How to Watch a New Hampshire Destination Imagination Challenge

New Hampshire Destination Imagination is preparing the next generation of innovators and leaders with creativity, critical thinking, collaboration and communication skills.

Annually, we offer seven new standards-based Challenges in STEM, 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 y 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.

New Hampshire Destination Imagination administers the DI program for nearly 3,000 Granite State students from over 200 schools and community groups.

WHO

Up to 7 members can be on a team. Students from kindergarten through university level participate.

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.

WHAT

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.

The areas of focus include: **Technical, Scientific, Fine Arts, Improvisational, Structural and Service Learning.** There is also a non-competitive Early Learning Challenge that allows participants to develop social and problem solving skills.

Each season takes place from September through May. Depending on the Challenge, teams typically spend 2 to 4 months developing and practicing their Challenge solutions.

WHERE

New Hampshire team's solutions are assessed at regional and state tournaments. While most schools run DI as an after school program, some school districts incorporate the program into their electives curriculum.

Each season takes place from September through May. Depending on the Challenge, teams typically spend 2 to 4 months developing and practicing their Challenge solutions.

WHY

Teams in our program learn higher order thinking and improve in creative thinking, critical thinking and collaborative problem solving. Our participants experience the creative process, develop new friendships and learn to work together.

HOW

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.

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**. 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).

Challenge A: Technical Focus: Creature Feature

LEARNING OUTCOMES

- Mechanical Engineering
- Technical Design Process
- Construction
- Effective Storytelling
- Theater Arts Skills
- Perseverance
- Visual Arts
- Presentation Skills
- Project Management
- Creative and Critical Thinking
- Teamwork
- Interpersonal Skills
- Management Skills
- Self-directed Learning
- Risk Taking
- Stages of the Creative Process
- Digital Literacy
- Citizenship Skills

POINTS OF INTEREST

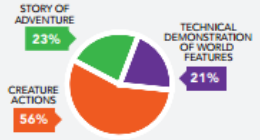
- Build a creature that uses technical methods to perform team-chosen actions.
- Present a story of adventure with the creature as a character.
- Use technical methods to demonstrate features of a world where the story is set.
- Create and present two Team Choice Elements that show off the team's interests, skills, areas of strength, and talents.

CREATURE FEATURE

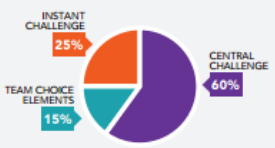
D: REWARD POINTS

ELEMENT	POINTS	DETAIL
Central Challenge	**Up to 240**	**A**
1. Creature	**Up to 135**	**A.2**
a. Creature Action A		
i. Successful Completion of Action A	0 or 10	A.2.h.i
ii. Technical Design and Innovation of Action A	Up to 30	A.2.h.ii
iii. Repeated Action Bonus	0 or 5	A.2.i
b. Creature Action B		
i. Successful Completion of Action B	0 or 10	A.2.h.i
ii. Technical Design and Innovation of Action B	Up to 30	A.2.h.ii
iii. Repeated Action Bonus	0 or 5	A.2.i
c. Creature Action C		
i. Successful Completion of Action C	0 or 10	A.2.h.i
ii. Technical Design and Innovation of Action C	Up to 30	A.2.h.ii
iii. Repeated Action Bonus	0 or 5	A.2.i
2. World Features	**Up to 50**	**A.3**
a. Successful demonstration of World Feature 1	0 or 5	A.3.c.i
b. Technical Design and Innovation of World Feature 1	Up to 20	A.3.c.ii
c. Successful demonstration of World Feature 2	0 or 5	A.3.c.i
d. Technical Design and Innovation of World Feature 2	Up to 20	A.3.c.ii
3. Story of Adventure	**Up to 55**	**A.4**
a. Creativity of the world portrayed in the Story of Adventure	Up to 15	A.4.c.i
b. Creativity of the Creature's role in the Story of Adventure	Up to 15	A.4.c.ii
c. Integration of the Creature Actions and World Features	Up to 15	A.4.c.iii
d. Clear and effective storytelling	Up to 10	A.4.c.iv
Team Choice Elements	**Up to 60**	**B**
1. Team Choice Element 1	**Up to 30**	**B.3**
a. Creativity and originality	Up to 10	B.3
b. Quality, workmanship, or effort that is evident	Up to 10	B.3
c. Integration into the Presentation	Up to 10	B.3
2. Team Choice Element 2	**Up to 30**	**B.3**
a. Creativity and originality	Up to 10	B.3
b. Quality, workmanship, or effort that is evident	Up to 10	B.3
c. Integration into the Presentation	Up to 10	B.3

