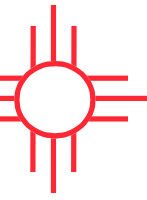


Creative Programs of

New Mexico, Inc.



From the Affiliate Directors

Welcome to all for the new year to CPNMI and Destination ImagiNation© (DI) for 2004-2005! There are 5 new Challenges (and a new Rising Stars Challenge) available this year which should give all of your students much to enjoy and learn! Some details are available in this newsletter and on the web and full details are available with your paid membership.

DIONline has been down earlier this year, and to make sure you can register we are providing a New Mexico specific form in this newsletter that you can mail or fax if you have problems getting registered online. The preferred action would be to register online at <<http://www.dionline.org/>> (you will need to supply your userid (probably your e-mail address) and your password (if you have forgotten it, we can supply you with a new password of your choice.) DI™ is about to launch a new "look and feel" to the website which should have increased ease of use for all.

We thank all the ongoing and new Board Members who have volunteered their time to make this program available to all the students in New Mexico who have so much to gain from their involvement in Creative Problem Solving! All our New Mexico volunteers are committed to giving you the best program possible!

Please let us know if you are interested in being an Appraiser for the State tournament (March 19, 2005, Albuquerque) or even the Global Finals tournament (May 25 - 28, 2005, Knoxville, TN) so we can make sure your name is submitted!

Your affiliate directors,

Kris and Steve Shearer

kris_s@zianet.com stevecr8z@zianet.com

Tournament Information

The 2004 tournament will be held at Sandia High School on March 19, 2004. Sandia is located at 7801 Candelaria Rd NE – on the corner of Pennsylvania and Candelaria in Albuquerque.

Registration

Please register your team or teams at www.dionline.org, or by using the attached registration sheet. To participate in the tournament, you will need to send in a tournament registration form which will be available on our website, www.imaginm.org.

Training Opportunities

Structure Training

January 22, 2005 9:00 – 3:00

Christ Lutheran School (Across from Sandia High)
7701 Candelaria Rd NE Albuquerque, NM

Team Managers and Members

James Gruetzner and Jeff Crow will present their award-winning structure workshop. Come learn techniques that will help your team build a winning bridge! Cost is \$10 plus \$5 for lunch, or bring your own. Please RSVP to Jeff Crow, jeffcrow@comcast.net.

Team Manager Training

January 8, 2005 8:30-12:00

Governor Bent Elementary
5700 Hendrix NE Albuquerque, NM
Team Managers

Congratulations! You've volunteered to be a team manager. Now what? Let Midge Nichelason help you get started! Please RSVP to Micge: nichelason_m@aps.edu.

Instant Challenge Training

February 4, 2005 8:30-12:00

Governor Bent Elementary
5700 Hendrix NE Albuquerque, NM
Team Managers and Members

Come learn winning techniques for instant challenges from Midge Nichelason. Please RSVP to Midge: nichelason_m@aps.edu.

Regional Directors

Please contact your regional director if you have any questions about registration.

North Central Region

James Gruetzner
jgruetzner3@comcat.net
(505) 237-2966

South Central

Monica Cook
monicas@hotmail.com
(505) 681-8745

Southwest

Grace La Torra
grace@nmsu.edu
(505) 522-5121

Southeast

Kris and Steve Shearer
kris_s@zianet.com
stevecr8z@zianet.com

Who We Are

Creative Programs of New Mexico, Inc. sponsors the premier creative problem-solving program for students from kindergarten through college in New Mexico. Working in teams, students learn to think "out of the box," by creating and demonstrating unique solutions to interesting and motivating problems. This year we are affiliated with Destination ImagiNation. Destination ImagiNation was formed by dedicated volunteers to continue to provide a quality creative problem-solving program at an international level. CPNMI is a 501(c)(3) tax exempt organization.

