

Creativity = Innovation



Annual Report



Letter From the President and Chair of the Board



Please meet Kelly Bykowski, age 10, from Germantown, Wisconsin. At a recent team meeting, she presented a mini skit while trying out for her DI® team. She began by putting on her soccer jersey, then pulled out a soccer ball, cleats, and warm-up from a bag next to her and said, "All this stuff for a select soccer team; \$250." She then reached into the bag, took out a riding helmet, gloves, breeches, field boots, bridle and reins and then stated, "Riding gear, tack, clothes and riding lessons; \$450." Setting those things down, she then pulled out a DI shirt, put it on and said with a smile, "Being on a DI team for the past three years.....PRICELESS!"



"The world is but a canvas to the imagination."

-Henry David Thoreau

As Destination ImagiNation, Inc. moves towards a quarter century of celebrating creativity, teamwork and creative problem solving we pause for a moment to both celebrate and take in the words of young Kelly Bykowski; "Being on a DI team for the past three years.....PRICELESS!" Her words speak volumes of what she has learned as a team member in the Flagship Destination ImagiNation program. But will Kelly be able to problem solve and innovate in a world and culture that so desperately needs her and her fellow teammates to do so? Will she possess the ability to generate enough ideas to begin discussions on a cure

for cancer, world hunger or even the common cold? Will she understand the critical thinking process and be able to identify the tools needed to focus those ideas? We suppose that if we were to pose these questions to Kelly Bykowski, she would utter a resounding YES to each and every one of them for she understands that she has begun a journey through life in which she realizes the importance and need for the skills associated with creativity and problem solving.

As Destination ImagiNation, Inc. continues to grow it maintains its mission and vision by continually dedicating itself to enriching the global community and the lives of all those touched by its programs. Throughout the 2006 year, what has become known as the Destination ImagiNation, Inc. brand of creative problem solving has offered real meaning to the word innovation. Our corporate DIcor® Consulting Program, has found significant interest in the corporate world with several major United States and Canadian corporations. We have articulated our process by making sure it is deeply rooted in our Community of Programs through continuing to emphasize that everyone is creative and has the ability to think creatively and critically through the utilization of the



tools and techniques associated with CPS. We have enhanced our DI-namic Classrooms: Model Schools program through the development of resource materials that will assist educators in teaching children how to problem solve. We have found our way onto college campuses with the DI eXtreme Challenge program; continued our Tech Effects technology-based program; peaked the interest of many educators throughout the country with our community service learning program project *OUTREACH* and brought our Flagship Destination ImagiNation program to new heights with yet again the creation of five stimulating Team Challenges and hundreds of Instant Challenges. We have even been honored by organizations such as Sci Fi and the Association of Equipment Manufacturers through partnership in helping them with specific visions and missions within their respective organizations.

As we look ahead to the future, Destination ImagiNation, Inc. will continue to bring meaning to the world of creativity, teamwork and creative problem solving and that is, as young Kelly so accurately put it, "...PRICELESS!"

Thank you for your continued support of Destination Imagination, Inc.

Sincerely,

Robert T. Purifico
President

Nancy G. Wingenbach, Ph.D.
Board of Trustees Chair

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Creativity = Innovation

The classic definitions of innovation include:

- ★ The process of making improvements by introducing something new
- ★ The act of introducing something new: something newly introduced (The American Heritage Dictionary)
- ★ The introduction of something new (Merriam-Webster Online)
- ★ A new idea, method or device (Merriam-Webster Online)
- ★ The successful exploitation of new ideas (Dept. of Trade and Industry, UK)
- ★ Change that creates a new dimension of performance Peter Drucker (Hesselbein, 2002)

The often unspoken goal of innovation is to solve a problem. Innovation may be linked to performance and growth through improvements in efficiency, productivity, quality, competitive positioning, commerce, social systems, economic development, market share and other factors. All organizations can innovate, but they need people who are innovators.

Even the British publication The Economy claimed, "Innovation is now recognized as the single most important ingredient in any modern economy." In order to have innovation you must first have innovators.

Creativity = Innovation

Destination Imagination, Inc. teaches our participants to be creative, work as a team member, manage a project, and solve challenges – all traits needed to be an innovator. Destination Imagination, Inc. develops innovators.

Destination Imagination, Inc. helps participants in our programs develop the life skills that lead to innovation – in life, in business, in our economy, in everything they do. We are teaching people to be innovators rather than merely having to embrace innovation.

