



NEW HAMPSHIRE



Media Kit 2017-2018

Creativity, Collaboration
Problem-Solving Skills for K-College
NH-DI.org Facebook.com/NHICC
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Southern
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www.NH-DI.org/press

Preparing the next generation of innovators and leaders with STEAM-based creativity, critical thinking, collaboration and communication skills.

Annually, we offer seven new standards-based Challenges in STEM (truly STEAM), Improv, Visual Arts, Service Learning, and Early Learning. Each Challenge is open-ended and enables student teams to learn and experience the creative process from imagination to innovation. Academic tournaments take place around the world where teams have the opportunity to present their solutions to trained Appraisers. Students have fun and gain confidence in their ability to solve any challenge. In working to solve our Challenges, teams learn 21st century skills (creativity, critical thinking, collaboration, communication, citizenship and confidence) to build on their unique strengths. "DI" is unique in that these *solutions must be fully solved and created by the team members alone*.

New Hampshire Destination Imagination (NH-DI) administers the program for over 1,800 Granite State students from over 100 schools and community groups. Teams start in the fall, compete in March to try and advance to Destination Imagination Global Finals in May.

W **Up to 7 members can be on a team.** Students from kindergarten through university level participate.
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O Each team needs an adult Team Manager that help students stay on track but cannot help the team develop their solution to the DI Challenge. Team Managers are often faculty members or parents.

W **There are seven new Challenges to choose from each year.** Each of the Challenges is developed by a team of educators and industry experts who target a particular area of the curriculum and its related standards of content and performance.
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A The areas of focus include: **Technical, Scientific, Structural, Fine Arts, Improvisational, and Service Learning.** There is also a non-competitive Early Learning Challenge that allows participants to develop social and problem solving skills.
T Each season takes place from September through May. Depending on the Challenge, teams typically spend 2 to 5 months developing and practicing their Challenge solutions.

W Teams in our program **learn higher order thinking and improve in creative thinking, critical thinking and collaborative problem solving – key 21st century skills.** Our participants experience the creative process, develop new friendships and learn to work together.
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H **Teams choose one of seven Challenges.** After weeks spent creating and developing their solutions, they go to a local tournament. Top-scoring teams advance to their state or country tournament, also known as an Affiliate Tournament. The top tier teams from each Affiliate Tournament have the opportunity to participate in [Global Finals](#)—the world's largest celebration of creativity.
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W **New Hampshire team's solutions are assessed at regional and state tournaments.** While most schools run DI as a community or after school program, some school districts incorporate the program into their electives curriculum.
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R Top scoring teams at our state tournament compete with top teams from 48 states and 30 countries at Destination Imagination
E Global Finals.

\$ With an annual registration of ~ \$350 per team for seven students, NH-DI is an amazing value for life skills received!

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Special Thanks to Southern New Hampshire University

Southern New Hampshire University is the country's fastest-growing nonprofit university and our **Innovation Level Sponsor!**

2017-2018 Team Challenge Summaries (Very Simplified)



Technical Challenge: Maze Craze

LEARNING OUTCOMES: Technical Engineering & Design / Navigation Systems / Transportation Systems / Effective Storytelling

- Design and build a device to navigate a tournament-provided maze.
- Design and build a prop that transforms in the maze.
- Design and build a way to remove an object from the maze.
- Create and present a story about a journey through the maze.
- Create and present two Team Choice Elements that show off the team's interests, skills, areas of strength, and talents



Scientific Challenge: Unlikely Attraction

LEARNING OUTCOMES: Science & Technology / Technical Engineering & Design / Visual & Sound Design / Effective Storytelling.

- Explore scientific concepts used in amusement park attractions.
- Design and build an attraction that uses scientific concepts during its operation.
- Create and present a story that features the attraction operating in an unlikely location.
- Portray the unlikely location using sights and sounds.
- Create and present two Team Choice Elements that show off the team's interests, skills, areas of strength, and talents.



Engineering Challenge: Drop Zone

LEARNING OUTCOMES: Impact Force Research / Technical Design Process / Architectural Design / Structural Engineering / Effective Storytelling.

- Design, build and test a freestanding structure that can withstand impacts from dropped weights.
- Tell a story about a sudden event with dramatic impact.
- Design and create a visible or audible depiction of the story's sudden event.
- Create and present two Team Choice Elements that show off the team's interests, skills, areas of strength, and talents.



Fine Arts Challenge: Change of Tune

LEARNING OUTCOMES Theater Arts Skills / Musical & Lyrical Composition / Production Techniques / Scenic Design.

- Create and present a musical that includes a change in plans.
- Include music and lyrics that enhance the storytelling.
- Create and present a spectacle as part of the musical.
- Design and integrate a set change into the musical.
- Create and present two Team Choice Elements that show off the team's interests, skills, areas of strength, and talents.



Improvisational Challenge: Treasure!

LEARNING OUTCOMES: Cultural Competency / Improvisational Acting / Character Development / Effective Storytelling.