Challenge Summaries

Challenge A: Dizzy Derby

Focus:

- Technical Design and Construction of a Vehicle
- Invention and Design Process
- Playwriting
- Team Work

The Destination: Where Dizzy Derby Will Take You!

Racing! Laps! Strategy! Your team-designed Vehicle will race against the clock to complete the greatest number of laps on our triangular track! Take a careful look at the rules since there is more than one way to gain lap points. Do you design your Vehicle for speed alone, or gain extra points with a risky “Detour?”

Points of Interest:

- The team will design a reliable Vehicle with a Technical Energy Source that will race around a triangular track transporting one or more team members
- The team will receive points for the number of Laps and Detours their Vehicle completes
- The team will integrate three Side Trips into its Presentation.
- A team-created skit will bring together all elements of the team's Presentation
- This Challenge can be solved on many levels, from very simple to very complex solutions. Your team needs to develop a winning strategy. There is more than one way to score well

Challenge B: Sudden Serendipity

Focus:

- Playwriting and Point of View
- Theater Arts
- Technical Design and Construction
- Invention and Design Process
- Teamwork

The Destination: Where Sudden Serendipity Will Take You!

“Ring..Ring” . . . “Zap!” The telephone and microwave - two inventions separated by 70 years, but with one thing in common – Serendipity! Serendipity, or discovery by chance, is an important ingredient in many important inventions. What brilliant invention will your team be seeking to create when serendipity strikes? Is your invention celebrated as a stroke of genius, or misunderstood? This is your opportunity to present your Story of Serendipity. Good luck!

Points of Interest:

- The team will develop and present an original Story that includes an example of Serendipity
- The team will present an Initial Invention and a Serendipitous Invention that results from Serendipity
- The team will build and present a Technical Device that performs a Task through one or more Steps
- The characters will present Differing Views about the impact of the Serendipitous Invention
- The team will integrate three Side Trips into its Presentation
- This Challenge can be solved on many levels, from very simple to very complex solutions

Challenge C: Live! It's RaDlo DI!

Focus:

- Theater Arts
- Playwriting
- Sound Effects Technology
- Characterization
- Teamwork

The Destination: Where Live! It's RaDlo DI! Will Take You!

Before we had television, imaginations around the world came alive every night. Families sat beside the radio, listening to the news of the day. The radio also brought all sorts of entertainment to life without pictures. Music was popular, and so were plays – funny plays, serious plays and mysteries. Your Challenge is to create a story that can be told without pictures – an original RaDlo show being performed live for a RaDlo audience. Your Presentation will include a commercial that makes an outrageous claim for a product, and of course a “Breaking News Bulletin.”

Points of Interest:

- The team will present a Story in a live RaDlo Broadcast. The Story will include at least one Unique and/or Eccentric Character
- The RaDlo Broadcast must have Live Sound Elements that create images in the mind of the listener. At least one of the Live Sound Elements must be produced by a Technical Method
- The Story must have a "Cliffhanger" or "Hook" before a Commercial Break for a product
- The commercial must include an Outrageous Claim and a Jingle to advertise or promote the product
- The RaDlo Broadcast will be interrupted by a News Bulletin. The subject of the News Bulletin will be a randomly selected Improv Element
- The team will integrate three Side Trips into its Presentation

- This Challenge can be solved on many levels, from very simple to very complex solutions

Challenge D: IMPROVing Along

Focus:

- Improvisational Acting
- Transportation Research
- Invention and Design
- Theater Arts
- Teamwork

The Destination: Where IMPROVing Along Will Take You!

Gear up on everything there is to know about how we get around, because at performance time, this improvisational Challenge will include one of the 12 modes of transportation your team has selected to study. You'll also create your own IMPROVmobile and create a skit on the spot that includes an Improv Travel Game and shows what happens Along the Way. Don't forget: Your ticket only allows 30 minutes for you to plan your entire trip, and you'll need to remember to pack your Invisible Prop! ALL ABOARD!