Peruse the pages of this Annual Report and see how Destination Imagination, Inc. has introduced our participants to a full Community of Programs that involve people in the power and potential of creative and critical thinking, which leads to innovation.



Our Process

Process is the one key ingredient tying all Destination Imagination, Inc. programs together...

Each program in DII's Community of Programs promotes and develops creativity, teamwork and Creative Problem Solving in those that become involved. We say that in DI, Inc., a participant engages in program and process, regardless of age or role. Whether a 4-year-old in Rising Stars! or a 94-year-old in ImagiNation-4-Life, knowing about one's creative ability and using it to be a better problem-solver and team member is a life-skill worth the learning.

Often Alumnae of our Flagship Program write to tell us that it's the skills they learned in DI that have made the difference in their adult lives. "It's the process that has mattered," they write. They acknowledge the fun of being on a team, of making costumes and structures and props together, of writing scripts and practicing Instant Challenges, but more times than anything else, they name the "how" as the biggest reward they achieved, not a trophy or a medal.

So what is this process that seems to affect us all? What is it that empowers us to make a positive difference in the

world and be creatively productive, no matter our age or place in life? What builds possibilities, allows for careful consideration of ideas, helps reach consensus or dilute conflict, brings efficiency and effectiveness to a creative solution for an opportunity or challenge? Creative Problem Solving (CPS v. 6.1™) – a systematic method based on a substantial foundation of theory and research, and made into a practical, useful approach by Destination Imagination, Inc.'s Creativity Consultant, Dr. Donald J. Treffinger, and his associates, Dr. Scott G. Isaksen and K. Brian Dorval. Becoming a successful creative problem-solving team requires the incorporation and implementation of several building blocks of teamwork plus an understanding and active use of CPS v. 6.1. Each of Destination Imagination, Inc.'s Community of Programs teaches that everyone is creative, that everyone has the ability to think creatively and critically and can be taught principles to be more creative, and that the tools and techniques of CPS will help to develop a more creatively productive person.

Choose your program and enjoy the process!

"Creativity is inventing, experimenting, growing, taking risks, breaking rules, making mistakes, and having fun."

-Mary Lou Cook



The Flagship Program

Creativity comes about through the interaction of different disciplines and ways of seeing things.

- Sir Ken Robinson, a leading expert on innovation and human resources and author of *Out of Our Minds: Learning to be Creative*

Team Challenge program matures Reaches to new heights in 2006

The Team Challenge Development process in 2006 brought together many people from different disciplines whose interaction inspired creativity. The Challenges they created will, in turn, encourage creativity and innovation in our young participants. The process that was followed in developing the Destination Imagination Challenges reflects the creative process that DI® teams follow as they solve the Challenges. The Challenge Development teams went through the same stages as teams go through during their DI season; they started with team building, moved on to generating and focusing ideas, and then into crafting the specifics of the Challenges.

Just as the Team Challenge Development teams were made up of volunteers, they were supported by other volunteer teams who Dissected the Challenges as they progressed through a series of drafts. The Dissectors looked closely at the Challenges from the different points of view of teams, of Appraisers, and of Tournament Directors. Besides picking apart the Challenges as they tried to eliminate confusion and to anticipate loopholes, the Dissectors looked at how much the teams would learn by working on the Challenge and, also important, whether it would engage them – would teams see the Challenge as fun and want to dig into it? This year the Instant Challenge Development team consisted entirely of

our creative problem solving program alumni. They used their special insight as former team members as they worked all year to create interesting and innovative Instant Challenges. These Challenges were live-tested by a team of IC Dissectors in August. It is exciting that through these Instant Challenges, former team members are teaching today's participants what they learned in DI about creativity and innovation.

Many other materials and resources were created to help Team Managers and teams throughout their DI season. Charting Your Course, in particular, remained a valuable source of information and activities for teams as they begin their journey towards their Challenge solution. It teaches creative problem solving tools and helps teams learn how to apply them as they begin to work with their Challenge. It is an especially good resource for beginning Team Managers and teams. Another resource, The Practice Instant Challenge set, allowed teams to work with actual Challenges that have been used at Tournaments. It also provided strategies that can help teams in their Instant Challenge practices.

