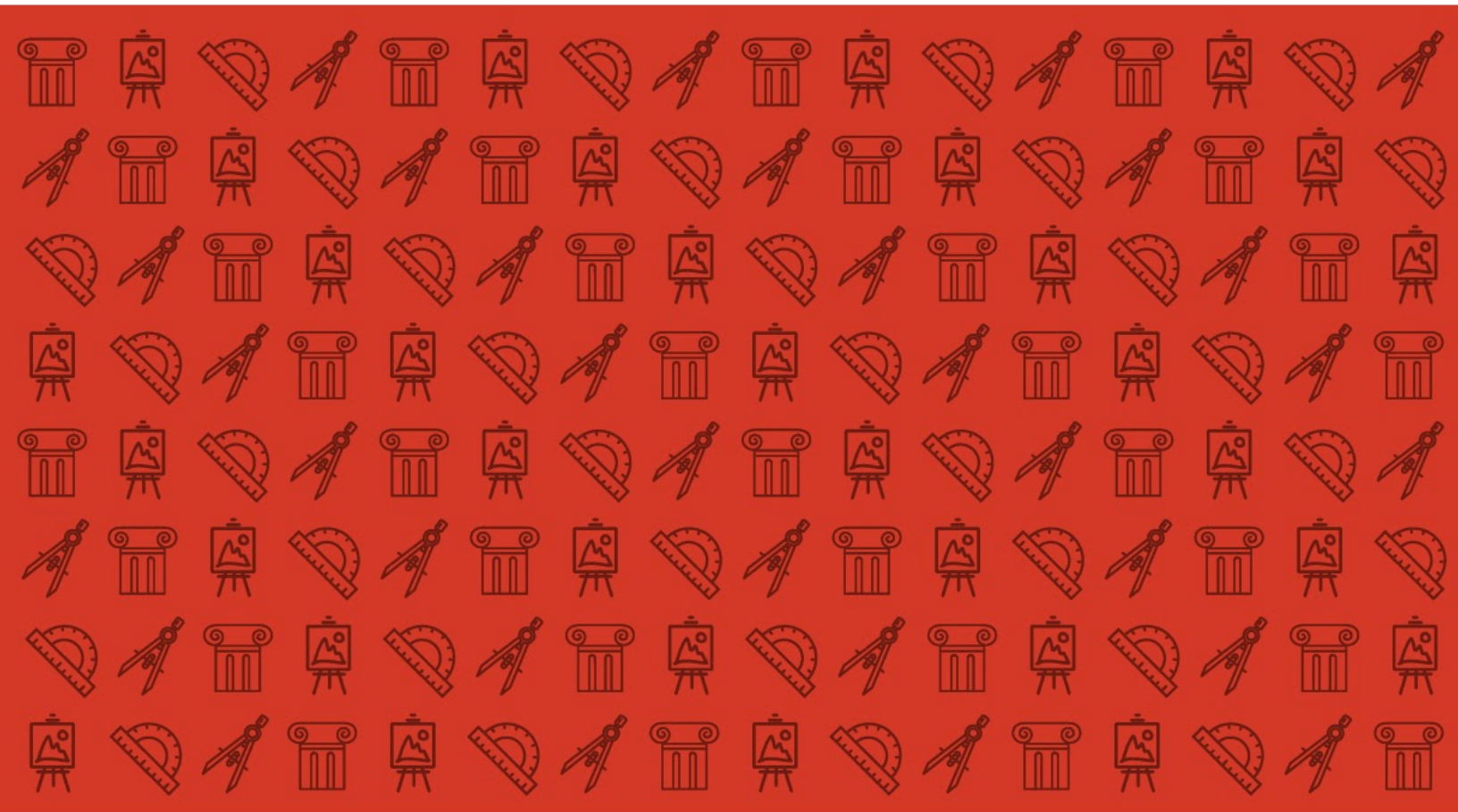
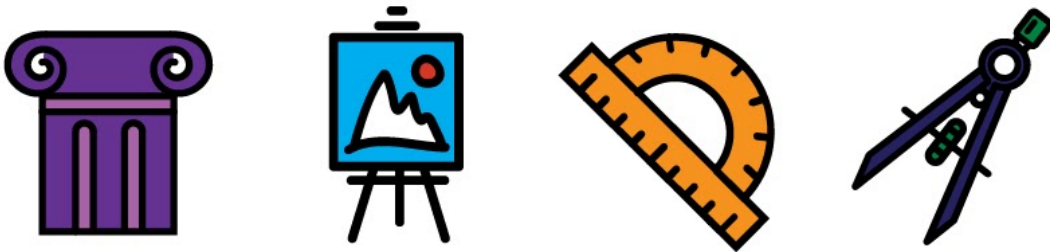


BUILT TO LAST ENGINEERING



BUILT TO LAST ENGINEERING



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Review this information before beginning work on your team's solution.