Points of Interest:

- The team will create a six-minute Improvisational Skit in a 30-minute time period at the Tournament
- The team will research a total of 12 Modes of Transportation taken from six categories and randomly choose one to be integrated into their Skit
- The team will randomly select an event that happens Along the Way and integrate it into their Skit
- The team will create an IMPROVmobile and integrate it into their Skit
- The team will demonstrate one of four Improv Travel Games during their Skit
- The team will integrate an Invisible Prop into their Skit
- This Challenge can be solved on many levels, from very simple to very complex solutions

Challenge E: DIsigning Bridges

Focus:

- Bridge Architecture and Structural Engineering
- Model Bridge Construction and Testing
- Research on Cultural Differences and Bridges of the World
- Playwriting
- Teamwork

The Destination: Where DIsigning Bridges Will Take You!

What do we do when a river, busy highway, or deep ravine stands between us and our destination? We build a bridge! Your challenge is to build a bridge out of wood, glue, and fishing line that holds weight. Will your bridge be long? Will it be strong? You decide! Explore the many bridges of the world to inspire your design. Then test your bridge while presenting a story about a bridge between two nations' cultures.

Points of Interest:

- The team will design, build, and test a Bridge made completely of Wood and/or Monofilament Fishing Line, with Glue as an adhesive. They will
- earn points based on the weight held by the Bridge multiplied by its Span
- The team will research bridges from Nations other than their own, and will use a design element of one of these bridges in their own Bridge design
- The team will make a prediction about what will happen when they stack weights on their Bridge
- The team will create and present a Story about a bridge (or connection) between the cultures of two Nations. The Story will include at least one character
- The team will integrate three Side Trips into its Presentation
- This Challenge can be solved on many levels, from very simple to very complex solutions

Rising Stars!™: More to the Story!

- Storytelling
- Rhyming
- Following Multi-step Directions
- Teamwork
- Speaking in Front of an Audience

The Destination: Where Rising Stars!™ More to the Story! Will Take You!

What happens to the characters in a story after the story ends? What did the pirates do after they found the treasure? What happened after the princess married the prince? Your team will pick any story you like. You will make up a Play about the story. Your Play will tell what happened after the story ended. Your team will tell ...More To The Story!

MWigami

New Mexico Destination ImagiNation®

2004-2005 Passport Application

Name _____

Please complete one Passport Application and Payment and Shipping page for each Passport License you will be purchasing. Be sure to put your name on the Application page in case your paperwork becomes separated during the processing of your Passport License.

Required New Mexico Fees are included in the fees listed below.

PASSPORT TYPE:

Check one and complete requested information.

(A) **Individual Team Passport:** Allows a school, school program, college, university, community group, boy scout, girl scout, 4-H club, PTA/PTO, home school program, parent group, or business to put together a team of no more than seven participants and to register one team. Single team registrations with no affiliation to any group are also accepted. This membership would entitle a given team to participation in one Challenge at any level defined within our program structure. There are no restrictions on how a team is selected or assembled. Team members may come from within a community ... or beyond.

(B) **5-Pak Team Passport:** A team-based registration that allows up to five teams in any Challenge on any level of competition. A 5-Pak can be purchased for an individual school, multiple schools with a total registration of less than 500 students, multi-school programs with a single itinerant teacher, or a recognized community organization that serve children such as, Boy Scout Troops and Girl Scout Troops, 4-H clubs, PTA/PTOs. **5-Paks may not be purchased on behalf of school districts, states, provinces, program affiliates de. the New Jersey DI (Affiliate) Girl/Boy Scouts of America nor any larger parent organization Passports may be held by a local or community entity within the parent organization as described above.** Schools/groups with more than one Rising Stars!™ team MUST purchase a 5-Pak; however, a 5-Pak member is entitled to 5 competitive teams and an unlimited number of Rising Stars!™ teams.

