4-Life got off to a fabulous start with a full roster of teams and standing-room-only audiences. Teams with members ranging from preschoolers to grandparents worked together to create energetic and entertaining solutions to unique Challenges.

- **Accept the Challenge Camp**: On Wednesday of Global Finals week, we held our first-ever Accept the Challenge camp for 210 of participants. Kids from all over the world were grouped in teams and spent several hours engrossed in wild and wacky creative problem solving activities.

- **projectOUTREACH**: Our community service program, project:Outreach made its first appearance at Global Finals. Teams of caring and committed teens held a Community Summit and had an opportunity to share their solutions to this year’s real-life Challenges.

- **Tech Effects**: Dipping French fries into ketchup by means of pulleys was the Challenge facing our Tech Effects teams at our first-ever Global Finals Tech Effects Rally. Solutions were creative, colorful…and tasty! In addition to taking part in the Rally, teams spent a day on a fun technology field trip in the Knoxville area.

“Happiness lies in the joy of achievement and thrill of creative effort.”
-Franklin D. Roosevelt
### Statement of Financial Position

<table>
<thead>
<tr>
<th>Assets</th>
<th>Unrestricted</th>
<th>Temporarily Restricted</th>
<th>Total</th>
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<tr>
<td>Cash and cash equivalents</td>
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<th>Liabilities And Net Assets</th>
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<td>Note payable</td>
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<td>Deferred revenue</td>
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<td><strong>Total Liabilities And Net Assets</strong></td>
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### Statement of Activities

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<td>Membership fees</td>
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<td>Program revenue</td>
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<td>Investment income</td>
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<td><strong>Total Revenues, Gains And Other Support</strong></td>
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<td><strong>229,827</strong></td>
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<td><strong>229,827</strong></td>
<td><strong>5,839,499</strong></td>
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| Increase In Net Assets                      | 25,725       |                        | 25,725  |

| Net Assets [beginning of year]              | 658,715      |                        | 658,715 |

| Net Assets [end of year]                    | $684,440     | $                        | $684,440|
Statement of Cash Flows

Cash Flows From Operating Activities:

Change in net assets $25,725

Adjustments to reconcile change in net assets to net cash provided by operating activities:

Depreciation 28,789
Loss on abandonment of equipment 1,157
Bad debts 3,441
Unrealized (gains) losses on investments 4,452
Increase in accounts receivable (105,160)
Increase in inventory and prepaid expenses (5,594)
Increase in accounts payable 789,635
Increase in accrued expenses 133,865
Increase in deferred revenue 1,940

Net Cash Provided By Operating Activities: 878,250

Cash Flows From Investing Activities:

Short-term investments, net 159,982
Purchase of long-term investments (6,893)

Net cash provided by investing activities: 152,989

Cash Flows From Financing Activities:

Payments on capital lease (5,398)
Payments on note payable (3,524)

Net cash used by financing activities (8,922)

Net increase in cash 1,022,317

Cash at beginning of year 1,394,537

Cash at end of year $2,416,854

Statement of Functional Expenses

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<th>Program Services</th>
<th>Management and General</th>
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<td>Advertising and exhibits</td>
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<td>Bad debts</td>
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<td>Board of directors expense</td>
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<td>Conferences</td>
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<td>Consulting fees</td>
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<td>Global finals expense</td>
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<td>Occupancy</td>
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<td>23,412</td>
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<td>Program development and design</td>
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<td>Rebates</td>
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<td>Software</td>
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<td>2,415</td>
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<td><strong>Depreciation</strong></td>
<td><strong>20,672</strong></td>
<td><strong>8,101</strong></td>
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<td><strong>28,839</strong></td>
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<td><strong>Loss on abandonment of equipment</strong></td>
<td><strong>1,157</strong></td>
<td><strong>-</strong></td>
<td><strong>-</strong></td>
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<td><strong>Total Expenses</strong></td>
<td><strong>5,484,003</strong></td>
<td><strong>283,740</strong></td>
<td><strong>67,305</strong></td>
<td><strong>5,835,048</strong></td>
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</table>
05-06 Scholarship Recipients

BC Original Minds Association
$500 Scholarship Recipients:
- Kristine Chalk
  "For being a participant in creative problem solving and a team player"
- Kiera Campos-Baal
  "Recognition of commitment to and excellence in creative problem solving and for being a role model for younger DI members of the Kootenay Region"
- Derrick and Janice Booth

Massachusetts Opens Minds Association
$500 Scholarship Winners:
- Anne Marie Banard
  "For the commitment to creative problem solving"
- Rick Feutz
  "$1000 Scholarship"
- Kevin Kreigh
  "$1000 Scholarship"
- Bailey Melissa Chick
  "Jean Josie Scholarship Award for Outstanding Volunteerism and DITM Commitment"
- Ryan Woodland

Maryland Creative Problem Solvers, Inc.
- Ashley Barnas
  "$1000 Scholarship"
- Kevin Keigh
  "$1000 Scholarship"
- Eric Dahl/Verizon
  "$500 Scholarship"
- Kara Benton
  "$500 Scholarship"

Oregon Destination ImagiNation
$500 Scholarship Winner:
- Keri Patterson

CreateME
- Alex Ortiz

Colorado Extreme Creativity
- Jonnie Altman Appraiser
  "$750 Scholarship"
- Sarah Loesby

New Hampshire's Incredible Creativity Connection
- Nancy Zanca Scholarship for Creativity
- Lauren Desmond
- NH-DI Scholarship
- Kathryn Bousquet

