

HOW TO GET STARTED DOING DI

Every team is required to have an adult Team Manager (18 years old plus) who must complete a background check. The location of meetings and the frequency of meetings (typically 2 hours per week over 12-14 weeks) is set at the convenience of the Team Manager. Every team forms differently—sign ups, established friendships, classmates, etc. Oregon DI volunteers can provide guidance. Training provided online and locally. Roadmap for meetings included.



TWO PARTS: a season-long Team Challenge and a surprise Instant Challenge

TEAM CHALLENGE

3-4 months of work, one eight-minute presentation.

Each team picks one of six open-ended challenges in early fall and spends the next few months building a solution, a skit they wrote, props, costumes, often a technical device, all performed live in eight minutes at the spring tournament. Adults cannot do the work for them. Interference rules are strict, and that's part of the point.

INSTANT CHALLENGE

A problem they've never seen, solved in 5-8 minutes.

At every tournament, each team walks into a room and gets a brand-new problem with a small pile of materials. Sometimes it's a building task, sometimes performance, sometimes both. THIS is where the team skills are honed. Practiced through the year, revealed cold on the day.

SIX CHALLENGE TRACKS

Pick the flavor that fits your team.

Specific challenge prompts change each year. The categories don't. A team that loves theater can find a home alongside a team that loves circuits.



TECHNICAL

Build a device or invention that performs a task, Mechanisms, contraptions, working prototypes.

SCIENTIFIC

Investigate a hands-on phenomenon and present what you learned. Research, models, experiments.

ENGINEERING

Design a structure that holds weight, withstands force, or solves a structural problem.

FINE ARTS

Tell a story through performance, visual art, and design. Theater meets MAKING.

IMPROVISATIONAL

Research a topic, then improvise a sketch on a twist revealed at the tournament.

SERVICE LEARNING

Identify a community need and act on it. Document the impact and share what changed.

THE SEASON

A school-year arc, ending in a spring tournament.

FALL Teams form. DI releases challenges. Each team picks one challenge and starts designing/creating a solution.

WINTER Weekly team meetings. Build, rehearse, refine, with a team manager facilitating (but not leading) the work.

SPRING Oregon showcase and State tournaments. Each team performs their 8-minute solution and tackles a surprise Instant Challenge.

MAY Global Finals competition in Kansas City for teams that qualify.

COST PER TEAM (UP TO 7 STUDENTS)

\$175 Purchase team number

\$ 25 Cost of background check for Team Manager

\$200 Oregon fees for local training and tournament expense

PLUS Each challenge has a MAXIMUM cost limit or solution value. NOT required to spend it!