- Research different cultures and famous explorers.
- Create and present an improvisational skit about a quest to return a lost cultural treasure to its owner.
- Integrate two explorers and a prop into the quest.
- Show how characters work together to overcome a setback



Service Learning Challenge: Inside Impact

LEARNING OUTCOMES: Social Entrepreneurship / Graphic Art Design / Theatrical Set & Prop Design / Effective Storytelling.

- Identify, design, carry out, and evaluate a project that addresses a need in a real community.
- Create a live presentation that highlights the project and the impact it made on the community.
- Create infographics that include information about the project.
- Create a storage device that transforms as the story of the project unfolds.
- Create and present two Team Choice Elements that show off the team's interests, skills.



Early Learning Challenge: Friends Everywhere

LEARNING OUTCOMES: Cultural Competency / Compare & Contrast / Engineering & Design / Effective Storytelling.

This is an age appropriate pre-k to second grade, non-competitive Challenge.

- Explore how children of different cultures live, learn and play.
- Create and present a play that tells a story about 2 different cultures.
- Present similarities and differences between the 2 cultures.
- Design and build a prop that will transform and be used in 2 different ways.
- Create costumes and scenery to help tell the story.



Instant Challenge

Instant Challenges require teams to engage in quick, creative and critical thinking. At a tournament, a team will receive an Instant Challenge and the materials with which to solve it.

The team members must think on their feet by applying appropriate skills to produce a solution in a period of just five to eight minutes. Instant Challenges are performance-based, task-based, or a combination of the two. Although each Instant Challenge has different requirements, all Instant Challenges reward teams for their teamwork. Instant Challenges are kept confidential until the day of the tournament.



Success Stories: From Team Managers and Recent Alumni

Anat Eshed Ph.D. (Physics) Former MIT Research Scientist DI Team Manager (14 years)

By emphasizing student driven exploration of the creative process, DI develops the confidence in learning from mistakes, a critically important skill unavailable in traditional education and most other program I know. Add to it the integration of disciplines, cultures, and perspectives, and you get a program that helps raise an Omnipotent generation that will undoubtedly tinker with the cusp of discovery.

Luke Chapdelaine Rensselaer Polytechnic Institute, Biomedical Engineering/Mechanical Engineering 2020

DI was a great introduction to large scale problem solving for me when I started in 7th grade. This program was a considerable factor when I decided I wanted to be an Engineering major, because I enjoyed thinking critically to find creative, yet effective solutions to the DI challenges.

Anastasia Feraco, Rensselaer Polytechnic Institute, Materials Engineering 2019

DI taught me there is no ONE way to solve a problem. My thought processes may differ from my peers but our differences don't indicate failure. At a DI competition there was always a team that solved the challenge in a way I hadn't even thought of before. These differences can be intimidating, but I have come to learn they are a good thing. There is something to be gained from listening to others' solutions, but DI has shown me others' solutions do not make mine less valid.

Kaitlyn Nelson Fairfield University, Mechanical Engineering 2019

Doing the technical challenges inspired me to go into engineering. Being on an all girls team boosted my confidence to go into a male dominated field and gave me the three life-long friends who love and support me even though we're all in different states.

At NH-DI Tournaments

Destination Imagination asks teams to creatively solve two different kinds of Challenges, each with its own purpose and educational focus. The two Challenges, or components, are called the Team Challenge and the Instant Challenge. All solutions are fully created ONLY by student team members. Teams present their solutions to both Challenges at a Tournament where the solutions are evaluated by friendly people we call "Appraisers."

- Team Challenge: The project undertaken by the team is academically based and focuses on one or more of the following areas: technical, scientific, fine arts, improvisational, structural or social-learning.
- Team Choice Elements. This encourages participants to discover and showcase their collective interests, strengths, and abilities as a team and as individuals, and allow them to develop that showcase over a long period of time.
- Instant Challenges tests teams with a multifaceted Challenge with just minutes to solve. These Challenges put the team's creative problem solving abilities, creativity, and teamwork to the test in a short, time-driven window. These are not open to the public (except for non-competition "Rising Stars!" teams).

Scoring is based on teamwork, creativity and problem solving. In all, there are about 15 scoring areas for each Team Challenge and budgets are limited to about \$150, depending on the Challenge.

Destination Imagination® by the Numbers

- 150,000 Annual Participants

1,500,000 Alumni

38,000 Volunteers

48 States and 30 Countries
- 1,800+ NH Students Annually

110,000+ NH Alumni

300+ NH Teams Annually

1,000+ NH Volunteers Annually

100+ NH Schools Annually



Key Dates (This will be updated when updated. Learn more at nh-di.org)

October	Team Manager Training
January	Team Workshop: Dive In!, SNHU Manchester (Main Campus)
January-February	Appraiser Training (Volunteers who adjudicate the team solutions),
March	Regional Competitions: Sites TBA
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April	NH-DI State Finals: Top scoring teams in each challenge and age competition level advance to Destination Imagination Global Finals.
May	Destination Imagination Global Finals, University of Tennessee, Knoxville
July-August	Camp Gottalikachallenge – A year's worth of problem solving in a week!