

Team Choice Elements

Below are examples of Team Choice Elements that are commonly found in Destination Imagination. Just because they are common, does not mean that they cannot score well; however, if they are common, the team might brainstorm ways to increase their uniqueness or originality

Common Team Choice Elements

- Costumes
- Songs
- Dances
- Backdrops
- Set Pieces
- Puppets
- Instruments
- Rhyming Scripts
- Unique gadgets

A Team Choice element should be something that is **NOT** required by your challenge. For example, if your challenge requires you to create a painting, you may not submit that painting as a Team Choice Element.



Team Choice Elements

Team Choice elements are scored on three 3 items of criteria:

Creativity
&
Originality



How creative or original is the Team Choice Element? Is it something they have seen a lot before? Or is it something new? Why is it new? How well does it impress them? Was there a lot of planning and design, or does this feel common?

Quality,
Workmanship, or
Effort



Is this something the team worked hard on? How much time did the team take to produce a quality product? Is there attention to detail? Is there intricacy, tediousness, or skill involved in producing a quality end product for score?

Integration
into the
Presentation



Does the Team Choice Element have meaning in the Presentation? Is it present for a significant reason, or is it just simply put there because it had to be there? How does it affect the characters or the plot line in a meaningful way that the can be seen or felt?

Picking Team Choice Elements

When it is time for the team to determine what their Team Choice Elements will be, have the team reflect on the questions below. Have the team make a list of their answers.

1.) Ask each team member what do they consider their biggest strength that helps the team. (Acting, building things, painting things, sewing things, singing, etc.)

2.) What hidden talents does each team member have that the team may not know about?

3.) Are there any items (props, songs, dances, backdrops, costumes, special gadgets, etc.) that the team wants to create to increase the quality of their solution? (These should be things NOT required by the challenge) How can the team use the skills they listed in questions 1 & 2 to create these items?

4.) Would any of the items listed in question 3 make for good Team Choice Elements? Why? Do they fit the 3 criteria that Team Choice Elements are appraised on? Is the team CERTAIN that these elements are NOT required by the challenge?

