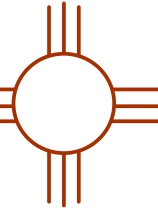


Creative Programs of New Mexico



From the Affiliate Directors

Welcome to a new year of Destination ImagiNation in New Mexico! You have five new challenges this year for your students to find their creative solutions! (All Challenges involve teamwork.) They are:

- Back at you! (Technical, Design, Construction and Performance elements.)
- Kidz Rulz (Theater Arts with Physics and Design elements.)
- How'd That Happen? (Playwriting, Theater Arts, International Studies, Innovation and Design elements.)
- On Safari (Improvisational Acting, Story Development, Research, Theater Arts.)
- Inside Dimension (Architectural Design, Structural Engineering, Construction, Innovation and Design, Math, Theater Arts.)

The package also comes with 9 Instant Challenges and a special "Create your own Instant Challenge" segment which Team Managers and Teams will find quite helpful! Look for in-depth information in this newsletter on the regular challenges.

For those renewing their memberships, **the membership process has changed from last year.** You must access www.shopdi.org rather than DIOnline as in the past. Please be sure to "Activate" your membership! The Activation process is detailed in the Destination ImagiNation Registration Procedure link on our NM DI homepage, www.imaginm.org. You will need to use a code that is e-mailed to you after you sign up.

We are here to support you. Please e-mail us with any questions! Good luck and great creativity to all our teams this year!

Steve (stevecr8z@zianet.com) and
Kris (kris_s@zianet.com)

Appraisers Needed

If you are interested in appraising at the State Tournament in the spring, please contact James Gruetzner (jgruetzner3@comcast.net) and let him know what challenge you are interested in judging. Instant Challenge appraisers and Challenge Masters are also needed. Come and join the fun! Send an email today!

Tournament Information

The 2006 tournament will be held at Sandia High School in February or March. Sandia is located at 7801 Candelaria Rd NE - on the corner of Pennsylvania and Candelaria in Albuquerque.

State Logo Contest

How would you like \$50 for using your ImagiNation? Just design a logo for us to use on our state t-shirts and pins, and we'll give you \$50 and a free shirt! All entries must be received by 12/1/2005. You may mail your entry to CPNMI at the address at the bottom of the page, or email it to jeffcrow@comcast.net.

Instant Challenge Training

Come learn techniques for excelling at instant challenges from Midge Nichelason. Team managers and team members are welcome! Please RSVP to Midge: (nichelason_m@aps.edu)

Saturday, January 28, 2006 9:15 AM - ???
Governor Bent Elementary Portable 20
5700 Hendrix NE, Albuquerque, NM

Structure Training

Learn techniques for building efficient wood and glue structures. At this workshop, each team will have an opportunity to build and test a structure. Please RSVP to James Gruetzner (jgruetzner3@comcast.net) if you'd like to attend. Teams and team managers are welcome! This workshop will cost \$7 per team member, which includes materials for structures pizza for lunch.

Saturday, December 2, 2006 9 AM - 4 PM
Christ Lutheran School
7701 Candelaria Rd NE, Albuquerque NM

Regional Directors

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

North Central	Southwest
James Gruetzner	Grace La Torra
jgruetzner3@comcat.net	grace@nmsu.edu
(505) 237-2966	(505) 522-5121
South Central	Southeast
Monica Cook	Kris and Steve Shearer
monsicas@hotmail.com	kris_s@zianet.com
(505) 681-8745	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 Previews

Challenge A: Back At You!

Tides come in and go out, birds migrate every Spring and Fall, yo-yos and boomerangs come back to you. In nature and by design, things are made to leave and return again. Your Challenge is to create a round trip Delivery Device and Receiver that repeatedly sends balls back and forth. How far apart will you space these two devices? How big will you make the Opening for balls in the Receiver? How will your team integrate the balls' many round trips into a Presentation about someone or something that goes away and comes back? All these choices will make a difference when your team's scores come Back At You!

Your team will:

- Design and construct a Delivery Device that will send tennis and/or ping pong balls from a Departure Zone to an Opening in a Receiver.
- Design and construct a Ball Return Device that will send balls from the Receiver back to the Departure Zone.
- Integrate the process of sending and returning the balls into a Story about someone or something that has gone away and comes back.
- Create two Side Trips and integrate them into

Challenge B: Kidz Rulz

There are rules at the library (keep your voice down), rules in the cafeteria (don't cut in line), rules in traffic (don't run the red light), and rules at the video store (don't keep the movie too long!). But what about the REALLY BIG rules, the ones nobody can break? That's right, we're talking about the basic principles of the Universe, rules that say your skateboard will eventually stop once you step off, and that the soccer ball may not make it into the net, depending on how far away you are when you kick it. Physics and the properties of motion are some of the basic rules of the Universe – but what if you could change them? Your team will create a story about a place where Kidz Rulz reign!

Your team will:

- Create and present a Story about a Place where it is possible to Bend one of the DI Rules of Motion and where the Characters can create their own Kidz Rulz.

- Design and present a Demonstration that creates the illusion of what might happen when you Bend one of the DI Rules of Motion.
- Design and create a Theatrical Set that depicts the Setting for your Story
- Create two Side Trips and integrate them into the Presentation.

Challenge C: How'd tHAT Happen?