I. CENTRAL CHALLENGE

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Read this section thoroughly to make sure your team understands it.



II. TEAM CHOICE ELEMENTS

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Create two Team Choice Elements that show off your team's interests, skills, areas of strength, and talents.



III. SUBMISSION REQUIREMENTS

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Learn about the requirements for submission.



IV. SCORING

page 11

Review all of the elements that will be scored in your team's Video Presentation.



TOURNAMENT DATA FORM

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Complete the required information in the online Tournament Data Form, found on the Resource Area of [DestinationImagination.org](https://www.destinationimagination.org).

GETTING STARTED

Approaching This Challenge



This Challenge can be solved on many levels, ranging from the simple to the complex.

Focus on solving this Challenge based on the intent in which it was designed. All Challenge requirements must be met unless otherwise stated using the terms “should” or “may.” If you find the details of the Challenge unclear, we encourage you to ask for a Team Clarification. (See Rules of the Road for the 2020-21 Challenge season.) Remember, if it doesn’t say you can’t, then you can.

Solving the Challenge



The information in the following materials is binding on all teams.

Teams must read and follow this Challenge in its entirety, the Rules of the Road resource for teams, and all Published Clarifications (online at DestinationImagination.org).

Health and Safety



Recommendations for the 2020-21 Challenge Season

Destination Imagination (DI) encourages your team to follow your area’s health guidelines and practice social distancing as you create and record your solution. In order to ensure your safety and the safety of others, DI recommends that your team finds ways to limit in-person meetings. These ways may include phone calls, email, virtual chats and messaging, and video conferencing, all with parental knowledge and access. Teams meeting virtually should be supervised by parents and/or Team Managers.

GETTING STARTED

To Enter



Create and submit a Video Presentation based on the Challenge requirements. Your team is also encouraged to submit an optional Q&A Video to explain important elements of your solution.

Team Budget



The total value of the materials used in your Video Presentation must not exceed **\$100US**. (See Rules of the Road.) Your team's budget does NOT include any software and/or devices used only to record or edit your team's video.

Time Limit



Your team's Video Presentation must be no longer than 5 minutes, measured from the start of the video. All Challenge elements must be presented within the 5-minute time limit. If your team's Video Presentation is longer, your team will not earn points for anything that is presented after the 5-minute mark.

Your team's optional Q&A Video must be no longer than 3 minutes, measured from the start of the video. If your team's Q&A Video is longer, Appraisers will not review anything that is presented after the 3-minute mark.

Tournament Data Form



Your team must explain elements of your Challenge solution on the Tournament Data Form found on the Resource Area of DestinationImagination.org. A version of the form can be found at the end of this Challenge for your reference. The check mark icon pinpoints the elements that will appear on the form. Your team is encouraged to focus on these elements in your optional Q&A Video.

I. CENTRAL CHALLENGE



A. Model of a Building

1. Design and create a single three-dimensional physical model of a building. For this Challenge, a building is a structure with a roof and walls that is used for a particular purpose. Purposes for a building include, but are not limited to, shelter, security, living space, storage, and/or work.
2. Integrate 2 team-chosen Purpose Features into your model. For this Challenge, a Purpose Feature is a design element that helps the building to better fulfill its purpose. The 2 Purpose Features may be as simple or complex as your team chooses.
3. Research the Visual Art Styles found in Table 1 and the Architecture Styles found in Table 2. Choose one Visual Art Style from Table 1 and one Architecture Style from Table 2.