CENTRAL CHALLENGE SCORING



PUTTING IT ALL TOGETHER



Challenge B: Scientific Focus: Making Waves

LEARNING OUTCOMES

- Science of Acoustics
- Cymatics (Study of Visible Sound)
- Physics of Sound
- Mechanical Engineering
- Effective Storytelling Skills
- Theater Arts Skills
- Technical Design Process
- Visual Arts Skills
- Project Management
- Creative and Critical Thinking
- Teamwork
- Interpersonal Skills
- Management Skills
- Perseverance
- Risk Taking
- Self-directed Learning
- Digital Literacy
- Citizenship Skills

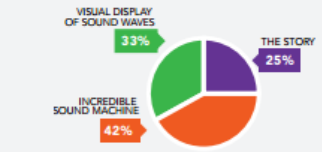
POINTS OF INTEREST

- Design and construct an incredible sound machine that produces two different sounds.
- Create and integrate two visible displays of sound waves into the presentation.
- Create and present a story that includes a change to a faster or slower narrative pace.
- Create and present two Team Choice Elements that show off the team's interests, skills, areas of strength, and talents.

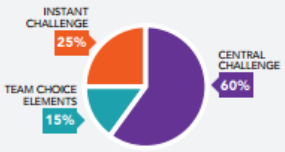
D: REWARD POINTS

ELEMENT	POINTS	DETAIL
Central Challenge	**Up to 240**	**A.2**
1. The Story	**Up to 60**	**A.2**
a. Creativity of the story	Up to 30	A.2.f
b. Clear and effective storytelling		
i. At standard Narrative Pace	Up to 15	A.2.g
ii. At faster or slower Narrative Pace	Up to 15	A.2.g
2. Incredible Sound Machine	**Up to 100**	**A.3**
a. Successful production of two different Sounds:		
i. During the standard Narrative Pace	0 or 10	A.3.f.i
ii. During the faster or slower Narrative Pace	0 or 10	A.3.f.i
b. Theatrical effect that all Sounds have on the story	Up to 20	A.3.f.ii
c. Technical Design and Innovation of the methods used to produce the listed Sounds:		
i. During the standard Narrative Pace	Up to 30	A.3.f.iii
ii. During the faster or slower Narrative Pace	Up to 30	A.3.f.iii
3. Visual Display of Sound Waves	**Up to 80**	**A.4**
a. Creativity of the visual display of the Sound Waves		
i. During the standard Narrative Pace	Up to 25	A.4.d
ii. During the faster or slower Narrative Pace	Up to 25	A.4.d
b. Meaningful integration of the visual display of the Sound Waves		
i. During the standard Narrative Pace	Up to 15	A.4.e
ii. During the faster or slower Narrative Pace	Up to 15	A.4.e
Team Choice Elements	**Up to 60**	**B**
1. Team Choice Element 1	**Up to 30**	**B.3**
a. Creativity and originality	Up to 10	B.3
b. Quality, workmanship, or effort that is evident	Up to 10	B.3
c. Integration into the Presentation	Up to 10	B.3
2. Team Choice Element 2	**Up to 30**	**B.3**
a. Creativity and originality	Up to 10	B.3
b. Quality, workmanship, or effort that is evident	Up to 10	B.3
c. Integration into the Presentation	Up to 10	B.3