After the Challenges were developed and released, they were implemented throughout the year by other teams of volunteers led by the International Challenge Masters. The ICMs shepherded the Challenges throughout the year by creating the Challenge Appraisal Packets, by answering the hundreds of Team Clarifications, and by issuing Published



Clarifications. They worked with Challenge Masters around the world on the practical officiating of the Challenges at Tournaments. The ICMs' year culminated with their leadership at Global Finals, d2k.6, where thousands of young people presented their innovative Challenge solutions to appreciative audiences and to fair and attentive Appraisers.

Our goal for every Tournament, no matter how large or small, is that it be fair and consistent. With this goal in mind, Challenge Forums were established for each Team Challenge and for Instant Challenge. The Challenge Forums were secure places where Affiliate and Regional Challenge Masters from around the world discussed the specifics of the Challenges and worked through the details of officiating them fairly and consistently. Team Clarifications were shared on each Challenge Forum so that the Challenge Masters could see the teams' questions and the ICMs' answers. The Forums were also "Challenge Central," where Challenge Masters could download

Challenges, Guides, score sheets and many other Challenge-specific resources.

Celebration was the key word for Destination Imagination Tournaments. Team Managers and Appraisers were trained better than ever, and great training leads to great Tournaments. Challenge Masters and Appraisers were knowledgeable about their Challenge, as well as the DI philosophy. Around the world, Destination Imagination Tournaments were dedicated to celebrating each team's creative achievements. Tournaments were festivals where teams could share their solutions and where every team and solution was honored and celebrated.

Program Updates



Dlcor grows its corporate and campus presence with new Associates, clients and colleges...

Dlcor, Destination ImagiNation Inc.'s Corporate Consulting Division, celebrated the beginning of its third year of operation in March 2006 with a bit of a 'homecoming' - our third return engagement to the University of Tennessee, School of Business, and site of the very first Dlcor Innovation Workshop.

The School's Center for Executive Education hosts an annual Executive Development Program (EDP), of which Dlcor has been a part since March 2004. Empowering executives with the knowledge of Creative Problem Solving (CPS) thinking tools and problem-solving style preferences has been a favorite session of those attending the EDP course. To quote a recent attendee: "Best day of education I've had in the last 10 years!"

"Your ability to innovate will be the key differentiator in 21st century global competitiveness."

-Roger Garriock, Dlcor V.P.



During the past year major growth occurred in three main areas:

- ★ The number of engagements
- ★ The number of Certified Associates
- ★ The development of Dlcor for Educational Leadership (Dlcor EDU)

The year included a dramatic increase in the number of Workshops and Awareness Sessions, reaching a broad cross-section of businesses and organizations, of varying sizes and scope, and a variety of audiences, including executives, managers and employees. Dlcor engagements during the year included:

- ★ General Electric
- ★ Methanex
- ★ Royal Bank of Canada
- ★ IBM
- ★ Delphi Group (Perot Systems)
- ★ University of Tennessee, School of Business
- ★ FedEx
- ★ PepsiCo
- ★ Government of British Columbia
- ★ Iowa Quality Center
- ★ Colorado Performance Excellence

And the list goes on.

The number of Associates certified to present Dlcor workshops has grown from 6 to 25. The original group of Destination ImagiNation Inc. Dlcor Associates welcomes as new Business Partners:

- ★ Excel Partnership, Inc., an SAI Global Company – 8 consultants
- ★ IBM Canada Global Business Solutions – 11 consultants

With the word quickly spreading of how effective Dlcor has become in the corporate workplace, the request came for the same breakthrough thinking to be applied to the world of education. Through the work of a 'Development' team of educators including PhDs and a Masters in Guidance, Dlcor's content was adapted for educational leadership and was piloted in March 2006 at the University of Scranton, Graduate School of Continuing Education. Dlcor EDU, now a division of Dlcor, directs its efforts towards boards of education, school administrators, and central office staff. As a division

of Dlcor, EDU attempts:

- ★ To highlight the need for creativity
- ★ To develop a basic knowledge of and commitment to apply Creative Problem Solving (CPS) tools
- ★ To foster an understanding of and appreciation for problem solving style
- ★ To help prepare both leaders and learners for participation in the ever-changing workplace of tomorrow.

Supporting the goals of Destination ImagiNation Inc. and spreading its mission around the globe to organizational leadership, Dlcor and Dlcor EDU are helping others discover their true creative potential and to make significant headway along their 'innovation' journey.



DI-namic Classrooms: Model Schools

Stimulating teachers + innovative lessons = Creative Productive Learners...