Massachusetts Opens Minds Association
- Leigh Rose Coulombre
- John Henry Burns
- Erica Robyn Berglind
- Kaitlin Sandra Keddy

New Jersey Destination ImagiNation
$1000 Scholarships:
- Ben Schwarz
- Brent Rivers

Washington Imagination Network
$1500 Scholarship winner:
- Caitlyn Bauer

MuDi Waters Consortium
$500 Scholarship Winners:
- Bailey Maresch, NE
- Emily Meier, MO
- Katherine Nylander, MN

Honoring Betty Schmidt
$1000 Scholarship
- Lindsey Konzmann

CMU.MiCAScholarship
2 - 2-year Scholarships, $12,000 each
- Karla Kantola
- Jamie Maynard

Michigan Creative Adventures (MOCA)
$500 Scholarship Winners:
- Megan Payne
- Emily Meier
- Charles Winfrey

Wyoming Association for Creative Youth
Jennifer Tillard Memorial Award, $400 each
- Laura Cundy
- Caleb Gates
- W.A.C.Y. Award, $300 each
- Tony Cooley
- Matt Leibrich

The dZK.Six Valedictorian
- Kate Nylander, MN

Texas Creative Problem Solving Organization
University of Texas, Dallas 4-yr. Scholarship
- Heather Compton

Dave and Juliet Thomas
$1000 Scholarship
- Manuel Alvarez

Internet
- Sage La Torra, NM

Students for a Creative Iowa
- Michelle Alvarez, TX
- Nicole Miller, WI

$500 Awards
- Robert Dignan, IL
- Michael Korte, OH
- Elaine Mau, NJ
- Presentation
- Bailey Mares, NE
- Sara McCubbins, IL
- Kevin Ponziani, OH

VOMBO Scholarship Recipients
$2000 Awards
- Internet
- Heather Compton, TX

$1000 Awards
- Essay
- Mya Dosch, WI
- Jessica Miller, OH

$500 Awards
- Essay
- Robert Dignan, IL
- Michael Korte, OH
- Elaine Mau, NJ
- Presentation
- Bailey Mares, NE
- Sara McCubbins, IL
- Kevin Ponziani, OH

The dZK.Six Valedictorian
- Kate Nylander, MN
Affiliate Directors

2005-06 Directors

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Arkansas
Mitchell Brownie
Arizona
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British Columbia
Faith Garriock
Brazil
Shaysann Kaun
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Colombia
Barry Gilman
Connecticut
Val Conroy
Colorado
Nyla Kimmert
Georgia & Florida
Scott Mulkey
Guatemala
Jose Luna
Idaho
Irina Harmon
Iowa
Deanna Jens
Indiana
Melissa Branham
Illinois
Steven Bute
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Peggy Middendorf
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Minnesota
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Missouri
Chuck Good
Montana
Heather Geiger
Nebraska’s
Bejot Kim
Nevada
James Reddan
New Hampshire
Jill Schoonmaker
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Beverly Webb
Donna Gowdy
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Steve Shearer
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Robyn Crawford
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Roxanne Rosin
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Mary Deem
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Richard Sullivan
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Theresa Kosiarek
P.R. China
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Rhode Island
Sue Oclassen
Singapore
Francis Lua
South Africa
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South Carolina
Donna Gowdy
Wuzzardo Pat
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Cozy Dorton
South Korea
Kyung-Bae Rhim
Tennessee
Linda Chambers
Texas
Sue Shanks
Turkey
Joseph Welch
United Kingdom
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Utah, Inc.
Noel Grabl
Vermont
Pasquale DiLego
Virginia
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Doug Maulik

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Andrea Deese
Chief Financial Officer

Robert T. Purifico
Chief Executive Officer

We are a fiercely independent, child-led, child-driven, and child-inspired organization that empowers all learners with a unique problem-solving approach to achieve real, positive, and lasting change in their lives. As a result, children everywhere are learning and growing in a small, personal group setting, with guidance and support from trained and dedicated adults. This system of education is founded on the belief that anyone can learn anything and that children learn best through hands-on, collaborative, and creative thinking in small personalized groups. The system teaches children to make decisions and take ownership of their learning, to lead with heart and spirit, and to be agents of change and innovation in their life and the world. Destination Imagination's mission is to create a global community of learners where integrity, creativity, and innovation are valued; where all learners achieve at the highest levels of academic performance and personal growth; where diversity and global citizenship are embraced; and where collaboration is celebrated.
Sponsors

National Dairy Council
National Dairy Council International Sponsor of Destination ImagiNation, Inc. For ten years, the International Sponsorship of the NDC has been an important catalyst in providing this program all over the world as we work to develop and nurture creativity in participants. A true commitment has developed between the two organizations; One works to develop a healthy body; the other concentrates on a healthy and creative mind! Both work for a common goal: to help children reach and realize their true potential!

3M
For several years 3M was a Challenge Sponsor and is now Tech Effects® Sponsor. 3M’s 70,000 employees put science and creativity to work everyday producing products that make people’s lives better. 3M has brought more than 50,000 innovative products to market. 3M encourages kids to join its employees around the world in thinking creatively.

VelcroUSA®
VelcroUSA® returns as a third time Challenge sponsor - supporting DestiNations In Time. VelcroUSA® realizes that Destination ImagiNation® is a unique program in that it reaches across all sectors of the population and all interest levels. Through this sponsorship they hope to get the message “there is no such thing as “Velcro” to hundreds of thousands of people” - it’s “hook and loop”