CENTRAL CHALLENGE SCORING



PUTTING IT ALL TOGETHER



Challenge C: Fine Arts Focus: Feary Tales

LEARNING OUTCOMES

- Fairy Tale Styles Research
- Art Form Research
- Effective Storytelling
- Theater Arts Skills
- Technical Design Process
- Engineering Concepts
- Presentation Skills
- Project Management
- Creative and Critical Thinking
- Teamwork
- Interpersonal Skills
- Management Skills
- Perseverance
- Risk Taking
- Self-directed Learning
- Digital Literacy
- Citizenship Skills

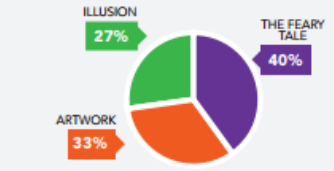
POINTS OF INTEREST

- Present a team-created fairy tale about a character that faces and deals with a phobia.
- Create an expressive artwork that conveys a thought or feeling.
- Create a functional artwork that serves a practical function.
- Design and create an illusion that makes the impossible seem possible.
- Create and present two Team Choice Elements that show off the team's interests, skills, areas of strength, and talents.

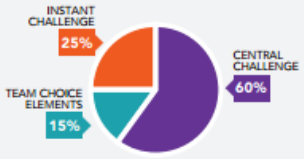
FEARY TALES — **D: REWARD** POINTS

ELEMENT	POINTS	DETAIL
Central Challenge	**Up to 240**	**A**
1. The Feary Tale	**Up to 95**	**A.2**
a. How well the presentation fits the style of a fairy tale	Up to 25	A.2.e
b. Creativity of the Feary Tale story	Up to 25	A.2.f
c. Theatrical portrayal of the character with a Phobia	Up to 25	A.2.g
d. Clear and effective storytelling	Up to 20	A.2.h
2. Artwork	**Up to 80**	**A.3**
a. Creativity and originality of the Expressive Artwork	Up to 20	A.3.b.ii
b. How well the Expressive Artwork conveys a thought or feeling related to the Phobia	Up to 20	A.3.b.iii
c. Creativity and originality of the Functional Artwork	Up to 20	A.3.c.iii
d. Integration of the Functional Artwork's task into the Feary Tale	Up to 20	A.3.c.iv
3. Illusion	**Up to 65**	**A.4**
a. Theatrical effect of the Illusion	Up to 25	A.4.c
b. Technical Design of the Illusion	Up to 20	A.4.d
c. Technical Innovation of the Illusion	Up to 20	A.4.d
Team Choice Elements	**Up to 60**	**B**
1. Team Choice Element 1	**Up to 30**	**B.3**
a. Creativity and originality	Up to 10	B.3
b. Quality, workmanship, or effort that is evident	Up to 10	B.3
c. Integration into the Presentation	Up to 10	B.3
2. Team Choice Element 2	**Up to 30**	**B.3**
a. Creativity and originality	Up to 10	B.3
b. Quality, workmanship, or effort that is evident	Up to 10	B.3
c. Integration into the Presentation	Up to 10	B.3

CENTRAL CHALLENGE SCORING



PUTTING IT ALL TOGETHER



Challenge D: Improvisation Focus: The Improv Games

LEARNING OUTCOMES

- Improvisational Skills
- Effective Storytelling
- Effective Integration Skills
- Theater Arts Skills
- Presentation Skills
- Project Management
- Creative and Critical Thinking
- Teamwork
- Interpersonal Skills
- Management Skills
- Perseverance
- Risk Taking
- Self-directed Learning
- Digital Literacy
- Citizenship Skills

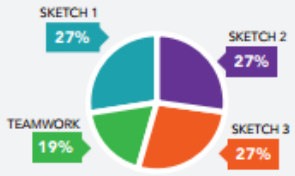
POINTS OF INTEREST

- Create three independent improvisational sketches.
- Research and incorporate improvisational games and street performances.
- Practice integrating randomly selected situations and settings.