Looking for a school model that encourages teachers to stimulate learning in an invigorating manner, trains learners to process their thinking in multiple ways, and encourages excellence in education? Look no further. Our DI-namic Classroom Model is the answer.

By teaching the creative process of thinking, teachers open the windows of the mind and invite in the dreams, hopes, and possibilities of the world. Children explore unlimited possibilities, learn creative thinking tools, and intrinsically seek unique solutions. Pondering the improbable, and dreaming of the incredible become everyday occurrences in a DI-namic School.

In its two day training workshop educators learn a variety of creative teaching tools and techniques to enhance their teaching and student learning. Teachers then teach these thinking tools to their students. This is empowering education at its best! Additionally, a multitude of innovative resources will be available this spring to augment this learning process. Stay tuned.



“ Creativity is a type of learning process where the teacher and pupil are located in the same individual.”

-Arthur Koestler



It is a very fun program because you get to make lots of new friends. I love the point that you get to act in front of a big audience.

-Molly

Our Rising Stars! Program sets records for inspiring young minds to become creative producers. The three Kits mesh working together, creating imaginative projects, and solving problems in unique, innovative ways. As children create bugs from Styrofoam and chenille stems, dance like a dinosaur to the music of our Rising Stars! Sing-Along CD, and paint murals of summer cloud formations, their imaginations soar. Four to seven year old children will never think the same way again after utilizing the tantalizing activities available in the Rising Stars! resources.

The Rising Stars! cookbook, *Creativity Through Cooking: Out of This World Cooking Adventures* offers tantalizing tidbits of delectable recipes. Whether you are making Jiggle Tummy Jello or Animals Sandwiches, you'll know from the spontaneous giggles and animated body language that the children are experiencing the joys of cooking and learning simultaneously.

Fill the classroom with the enchanting world of Centers. Our Centers book, *Universe of Centers Teaching Creativity*

Through Centers, is packed with powerful, dynamic activities for children to do independently or in small groups. Creative solutions stimulate young minds to reach beyond the ordinary into the realm of the unexpected and unexplored. Energize your students thinking by filling your classroom with intriguing centers of expectation.

The Rising Stars! Team membership offers team work, problem solving, and creative thinking to teams of young learners. Children 4-7 years old can join a team and create a solution to a Challenge. Just imagine the inventive ideas that bubble out of the heads of these young thinkers! The Rising Stars! Challenge is included in the 2006-07 Destination ImagiNation Program materials and it is also in each of the Kits. Teams are required to have an active paid membership number to present at a Destination ImagiNation tournament/event.



Tech Effects has major impact in 2006!

The Tech Effects® technology program celebrated its official program launch in 2006, with the release of Kit 1 focusing on the Pulley System.

Tech Effects is a program that teaches core technology concepts through hands-on learning. Teams solve a cool and crazy technology Challenge using teamwork and creative problem solving tools. Each Kit has a TechFocus and is designed to meet technology education standards.

Developed with the help of distinguished educators Dr. Ronald Todd and Peter Sellwood, the program materials took teams step-by-step through a focus area of technology in a series of “TECHxplorations.” Teams then applied what they learned in the design of their Challenge solutions.

“Inventor: A person who makes an ingenious arrangement of wheels, levers and springs, and believes it civilization.”

-Ambrose Bierce

Kit 1 focused on the Pulley System. In the French-fried Pulleys! Challenge, teams were asked to design and create a multi-step chain reaction contraption that used pulleys in numerous ways to ultimately dip a French fry into ketchup.

In August of 2006 we rolled out Tech Effects Kit 2, focusing on Wheels, Cams, and Eccentric Movement.

The centerpiece of Kit 2 is a technology Challenge called Move It or Lose It! The Challenge requires teams to use wheels, cams, and eccentric movement to create a delivery system capable of delivering solid, liquid, and granular loads into separate containers.



In its third year, our DI eXtreme® program, designed for college-age participants, continued to take shape and grow in 2006. College students enjoyed the challenge of working as a team to solve “Flagship” Challenges, yet they had little time available to prepare. eXtreme exists as a viable alternative to the flagship program. Participants can enjoy the fun and challenge of creative problem solving at a Tournament without having to meet together as a team for months ahead of time.