Focus: Playwriting in Genres, Theater Arts, Research, International Studies, Innovation and Design Process, Teamwork

The Destination: Where this challenge will take you!

You hear an unbelievable story and the first thing you want to know is, "wHAT happened?!" And, "How did that happen?!" Now you are the author and everyone wants to know what the characters in your story have been up to. Your team will be stylin' as you tell a story that will have the world talking about a very unusual Hat and a Bizarre Happening. How will you tell it? As a Comedy or a Soap Opera? A Musical or a Mystery? How about a Reality Show or an Adventure? Maybe a Silent Movie or a Science Fiction tale? You decide! The audience has the questions. YOU have ALL the answers! So tell us ... How'd tHAT Happen?

Your team will:

- Create and present a theatrical performance of an original Story about unusual events in a Nation other than your team's own. You will integrate research about the Nation into the Story.
- Present the Story in the style of one of eight Genres listed in the Challenge.
- Design and create a Hat that dramatically transforms the wearer.
- Use one or more Technical Methods to cause a Bizarre Happening to take place.
- Create two Side Trips and integrate them into the Presentation.

MWIGSM!

Challenge D: On Safari

It's a little bit wild and a whole lot dangerous, as you learn when your Safari takes a Disastrous turn! No matter how prepared you are for your adventure, you never know what you are going to meet around the next bend...that's why you and your team are prepared with an Original Innovative Device that will get your adventure back on track. **WARNING:** This Improv Challenge is not for the faint of heart! If you love decoding symbols, exploring the unknown and can prepare an Improv solution in 30 minutes, this Challenge is perfect for you!

Your team will:

- Create a six-minute Improvisational Skit about a Safari, in a 30-minute timed period at the Tournament.
- Research six different team-selected Environments and, at the Tournament, randomly choose one to integrate into your Safari.
- Research six different team-selected Living Inhabitants, one from each Environment, and, at the Tournament, randomly choose one to integrate into your Safari.
- Create an Original Innovative Device and use it in your Skit.
- Demonstrate one Improv Technique during your Skit.
- Integrate a randomly-selected Disaster into your Safari.
- Establish a Goal you hope to achieve on your Safari.
- Integrate a randomly-selected Symbol into your Skit.

Challenge E: Inside Dimension

It's one of those sayings that has been around for years. But have you ever imagined the interesting, amusing and unexpected secrets you could find out if walls could talk? What things might the walls of your home tell you about the people who have lived there? Imagine what the walls of ancient structures could tell us if they could only speak! What might they say about the Architect of the structure? Your Challenge is to reveal the real inside story about a structure of your teams' choosing as the creation tells the story of the creator! And for a real Inside Dimension, build two Structures of Wood and Glue that fit inside one another and test them to see how much weight they can hold.

Your team will:

- Design, build and test two Structures made completely of Wood and Glue. One Structure will fit inside the other, and the Structures will be tested simultaneously.
- Research one Architect of the team's choosing.
- Create a Story about the life and times of that Architect as told by an Insider.
- Create a character called the "Insider" that represents an Architectural creation designed and built by the chosen Architect, and will tell the Story of the Architect from its unique point of view - 'the inside dimension.'
- Include in the Story one Life and Times Element chosen from a list.
- Create two Side Trips and integrate them into the Presentation.

Magellan Ad Astra Award

ImagiNM encourages team members to try new and different ideas, to explore different skills, to think outside of the box--or to convert the box into something else entirely! Destination ImagiNation offers five different types of Challenges, which provide opportunities to explore a variety of skills and scenarios.

In order to encourage kids to dare to explore, ImagiNM has established the "Magellan Ad Astra" award, to recognize those kids who, over the years, have completed solutions to Challenges in each of the five categories. Named after Ferdinand Magellan, the first person to circumnavigate the globe, it reflects the continued striving to reach to the stars--and even beyond to the galaxies of the Magellanic Clouds. We would like to recognize these stellar kids at the awards ceremony for our state tournament.

We are calling on Team Managers to nominate any team members who qualify. The different types of Challenges are:

- Theatrical (RaDIo DI, Cartoon DIMensions, Theater SmARTS, On Holiday, Shakespeare, etc.)
- Structure (DIsigning Bridges, GuessDIimate, ConnecDIId, Dual DIlemma, Pasta, etc.)
- Improv (IMPROVing Along, UpBeat Improv, Once Upon an Improv, etc.)
- Technical (Dizzy Derby, DestiNations in Time, Change in Direction, etc.)
- Combination -- Theatrical/Technical (Sudden SerenDIpity, The Plot and the Pendulum, ViDIo Adventure, etc.)

Team Managers and Coordinators are asked to nominate any team members who meet the award criteria.

Please submit the following:

- Team Member Name
- Challenge and Problems in the order of competition (include all, not just the basic five)
- For each Challenge/problem, the team membership (or school)

Please submit all nominations to,
Grace La Torra grace@nmsu.edu

ImagiNM

Su Doku is a Japanese phrase meaning Solitary Number. The object of the game is to use each number from 1-9 exactly once in every row, every column, and every 3x3 square. See if you can figure these out! Visit www.imaginm.org for the solutions.

6		4			1			
		9						
	2		4		9			
8			9					
				6		5	7	
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ImagiNM

CPNMI
P.O. Box 36881
Albuquerque, NM 87176-6881