Table 1: Visual Art Styles

Aboriginal/Indigenous Art	Arabesque	Ancient Art
Cartooning/Anime	Cubism	Hyperrealism
Impressionism	Pointillism	Prehistoric Art
Surrealism	Renaissance	Street Art/Graffiti

Table 2: Architecture Styles

Ancient Americas/Native American	Art Deco	Baroque/Rococo
Brutalism	Classical	Dravidian and Vesara
Gothic	Neoclassical	Organic Architecture/Prairie School
Ottoman Architecture	Postmodernism	Traditional/Dynastic Chinese

4. Integrate 4 Style Features into your model of a building. For this Challenge, a Style Feature is a design element that is inspired by your team's research of your chosen Visual Art or Architecture Style. A Style Feature may be functional and/or aesthetic.
5. Your team must choose **one** of the following combinations for your 4 required Style Features:
 - One Style Feature inspired by the Visual Art Style and 3 Style Features inspired by the Architecture Style
 - 2 Style Features inspired by the Visual Art Style and 2 Style Features inspired by the Architecture Style
 - 3 Style Features inspired by the Visual Art Style and one Style Feature inspired by the Architecture Style
6. Your team may integrate features of more than one visual art style and more than one architecture style into your model of a building, but only the Style Features inspired by one Visual Art Style and one Architecture Style will earn points for **IV.A.3, IV.A.4, IV.A.5, and IV.A.6.**
7. Your team should use good judgment when researching your Visual Art and Architecture Styles and designing your model to ensure your solution is appropriate for all audiences. (See Rules of the Road, Conduct and Concerns and Rules of the Road, The Team Manager's Job.)
8. Design and create all parts of the model of a building using your own ideas and skills.
9. Your team may use any physical materials to create your model of a building.
10. Your team's model of a building may be any size and to any scale, as long as its features are clearly visible in your Video Presentation.
11. Save at least one Planning Artifact. For this Challenge, a Planning Artifact is a team-created planning document, diagram, mockup, prototype, early version of the model, or any other documentation or data from your team's development of the model of a building. (See Section **I.B.4.**)



B. Story

1. Create a Video Presentation that tells a story about how opposites can be complementary. For this Challenge, complementary means that the opposites enhance and/or emphasize the qualities of one another.
2. The story may be set in any location(s), real or imaginary, and in any time period(s): past, present, or future.
3. Integrate your building and its purpose into the story. Your team may choose to integrate the building and its purpose using any style, method, or manner.
4. Integrate the Planning Artifact(s) into your Video Presentation. [\(See Section I.A.11.\)](#)

GETTING
STARTED

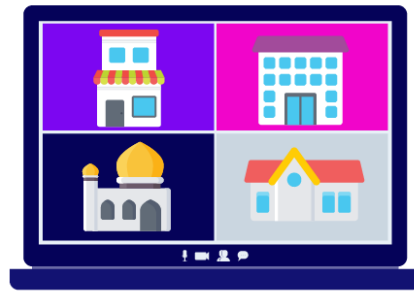
I. CENTRAL
CHALLENGE

II. TEAM CHOICE
ELEMENTS

III. SUBMISSION
REQUIREMENTS

IV. SCORING

TOURNAMENT
DATA FORM



C. Split Screen

1. Present part of the Video Presentation using Split Screen to enhance the story. For this Challenge, Split Screen is a film technique in which two or more non-overlapping pieces of video are shown at the same time.
2. The pieces of video shown in Split Screen may be the same as or different from one another.
3. The part of the Video Presentation that uses Split Screen may last for as long as your team chooses. However, if the Appraisers believe that your team's use of Split Screen is too brief, your team's scores for **IV.C** may be affected.
4. Your team may use digital and/or physical methods to present the Split Screen. This may include, but is not limited to, the use of editing, film techniques, staging, and blocking.

II. TEAM CHOICE ELEMENTS

- A. Present TWO creations that show off your team's interests, skills, areas of strength, and talents. Your team may create anything it wishes, including props, sound effects, music, technical gadgets, costumes, physical actions, etc.
- B. Each Team Choice Element should have a meaningful connection to your team's Central Challenge solution and must be presented as part of the 5-minute Video Presentation.
- C. A Team Choice Element may not be a specific item that is required in the Central Challenge that is already being evaluated. A Team Choice Element MAY be a single unique PART of a required item, as long as it can be evaluated as a stand-alone item. Or, a Team Choice Element MAY be a larger item that includes a required element, as long as the required element can be evaluated as a single unique part of the Team Choice Element. Examples of these can be found in Rules of the Road.
- D. Both Team Choice Elements may be presented at the same time ONLY IF both can be easily identified and scored separately.
- E. Each Team Choice Element will be evaluated in three ways: for creativity and originality, for quality, workmanship, or effort that is evident, and for integration into the Video Presentation.

