NH-DI Media Kit 2015-2016

Our 35th Year of developing innovative collaborators

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35th Year

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

STEAM: Science, Technology, Engineering, Arts, Math education

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 administers the DI program for nearly 3,000 Granite State students from over 200 schools and community groups. Teams meet in March to try and advance to Destination Imagination Global Finals in May.

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, 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.

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 a community or 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.

2015-2016 Team Challenge Summaries (Very Simplified)

Technical Challenge: Pace of Change

The world is full of changes, both big and small. So grab the wheel – let's see them all!

- Design and build a vehicle able to carry at least one team member across the presentation site multiple times.
- Change the vehicle propulsion system and the vehicle movement method during the presentation.
- Create and present a story about change. The story will include a change in a character.
- Create and present two Team Choice Elements that show off the team's interests, skills, areas of strength, and talents.

Scientific Challenge: In Plain Sight

Now you see me, now you don't! But wait…what's the twist??

- Research the many ways that camouflage is used by organisms in nature.
- Showcase camouflage research in the visible appearance of an organism.
- Create and present a story with a plot twist that is caused by the use of camouflage.
- Apply camouflage methods to an original, team-designed and created set piece or prop.
- Create and present two Team Choice Elements that show off the team's interests, skills, areas of strength, and talents.

Structural Challenge: Musical Mashup

Hold it together and let it play out in this musical mashup.

- Design and build a structure that both supports weight and is a musical instrument.
- Play a musical solo using the structure as a musical instrument.
- Tell a story with at least one musical character.
- Integrate the story with the weight placement testing of the structure.
- Create and present two Team Choice Elements that show off the team's interests, skills, areas of strength, and talents.

Fine Arts Challenge: Get a Clue

Whodunnit? Reach back in time to get a clue!

- Present a mystery story set on Earth in a team-chosen time period before 1990.
- Discover, live on stage, which of the three suspect characters is responsible for the mystery.
- Include a TechniClue that helps solve the mystery.
- Present in the style of traverse staging.
- Create and present two Team Choice Elements that show off the team's interests, skills, areas of strength, and talents.

Improvisational Challenge: Close Encounters

Newsflash! Stranger things WILL happen!

- Research Challenge-provided confined spaces.
- Create and perform a four-minute improvisational presentation within a confined space.
- Show how characters work together to address a news flash.
- Integrate a mysterious stranger and a team-created miscellaneous prop into the presentation.

Service Learning Challenge: projectOUTREACH: The Meme Event

Grumpy cat will be even grumpier when you out-MEME him!

- Use the creative process to identify, design, plan, and carry out a project that addresses a real community need.
- Plan and carry out at least one community event that is designed to help meet the project goal(s).
- Create an effective meme to help meet the project goal(s).
- Create a live presentation that highlights the project and the impact it made on the community.
- Create and present two Team Choice Elements that show off the team's interests, skills, areas of strength and talents.

Early Learning Challenge: Rising Stars! : Change in Direction

North, south, east, or west. Hmm…which way is best?

- Learn about maps and how they are helpful to people.
- Create a play that is about a journey your team is on.
- Make a change in direction at some point during your play.
- Make a map to help your team on your journey.

Instant Challenge

Instant Challenges require teams to engage in quick, creative and critical thin king. 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 and the creativity of their solutions. Instant Challenges are kept confidential until the day of the Tournament.

Destination Imagination by the Numbers

200,000 **Annual Participants**
1,500,000 **Alumni**
38,000 **Volunteers**
48 **States** and **30** **Countries**

3,000+ **Annual NH Students**
110,000+ **Alumni**
300+ **Annual NH Teams**
1,000+ **Annual NH Volunteers**
200+ **Annual NH Schools**

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**. 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.

Key Dates

Competitions		
REGIONAL COMPETITION	Sat. Mar. 12	Plymouth State University, Plymouth
REGIONAL COMPETITION	Sat. Mar. 12	Sanborn Regional HS, Kingston
REGIONAL COMPETITION	Sat. Mar. 19	Kearsarge Regional Middle School, N. Sutton
REGIONAL COMPETITION	Sat. Mar. 19	Goffstown High School
NH STATE FINALS	Sat. Apr. 2	Nashua High School North
Destination Imagination Global Finals	May 25 – 29, 2015	University of Tennessee, Knoxville Teams from around the World compete!