C: REWARD POINTS

ELEMENT	POINTS	DETAIL
Central Challenge	**Up to 300**	**A**
1. Sketch 1	**Up to 80**	**A.**
a. Improv Element 1: Effectiveness and integration of the Improv Game throughout the Sketch	Up to 15	A.3.a
b. Improv Element 2: Effectiveness and integration of the Street Performance	Up to 15	A.3.b
c. Improv Element 3: Creative and effective performance of the Situation	Up to 15	A.3.c
d. Improv Element 4: Creative and effective performance of the Setting	Up to 15	A.3.d
e. Overall effect of Sketch 1	Up to 20	A.2
2. Sketch 2	**Up to 80**	**A.**
a. Improv Element 1: Effectiveness and integration of the Improv Game throughout the Sketch	Up to 15	A.3.a
b. Improv Element 2: Effectiveness and integration of the Street Performance	Up to 15	A.3.b
c. Improv Element 3: Creative and effective performance of the Situation	Up to 15	A.3.c
d. Improv Element 4: Creative and effective performance of the Setting	Up to 15	A.3.d
e. Overall effect of Sketch 2	Up to 20	A.2
3. Sketch 3	**Up to 80**	**A.**
a. Improv Element 1: Effectiveness and integration of the Improv Game throughout the Sketch	Up to 15	A.3.a
b. Improv Element 2: Effectiveness and integration of the Street Performance	Up to 15	A.3.b
c. Improv Element 3: Creative and effective performance of the Situation	Up to 15	A.3.c
d. Improv Element 4: Creative and effective performance of the Setting	Up to 15	A.3.d
e. Overall effect of Sketch 3	Up to 20	A.2
4. Teamwork	**Up to 60**	**A.4**
a. Teamwork during the 3 Preparation Times	Up to 30	A.4
b. Teamwork during the 3 Sketch performances	Up to 30	A.4

CENTRAL CHALLENGE SCORING



PUTTING IT ALL TOGETHER

Challenge E: Structural Focus: Lose To Win

LEARNING OUTCOMES

- Structural Engineering
- Technical Design Process
- Construction
- Architectural Design
- Effective Storytelling
- Theater Arts Skills
- Presentation Skills
- Visual Arts
- Material Science
- Applied Mathematics
- Project Management
- Creative and Critical Thinking
- Teamwork
- Interpersonal Skills
- Management Skills
- Perseverance
- Risk Taking
- Self-directed Learning
- Digital Literacy
- Citizenship Skills

POINTS OF INTEREST

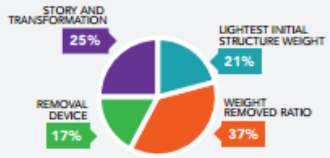
- Design and build the lightest structure possible that continues to support the weight of the pressure board while parts of the structure are removed.
- Design and build a removal device that enables you to safely remove the structure parts.
- Tell a story about how something is transformed and revealed to be something completely different.
- Create a prop or set piece that transforms as a part or parts of it are removed during the presentation.

LOSE TO WIN

D: REWARD POINTS

ELEMENT	POINTS	DETAIL
Central Challenge	**Up to 240**	**A**
1. The Lightest Initial Structure Weight	**Up to 50**	**A.5.c.i**
Team's score = (Lightest Initial Structure Weight in Level ÷ team's Initial Structure Weight) × 50 This score, added to the scores the team earns for the items listed below, will equal the total Raw Score.		
2. The Structure's Weight Removed Ratio	**Up to 90**	**A.5.c.ii**
Team's score = (WRR ÷ highest WRR in Level) × 90 This score, added to the scores the team earns for the items listed below, will equal the total Raw Score.		
3. The Removal Device	**Up to 40**	**A.6**
a. Creativity of the Removal Device	Up to 20	A.6.h.i
b. Quality and workmanship of the Removal Device	Up to 20	A.6.h.ii
4. Story and Prop/Set Piece Transformation	**Up to 60**	**A.7**
a. Creativity of the story	Up to 20	A.7.c
b. Dramatic effect of prop or set piece transformation	Up to 30	A.7.d
c. Integration of Structure part removal with the story	Up to 10	A.7.e
Team Choice Elements	**Up to 60**	**B**
1. Team Choice Element 1	**Up to 30**	**B.3**
a. Creativity and originality	Up to 10	B.3
b. Quality, workmanship, or effort that is evident	Up to 10	B.3
c. Integration into the Presentation	Up to 10	B.3
2. Team Choice Element 2	**Up to 30**	**B.3**
a. Creativity and originality	Up to 10	B.3
b. Quality, workmanship, or effort that is evident	Up to 10	B.3
c. Integration into the Presentation	Up to 10	B.3