III. SUBMISSION REQUIREMENTS

- A. **Performance Space:** Your team may use any space(s) to record your solution. Your team should be sure to use a space that allows for all elements of your solution to be clearly seen and/or heard in the Video Presentation. If an element of your solution cannot be clearly seen and/or heard, your team's scores may be affected.
- B. **Forms:** Your team will need to fill out the online Tournament Data Form, Expense Report, and Prep Checklist, which includes the Declaration of Independence. These forms can be found in the Resource Area of DestinationImagination.org.
- C. **Video Presentation:** Your team may use any method(s) to record, edit, and/or combine segments to create your team's Video Presentation. Upload your team's Video Presentation to a YouTube account. Set the video's privacy to "unlisted." Submit the link in the appropriate blank in your team's online Prep Checklist, found in the Resource Area of DestinationImagination.org. The Team Manager may assist the team in uploading the Video Presentation. The YouTube account should be held by an adult.
- D. **Optional Q&A Video:** Your team may choose to submit a Q&A Video that explains important elements of your solution. (See Rules of the Road, Optional Team Challenge Q&A Video.) To submit, upload your team's Q&A Video to a YouTube account. Set the video's privacy to "unlisted." Submit the link in the appropriate blank in your team's online Prep Checklist, found in the Resource Area of DestinationImagination.org. The Team Manager may assist the team in uploading the Q&A Video. The YouTube account should be held by an adult. Your team's Q&A Video may include visual and/or auditory elements. For any elements you wish to explain in your Q&A Video, your team may use the following questions as a guide. You may choose to answer as many or as few of these questions as you like.
1. How did your team work together to create _____ ?
 2. What tools or methods did you use to create _____ ?
 3. What was the process you followed to create _____ ?
 4. What is something you learned while creating _____ ?
 5. What is something that may not be obvious about _____ that you want the Appraisers to know?
- E. **Instant Challenge:** Your team will solve one Instant Challenge in addition to submitting your Team Challenge solution. The Instant Challenge is kept confidential until it is released for your team to solve. (See Rules of the Road.) Because Instant Challenge is worth 25% of a team's overall score at a tournament, teams often practice different types of Instant Challenges throughout the season. (See Roadmap.) Your Instant Challenge may be completed virtually or in person, depending on the tournament. Contact your Regional, Affiliate, and/or Tournament Director for information about how Instant Challenge will be presented for your tournament.

IV. SCORING

CENTRAL CHALLENGE: Up to 240

A. Model of a Building (See Section I.A.)		Up to 125
1.	Including the Purpose Features in the model of a building Your team will earn 5 points for each Purpose Feature included in the model of a building.	0, 5, or 10
2.	Creativity of the Purpose Features This includes, but is not limited to, how the Purpose Features help the building to better fulfill its purpose.	Up to 20
3.	Including the Style Features in the model of a building Your team will earn 5 points for each Style Feature included in the model of a building.	0, 5, 10, 15, or 20
4.	Effective use of the Visual Art Style Feature(s) in the model of a building This includes, but is not limited to, how the Visual Art Style Feature(s) are inspired by your team's research about your chosen Visual Art Style.	Up to 25
5.	Effective use of the Architecture Style Feature(s) in the model of a building This includes, but is not limited to, how the Architecture Style Feature(s) are inspired by your team's research about your chosen Architecture Style.	Up to 25
6.	Integration of all Purpose and Style Features into the model of the building This means that the Purpose and Style Features work together to create a single, cohesive building design.	Up to 25
B. Story (See Section I.B.)		Up to 75
1.	Creativity of the story about how opposites can be complementary A story is more creative when there is novel development of the storyline and characters.	Up to 25
2.	Clear and effective storytelling This means the Video Presentation has a beginning, a middle, and an end and is presented in a way that is easy to follow and understand.	Up to 15
3.	Integration of the building and its purpose into the story	Up to 20
4.	Integration of the Planning Artifact(s) into the Video Presentation	Up to 15
C. Split Screen (See Section I.C.)		Up to 40
1.	Theatrical effect of the use of Split Screen to enhance the story This means that the use of Split Screen is dramatic, interesting, and/or memorable.	Up to 25
2.	Creativity of the methods used to present Split Screen	Up to 15

TEAM CHOICE ELEMENTS: Up to 60

D. Team Choice Element 1 (See Section II.)		Up to 30
1.	Creativity and originality	Up to 10
2.	Quality, workmanship, or effort that is evident	Up to 10
3.	Integration into the Video Presentation	Up to 10
E. Team Choice Element 2 (See Section II.)		Up to 30
1.	Creativity and originality	Up to 10
2.	Quality, workmanship, or effort that is evident	Up to 10
3.	Integration into the Video Presentation	Up to 10

Central Challenge

Putting It All Together





TOURNAMENT DATA FORM (1 OF 3)

Team Name: _____ Team Number: ____ - ____ - ____ - ____ - ____

School/Organization: _____ Level: EL ML SL UL

To our teams and Team Managers: Help your Appraisers identify the required elements of your Challenge solution so they can award you all of the points you have earned. Please use this 3-page form as a reference to help you complete your online Tournament Data Form, found in the Resource Area of [DestinationImagination.org](https://www.destinationimagination.org). The Team Manager must submit the Tournament Data Form on behalf of the team using the team's words. The team members must craft the explanations.