College students flock to DI eXtreme Challenges

Our eXtreme Tournament at Global Finals included these highlights:

- ★ **Increased participation:** At Global Finals in May participation in the DI eXtreme events increased more than 60% over the previous year, going from 11 to 17 teams.
- ★ **“Instant” teams:** Many of the teams at d2k.6 were formed on the spot by combining individual university students into brand new teams. These team members got to know one another eXtreme-ly well eXtreme-ly quickly!
- **Choice of Challenges:** Teams had the option of choosing more than one type of Challenge to solve:
- **Max:** Our “Max” Challenge is solved in a 3-hour period at the Tournament.
- **SuperMax:** We unveiled a new type of

DI eXtreme Challenge – a challenge that tested teams’ creative abilities as well as their ability to stay awake! The SuperMax challenge was launched at midnight and teams had all night to work on their solutions.

Many teams truly took this option to the eXtreme and did both Challenges! As always, both DI eXtreme challenges included strong elements of the theatrical and technical with the flexibility for teams to show off their stuff – to the level of complexity that they want to achieve.

- ★ **All-military team:** We were happy to present our first-ever all-military eXtreme team. This team earned a special award for their eXtreme creativity.
- ★ **At d2k.7** we will be offering a third type of Challenge for eXtreme participants: the eXtendo Challenge gives teams a peek at part of their Challenge ahead of time so that teams may prepare part of their solutions before arriving at Global Finals if they wish.



D2k.SIX Special Events

D2k.6, our Global Finals event, was filled with innovative new programming that incorporated teamwork, creativity, and problem solving for specific target groups. Among the programs that were showcased this year:

- ★ **Rising Stars!:**
Our youngest teams had the opportunity to take part in a Starry Showcase and two other days of activities, including a trip to the Knoxville zoo.
- ★ **ImagiNation-4-Life:**
Our newest program, ImagiNation-4-Life got off to a fabulous start with a full roster of teams and standing-room-only audiences. Teams with members ranging from preschoolers to grandparents worked together to create energetic and entertaining solutions to unique Challenges.
- ★ **Accept the Challenge Camp:**
On Wednesday of Global Finals week, we held our first-ever Accept the Challenge camp for 210 of participants. Kids from all over the world were grouped in teams and spent several hours engrossed in wild and wacky creative problem solving activities.

★ **projectOUTREACH:**
Our community service program, project:Outreach made its first appearance at Global Finals. Teams of caring and committed teens held a Community Summit and had an opportunity to share their solutions to this year's real-life Challenges.

★ **Tech Effects:**
Dipping French fries into ketchup by means of pulleys was the Challenge facing our Tech Effects teams at our first-ever Global Finals Tech Effects Rally. Solutions were creative, colorful...and tasty! In addition to taking part in the Rally, teams spent a day on a fun technology field trip in the Knoxville area.

“Happiness lies in the joy of achievement and thrill of creative effort.”

-Franklin D. Roosevelt



Statement of Financial Position

Assets

Cash and cash equivalents	\$2,416,854
Short-term investments	16,446
Accounts receivable	201,210
Inventory and prepaid expenses	170,961
Property and equipment	159,086
Deposits	30,000
Long-term investments	151,171

Total Assets

\$3,145,728

Liabilities And Net Assets

Accounts payable	\$2,247,455
Accrued expenses	186,358
Capital lease payable	949
Note payable	11,926
Deferred revenue	14,600

Total Liabilities

2,461,288

Net Assets

Unrestricted net assets	684,440
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Total Liabilities And Net Assets

\$3,145,728

Statement of Activities

Revenues And Gains

	<u>Unrestricted</u>	<u>Temporarily Restricted</u>	<u>Total</u>
Contributions	\$200,436	\$229,827	\$430,263
Membership fees	666,793	-	666,793
Program revenue	4,727,864	-	4,727,864
Investment income	40,304	-	40,304

Total Revenues, Gains And Other Support

5,635,397

229,827

5,865,224

Expenses

Program	5,254,176	229,827	5,484,003
Management and general	283,740	-	283,740
Fundraising	67,305	-	67,305
Net realized and unrealized losses on investments	4,451	-	4,451

Total Expenses

5,609,672

229,827

5,839,499

Increase In Net Assets

25,725

-

25,725

Net Assets [beginning of year]

658,715

-

658,715

Net Assets [end of year]

\$684,440

\$ -

\$684,440

Statement of Cash Flows

Cash Flows From Operating Activities:

Change in net assets \$25,725

Adjustments to reconcile change in net assets to net cash provided by operating activities:

Depreciation	28,789
Loss on abandonment of equipment	1,157
Bad debts	3,441
Unrealized (gains) losses on investments	4,452
Increase in accounts receivable	(105,160)
Increase in inventory and prepaid expenses	(5,594)
Increase in accounts payable	789,635
Increase in accrued expenses	133,865
Increase in deferred revenue	<u>1,940</u>

Net Cash Provided By Operating Activities:

878,250

Cash Flows From Investing Activities:

Short-term investments, net	159,982
Purchase of long-term investments	<u>(6,993)</u>

Net cash provided by investing activities:

152,989

Cash Flows From Financing Activities:

Payments on capital lease	(5,398)
Payments on note payable	<u>(3,524)</u>

Net cash used by financing activities

(8,922)

Net increase in cash

1,022,317

Cash at beginning of year

1,394,537

Cash at end of year

\$2,416,854

Statement of Functional Expenses

	<u>Program Services</u>	<u>Management and General</u>	<u>Fund Raising</u>	<u>Total</u>
Salaries	\$496,760	\$141,237	\$48,567	\$686,564
Employee benefits	25,237	8,224	2,817	36,278
Payroll taxes	<u>38,095</u>	<u>10,099</u>	<u>3,447</u>	<u>51,641</u>
Total Salaries And Benefits	<u>560,092</u>	<u>159,560</u>	<u>54,831</u>	<u>774,483</u>
Advertising and exhibits	57,921	900	3,374	62,195
Bad debts	3,441	-	-	3,441
Board of directors expense	12,228	48,914	-	61,142
Conferences	3,100	-	-	3,100
Consulting fees	260,256	-	-	260,256
Global finals expense	3,728,484	-	-	3,728,484
Insurance	58,658	23,521	216	82,395
Interest expense	624	-	-	624
Occupancy	22,418	2,869	79	25,366
Office	38,369	11,364	1,311	51,044
Postage	41,328	1,003	597	42,928
Professional fees	50,024	23,412	367	73,803
Program development and design	7,903	-	-	7,903
Program expenses	196,467	119	1,004	197,590
Program support materials	35,929	38	63	36,030
Rebates	194,589	-	-	194,589
Software	909	-	-	909
Telephone	22,830	1,408	2,141	26,379
Travel	<u>166,720</u>	<u>2,415</u>	<u>3,306</u>	<u>172,441</u>
	<u>4,902,198</u>	<u>115,963</u>	<u>12,458</u>	<u>5,030,619</u>
Depreciation	20,672	8,101	16	28,789
Loss on abandonment of equipment	<u>1,041</u>	<u>116</u>	<u>-</u>	<u>1,157</u>
	<u>21,713</u>	<u>8,217</u>	<u>16</u>	<u>29,946</u>
Total Expenses	<u>\$5,484,003</u>	<u>\$283,740</u>	<u>\$67,305</u>	<u>\$5,835,048</u>

05-06 Scholarship Recipients

BC Original Minds Association

\$500 Scholarship Winners:

“For being a participant in creative problem solving and a team player”

- ★ Kristine Chalk

“Recognition of commitment to and excellence in creative problem solving and for being a role model for younger DI members of the Kootenay Region”

- ★ Kiera Campos-Baal

Derrick and Janice Booth Memorial Scholarship

“For the commitment to creative problem solving”

- ★ Ryan Woodland

California Creativity Association

\$500 Scholarship Winners:

Essay Scholarship

- ★ Roxana Sorooshian
- ★ Justin Kissel Scholarship
- ★ Rebecca Campbell

Massachusetts Opens Minds

\$500 Scholarship Winners:

- ★ Leigh Rose Coulombre
- ★ John Henry Burns
- ★ Erica Robyn Berglind
- ★ Kaitlin Sandra Keddy

Massachusetts Opens Minds

\$500 Scholarship Winners:

- ★ Anne Marie Banard
- ★ Zachary Michael Nolan
- ★ Alyssa C Wallace
- ★ Kevin Edward Plumer
- ★ Abigail Hope Wheelright
- ★ Bailey Melissa Chick

Jean Josie Scholarship Award for Outstanding Volunteerism and DITM Commitment

- ★ John Henry Burns

Montana Creativity Quest

\$500 Scholarship Winners:

- ★ Ryan Pokorny
- ★ Zachary Honey

South Dakota Creativity Association, Inc.