CENTRAL CHALLENGE SCORING



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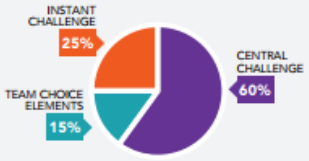


Challenge: Project OUTREACH®: Service Learning Focus: Brand Aid

LEARNING OUTCOMES

- Service Learning
- Community Partnerships
- Branding
- Product Marketing
- Presentation Skills
- Graphic Art Design
- Research Skills
- Project Management
- Creative and Critical Thinking
- Teamwork
- Interpersonal Skills
- Management Skills
- Perseverance
- Risk Taking
- Self-directed Learning
- Digital Literacy
- Citizenship Skills

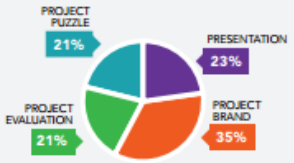
POINTS OF INTEREST

- Use the creative process to identify, design and carry out a project that addresses at least one real community need.
- Use graphic arts and sounds to create an effective brand to help meet the project goal(s).
- Create a live presentation that highlights the project and project evaluation.
- Design and create a project puzzle to be put together during the tournament presentation.
- Create and present two Team Choice Elements that show off the team's interests, skills, areas of strength and talents.

E: REWARD POINTS ▸ BRAND AID

ELEMENT	POINTS	DETAIL
Central Challenge	**Up to 240**	**B**
1. Presentation	**Up to 55**	**B.1**
a. Effective portrayal of the community need and Project	Up to 15	B.1.d.i
b. Overall creativity of the Presentation	Up to 20	B.1.d.ii
c. Effective use of theatrical techniques in the Presentation	Up to 20	B.1.d.iii
2. Project Brand	**Up to 85**	**B.2**
a. Effective integration of the Project Brand into the Presentation	Up to 20	B.2.d.i
b. Creativity and originality of the Logo	Up to 20	B.2.d.ii
c. Creativity and originality of the Jingle	Up to 20	B.2.d.iii
d. Quality, workmanship, and/or effort that is evident with the Project Brand design	Up to 25	B.2.d.iv
3. Project Evaluation	**Up to 50**	**B.3**
a. Thoroughness of the Project Evaluation communicated to the audience during the Presentation	Up to 25	B.3.d.i
b. Creative integration of Project Evaluation information into the theatrical Presentation	Up to 25	B.3.d.ii
4. Project Puzzle	**Up to 50**	**B.4**
a. Each of the five or more items that are combined to form the Project Puzzle during the Presentation Two points each (10 points maximum):	0, 2, 4, 6, 8, 10	B.4.e.i
b. Effective integration of the Project Puzzle formation into the Presentation	Up to 20	B.4.e.ii
c. Creativity and originality of the Project Puzzle design	Up to 20	B.4.e.iii
Team Choice Elements	**Up to 60**	**C**
1. Team Choice Element 1	**Up to 30**	**C.3**
a. Creativity and originality	Up to 10	C.3
b. Quality, workmanship, or effort that is evident	Up to 10	C.3
c. Integration into the Presentation	Up to 10	C.3
2. Team Choice Element 2	**Up to 30**	**C.3**
a. Creativity and originality of the Team Choice Element	Up to 10	C.3
b. Quality, workmanship, and/or effort that is evident	Up to 10	C.3
c. Integration into the Presentation	Up to 10	C.3

CENTRAL CHALLENGE SCORING



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