

Solving the Central Challenge

Once the team has chosen its challenge you need to help the team determine

1. What Does the Challenge Say You Must Do?

- Each team member should have a copy of the *Team Challenge*, the *Rules of the Road*, and the *Published Clarifications*.
- Focus on the main parts of the Challenge and then look for specific limitations.
- What specifics does the team need to know?

2. What Facts Does the Team Know About the Challenge?

- Have the team members make up Who, What, When, Where, Why, and How questions that they will need to answer.
- If it doesn't say the team can't do something (either in the Challenge itself, the *Rules of the Road*, or the *Published Clarifications*), then the team can.

3. What Else Do They Need to Know? Or Find Out About?

- Use reference books, field trips, resource people.
- Resource people should never know the specifics of the Challenge. That way there is less chance they will accidentally offer Interference. It is best if you ask them to give several examples of a skill – types of painting, ways to assemble a costume, etc so that the team then has the opportunity to decide which one best fits their solution rather than being guided to a specific way.
- If the team is not sure about some aspect of the Challenge, encourage them to request a Team Clarification. This can be done in two ways: By mail, using the Clarification Form in *Rules of the Road*, or by completing a Clarification Form on the Destination Imagination web site.

4. Review The Facts: State the Challenge.

- Select each part of the Challenge and have the team members restate it in their own words.
- Write each one on a large piece of paper.
- It is often a good idea to highlight the challenge in three colors
 - pink (red) for parts that they may **NOT** do,
 - green for things they **MUST** do,
 - blue or yellow for things they need to remember to consider.
- You usually will know if they understand the definition of all the words in the challenge when they restate it in their own words. If you are not sure they know what something means ask them what is a ***?

5. How Else Can You Say It? Consider All Possibilities

- Restate the Challenge using all possible aspects.
- Use Creative Problem Solving (CPS) Tools to generate and focus options.
- If there are not enough possibilities, team members will fall back on the tried and true.
- Look at the plays on words:
 - If it has to move 10 feet, could this be ten one-foot rulers? Or real feet? Or feats of strength?

6. Once they have finished restating the challenge in their own words you have what the Team Decided Their Challenge Really Is!

- Restate the team's interpretation and the Challenge they believe they must solve.

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7. Look For Ideas That Might Solve the Challenge using CPS Generating Tools.

- Remember you want them to be Fluent and Flexible in their thinking.
- Record all their ideas.
- Encourage piggybacking of ideas.
- Push for something more. Ask what else they might like to consider.
- (Review CPS Tools such as – Brainstorming, Brainwriting, Morphological Matrix, and SCAMPER
- Work on Forced Associations.
 - Take two objects and make them work together, e.g. How could glasses be used to make a robot move?)

8. Which Two or Three Ideas Might Be Really Good? This is the Focusing Options Phase.

- Which ones are original?
- Have the team begin by narrowing and clarifying possible solutions.
- Make sure the ideas meet the requirements of the Challenge.
- Ask if they can Combine one or two ideas.

9. Develop a Plan of Action and Test Some of the Solutions

- What does the team want this solution to accomplish?
- What criteria are important?
- Does the solution meet the specifications?
- Can the solutions be accomplished in the time given?
- Does someone on the team have the expertise to complete the solution?
- Does the solution meet the scoring criteria?
- Does the solution cover all the scoring elements?
- Does the team have the resources available?
- What might they need to learn?
- Is this solution REALLY creative, original, expressive of the team, or will other teams also think along the same lines?

10. The Team's Special Qualities

- Does the solution draw attention to the team's natural special qualities –
- *Team Choice Elements Specialties Inventory to help determine these*
- Does the solution truly reflect the team's special talents/qualities?
- Is it expressive of who your team is or is it just a take off on what they saw someplace else?

11. Fine Tuning

- This is the elaboration of the basic solution.
- Can the solution be made more beautiful, cleaner, more unique, more creative?
- Has the team paid close enough attention to details?
- Does everything fit the theme?
- This is also the "What If?" time.
- Teach the team to handle the unexpected.
- Teach the team that things may happen over which they have no control.
- They need to be prepared to problem solve on the spot.
- Have the Team develop an action plan so each team member knows his/her responsibilities.
- What if the power goes out?
- What if a prop falls over?
- What if the vehicle doesn't work?