Scholarship Sponsored by Watertown Optimists Club

- ★ Andrew Erickson

New Hampshire's Incredible Creativity Connection

Nancy Zanca Scholarship for Creativity

- ★ Lauren Desmond
- ★ NH-DI Scholarship
- ★ Kathryn Bousquet

Maryland Creative Problem Solvers, Inc.

Pat Swanson \$1000 Scholarship

- ★ Ashley Barnas

Rick Feutz \$1000 Scholarship

- ★ Kevin Kreigh
- ★ Eric Dahl/Verizon \$500 Scholarship
- ★ Kara Benton

Oregon Destination ImagiNation

\$500 Scholarship Winner:

- ★ Keri Patterson

CreateME

Maine Creativity Scholarship

- ★ Alex Ortiz

Colorado Extreme Creativity

Jonnie Altman Appraiser \$750

Scholarship

- ★ Sarah Loesby

Masters and Directors \$500 Scholarships

- ★ Kathryn Evans
- ★ Taylor Stanek

New Jersey Destination ImagiNation

\$1000 Scholarships

- ★ Ben Schwarz
- ★ Brent Rivers

Washington Imagination Network

\$1500 Scholarship winner:

- ★ Caitlyn Bauer

MuDI Waters Consortium

\$500 Scholarship Winners:

- ★ Bailey Maresch, NE
- ★ Emily Meier, MO
- ★ Katherine Nylander, MN

Honoring Betty Schmidt

\$1000 Scholarship

- ★ Lindsey Konzman

CMU.MICAScholarship

2 - 2-year Scholarships, \$12,000 each

- ★ Karla Kantola
- ★ Jamie Maynard

Texas Creative Problem Solving Organization

University of Texas, Dallas 4-yr.

Scholarship

\$35,000 Scholarship Winner

- ★ Heather Compton

Dave and Juliet Thomas

\$1000 Scholarship

- ★ Manuel Alvarez

Texas Creative Problem Solving Organization

\$1000 Scholarship

- ★ Sterling Turner

Students for a Creative Iowa

Erin Hagen

Missouri Creative Adventures (MOCA)

\$500 Scholarship winners:

- ★ Megan Payne
- ★ Emily Meier
- ★ Charles Winfrey

Wyoming Association for Creative Youth

Jennifer Tillard Memorial Award, \$400 each

- ★ Laura Cundy
- ★ Caleb Gates
- ★ W.A.C.Y. Award, \$300 each
- ★ Tony Cooley
- ★ Matt Leibrich

VOMBO Scholarship Recipients

\$2000 Awards

Internet

- ★ Heather Compton, TX

\$1000 Awards

Essay

- ★ Mya Dosch, WI
- ★ Jessica Miller, OH

Internet

- ★ Sage La Torra, NM

Presentation

- ★ Michelle Alvarez, TX
- ★ Nicole Miller, WI

\$500 Awards

Essay

- ★ Robert Dignan, IL
- ★ Michael Korte, OH
- ★ Elaine Mau, NJ
- ★ Presentation
- ★ Bailey Maresch, NE
- ★ Sara McCubbins, IL
- ★ Kevin Ponziani, OH

The d2K.Six Valedictorian

- ★ Kate Nylander, MN

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National Dairy Council International Sponsor of Destination ImagiNation, Inc. For ten years, the International Sponsorship of the NDC has been an important catalyst in providing this program all over the world as we work to develop and nurture creativity in participants. A true commitment has developed between the two organizations; One works to develop a healthy body; the other concentrates on a healthy and creative mind! Both work for a common goal: to help children reach and realize their true potential!



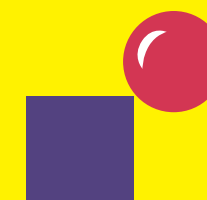
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For several years 3M was a Challenge Sponsor and is now Tech Effects® Sponsor. 3M's 70,000 employees put science and creativity to work everyday producing products that make people's lives better. 3M has brought more than 50,000 innovative products to market. 3M encourages kids to join its employees around the world in thinking creatively.



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VelcroUSA® returns as a third time Challenge sponsor - supporting DestiNations In Time. VelcroUSA® realizes that Destination ImagiNation® is a unique program in that it reaches across all sectors of the population and all interest levels. Through this sponsorship they hope to get the message "there is no such thing as 'Velcro' to hundreds of thousands of people" - it's "hook and loop"



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