(C) **DI Later™ Team and Five Pack Passport(s):** A program designed specifically for ADULTS. No other level of participation in our regular Destination ImagiNation program may compete in DI Later™. This program uses the same Challenges as A and B above and can be purchased as an individual or 5-Pack Passport.

(D) **DI Extreme™ Team Passport:** A Team comprised of no more than seven University Level students. All team members must be full time university or college students over the age of 18 and may not participate on any other type of DI team at any Level. There are no team Managers.

REGISTRATION FEE (including New Mexico fees):

\$190.00 Individual Team Passport - materials sent on PC compatible CD-Rom \$ _____

\$265.00 5-Pak Team Passport - materials sent on PC compatible CD-Rom \$ _____

\$85.00 Pak Team Passport Upgrade -Upgrade from an Individual to a 5-pak Passport. \$ _____

\$20.00 USD Printed Passport Materials \$ _____

\$60.00 Rising Stars!™ Volume I - materials sent in a book-like box \$ _____

\$80.00 Rising Stars!™ Volume II -materials sent in a book-like box \$ _____

\$125.00 Rising Stars!™ Volumes I & II combined \$ _____

Total \$ _____

New Mexico Destination ImagiNation" Payment and Shipping Information

Use this page to complete your order for either the Passport Application or the Product order forms. For a Passport License be sure to complete all sections of this page. If you are ordering products and do not have a Passport license you need only fill out the pertinent information i.e. Method of Payment and Shipping Address. Whenever using a Credit Card be sure to complete the Billing Address information. **Also, please provide a good e-mail address**, in the Contact Information section, as once in the system you can set-up an on-line profile much as you would with any e-commerce business.

When completed send this page along with the order page from either or both of the Passport and Products to:

Destination ImagiNation, Inc., PO Box 547, Glassboro, NJ 08028

If you are using a Purchase order or Credit Card you may fax the information to:

(856) 881-3596

If you have further questions feel free to contact the office at (856) 881-1603 or e-mail us at headquarters@destinationimagination.org.

<p><u>Credit Card Billing Address</u></p> <p>Name On Credit Card : _____</p> <p>Street: _____</p> <p>City: _____</p> <p>State/Province: _____ Zip: _____</p>
<p>_____ MasterCard _____ VISA Card</p> <p>Expiration Date: _____ / _____</p> <p>Card Number _____ - _____ - _____ - _____</p> <p>_____</p> <p>Cardholder's Name (Please print)</p> <p>_____</p> <p>Cardholder's Signature</p> <p>If paying by credit card, we require you provide the Billing Address of the credit card holder. This Information is required for us to charge your credit card.</p>

<p><u>PASSPORT HOLDER INFORMATION</u></p> <p><u>PASSPORT NAME</u> (for example: <i>ABC Elem. School, ABCProgram, ABC Home Schoolers, ABC College, X-tremes, etc</i>)</p> <p>_____</p> <p><u>Level</u> (Circle One) EL ML SL University/Military</p> <p><u>SPONSORING ORGANIZATION</u> (for example: <i>School District, Club, Business, Group, etc.</i>)</p> <p>_____</p> <p><u>CONTACT PERSON/SUBSCRIBER INFORMATION</u></p> <p>Name: _____</p> <p>Day Phone: _____</p> <p>Night Phone: _____</p> <p>FAX Number: _____</p> <p>Email Address: (please TYPE or PRINT CLEARLY)</p> <p>_____</p> <p><u>MAILING ADDRESS</u></p> <p>Street: _____</p> <p>State/Province: _____ Zip: _____</p> <p>Country (if other than US _____)</p> <p><u>SHIPPING ADDRESS</u></p> <p>Check one: <input type="checkbox"/> Residential <input type="checkbox"/> Commercial</p> <p>Street: _____</p> <p>City: _____</p> <p>State/Province: _____ Zip: _____</p> <p>Country (if other than USA): _____</p>
--