PART 1: Required Forms

A complete checklist of the required forms is below. None of the forms listed below can be used as a scoring item. All forms must be completed online in the Resource Area of [DestinationImagination.org](https://www.destinationimagination.org) unless otherwise specified by your Affiliate Director and/or Tournament Director.

Your team needs to complete:

- PARTS 2, 3, and 4** of the Tournament Data Form. Part 4 helps your team reflect on how you experienced the creative process.
- Expense Report:** Be sure to upload copies of your receipts to accompany your Expense Report.
- Prep Checklist:** This includes safety information, a checklist of required elements, Declaration of Independence information, and spaces to provide links to your team's Team Challenge Video Presentation and Q&A Video.
- Published Clarifications:** You need to be sure you are aware of the Published Clarifications for this Challenge available at [DestinationImagination.org](https://www.destinationimagination.org).

PART 2: Brief Description of Team Choice Elements

Team Choice Element 1: What is your Team Choice Element? _____

Please write a brief description of your Team Choice Element. Make sure that Appraisers know **exactly** what you want them to evaluate. What would you like them to know about the Team Choice Element?

Team Choice Element 2: What is your Team Choice Element? _____

Please write a brief description of your Team Choice Element. Make sure that Appraisers know **exactly** what you want them to evaluate. What would you like them to know about the Team Choice Element?



TOURNAMENT DATA FORM (2 OF 3)

Team Name: _____ Team Number: _____ - _____

School/Organization: _____ Level: EL ML SL UL

PART 3: Brief Description of Central Challenge Elements

This Challenge asks your team to supply the following information to help the Appraisers evaluate your solution. **If applicable, your team is encouraged to include a timestamp to let the Appraisers know when each element first appears in your Video Presentation.**

1. List and describe the 2 team-chosen Purpose Features included in your model of a building.

Purpose Feature	Description of Purpose Feature

2. Describe the 4 Style Features included in your model of a building and how each Style Feature is inspired by your team’s research.

Which Visual Art or Architecture Style? (In the blank, list the style from Table 1 or Table 2.)	Description of the Style Feature	How the Style Feature is Inspired by Your Team’s Research About the Chosen Style
Visual Art Style: _____		
Architecture Style: _____		
(Choose one.) <input type="checkbox"/> Visual Art Style <input type="checkbox"/> Architecture Style		
(Choose one.) <input type="checkbox"/> Visual Art Style <input type="checkbox"/> Architecture Style		

3. Briefly describe how the Purpose Features and the Style Features included in your model work together to create a single, cohesive building design.
4. Briefly describe your team’s story about how opposites can be complementary.
5. Briefly describe how the building and its purpose are integrated into the story.
6. Briefly describe how the Planning Artifact is integrated into the Video Presentation.
7. Briefly describe your team’s use of Split Screen and how it enhances the story.



TOURNAMENT DATA FORM (3 OF 3)

Team Name: _____ Team Number: ____ _ - ____ _

School/Organization: _____ Level: EL ML SL UL

PART 3: The Creative Process

Reflect on how your team experienced each stage of the creative process as you solved the Team Challenge.

1. **RECOGNIZE:** What process did your team go through in order to understand all of the issues or points of the Challenge?

2. **IMAGINE:** How did your team use your imagination to explore new ideas about possible solutions to the Challenge?

3. **COLLABORATE and INITIATE:** How did your team work in a collaborative way? How did your team take risks to go beyond the minimum as you committed to a solution?

4. **ASSESS:** How did your team assess your solution as it was being created?

5. **EVALUATE:** Reflect on your experiences. What did your team learn? How did your team celebrate your journey and accomplishments?

BUILT TO LAST ENGINEERING



The Team Manager/Coordinator of a team with an active, registered Team Number is given permission to make 10 copies of this document for their team's use only, provided these copies are supplied to participants solely for their use in Destination Imagination.

The PDF files for the Team Challenges, Roadmap, and Rules of the Road are available for download at Resources.DestinationImagination.org.

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