

WAYS PARENTS CAN HELP WITH DESTINATION IMAGINATION

1. BE A TEAM MANAGER
2. CO- MANAGE A TEAM WITH ANOTHER ADULT
3. FIND A FRIEND TO BE A TEAM MANAGER
4. BE A TEAM MANAGER FOR INSTANT CHALLENGES.
5. HELP FIND APRAISERS (JUDGES)
6. Help on a round robin basis at meetings and help keep the team members on task.
7. Help teach or find resource people to teach special skills i.e.: painting, drawing perspective, sewing, mechanical design, carpentry, how to apply makeup or do hair, etc.
8. Come 1/2 hour early to pick up your child from meetings to help clean up, keeping the children on task as their attention span wanes, and be an audience.
9. Provide times and places for small groups to meet and work on assigned projects. (Painting scenery, building props, practicing skit lines, sewing, etc.)
10. Help find places for the team to practice.
11. Read and check rules to make sure the team is following even the minor ones.
12. Help fill out forms (if allowed).
13. Send for clarifications or download new ones from the Destination ImagiNation web site.
<http://www.destinationimagination.org>
14. Provide transportation for team members to or from meetings and practices.
15. Call the team manager to find out what each team member needs to (or said he/she would) do for the next meeting and pass this information on to the other parents.
16. Provide treats for the meetings (nutritious, low sugar)
17. Pick up team requested materials.
19. Play Instant Challenge games with your child at home.
20. Make up possible home Instant Challenge problems for the coaches to send home with each child after meetings.
21. Call or write school board members, administrators, and the parent council to tell them the good things that are happening in Destination ImagiNation.

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22. Encourage and support the teams and team managers.
23. Help your child practice brainstorming. Example: What are different ways you can hang a curtain in 15 seconds? Remember you as parents can only ask questions to start your child thinking you cannot give them ideas.
24. Help transport props to competition and presentations.
25. Be a checklist person for loading for competition.
26. Videotape skit practices so members can critique themselves.
27. Help supervise skit practices when competition is close i.e.: timing, asking them how the plan to enter, who will carry what, asking them if they have made sure everyone can be heard, etc.
28. Help students brainstorm for solutions to "What if _____ happens at competition".

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