Media Kit 2016-2017

Creativity, Collaboration, Problem-Solving Skills

NH-DI.org Facebook.com/NHICC @NH_DI

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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 3,000 Granite State students from over 200 schools and community groups. Teams start in the fall, compete 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 5 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 – key 21st century skills**. 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.

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.

Top scoring teams at our state tournament compete with top teams from 48 states and 30 countries at Destination Imagination Global Finals.

$

With an annual registration of ~ $250 per team for seven students, NH-DI is an amazing value for life skills recieved!

2016-2017 Team Challenge Summaries (Very Simplified)

Technical Challenge: Show & Tech

The Technical Challenge prompts students to complete tasks by using engineering, research, strategic planning and related skills.

LEARNING OUTCOMES: Technical Design & Engineering, Show Production, Design Efficiency, Technical Theater.

POINTS OF INTEREST:

- Present a show that includes an opening act and a headlining act.
- Design and build a stage on which the acts will take place and that will move a team member from one location to another.
- Enhance each act with a technical effect to amaze the audience.
- Create and present two Team Choice Elements that show off the team's interest, skills, areas of strength, and talents.

Scientific Challenge: Top Secret

Our Scientific Challenge blends the research and curiosity of science with the thrill and creativity of the theater arts.

LEARNING OUTCOMES: Cryptography & Steganography, Science & Technology, Storytelling, Improvisation.

POINTS OF INTEREST:

- Create and present a story about a secret mission.
- Research and apply methods from cryptography and steganography to reveal secret messages.
- Design and create a gadget that appears to be an everyday item.
- Create and integrate a disguised character into the story.
- Create and present two Team Choice Elements that show off the team's interests, skills, areas of strength, and talents.

Engineering Challenge: In It Together

Our Engineering Challenge asks teams to design, build and test load-bearing structures out of specific materials.

LEARNING OUTCOMES: Structural Engineering & Construction, Weight Distribution, Research, Material Science, Global Competency.

POINTS OF INTEREST:

- Design, build and test multiple free-standing structures that work together.
- Develop a strategy for placing structures to support as much weight as possible.
- Develop and present a collaborative solution to a global issue.
- Create and present two Team Choice Elements that highlight the team's interests, skills, areas of strength, and talents.

Fine Arts Challenge: Vanished!

Our Fine Arts Challenge has students flex their acting and creative muscles as they experiment with different types of artistic media and theater arts, write scripts and design props.

LEARNING OUTCOMES: Cultural Symbolism, Global Competency, Performing Arts Skills, Technical Theater.

POINTS OF INTEREST

- Research the meanings, roles and uses of colors.
- Present a story about how the disappearance of a color changes the world.
- Create a colorful character that is involved with the color's disappearance.
- Use technical theater methods to create a vanishing act.
- Create and present two Team Choice Elements that show off the team's interests, skills, areas of strength, and talents.

Improvisational Challenge: 3-Peat

Our Improvisational Challenge is all about spontaneity and storytelling. Teams receive topics and produce skits right on the spot.

LEARNING OUTCOMES: Improvisational Theater, Time Management, Integration Skills, Teamwork.

POINTS OF INTEREST

- Create three improvisational skits from the same story prompt.
- Present each skit in a different performance genre.
- Portray a different stock character in each skit.
- Enhance each skit with props.

Service Learning Challenge: project OUTREACH®: Ready, Willing and Fable

Our Service Learning Challenge is designed to engage students in public service to address real-life community issues.

LEARNING OUTCOMES: Social Entrepreneurship, Project Management, Community Partnerships, Performing Arts Skills

POINTS OF INTEREST

- Identify, design, plan and carry out a project that addresses a real community need.
- Create a live presentation of a team-created fable that integrates information about the project.
- Include an impact prop and a character that changes appearance.
- 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!®: Save the Day

Our Rising Stars! for Early Learners Challenge offers simple experiences with the creative process, and it gives young kids (preschool through 2nd grade) a place to work together and make new friends. This Challenge is non-competitive.

LEARNING OUTCOMES: Simple & Complex Machines, Engineering & Design, Storytelling Skills, Teamwork.

POINTS OF INTEREST:

- Learn about simple and complex machines.
- Use simple machines to create and build a new invention.
- Create a play that tells a story about how the new invention helps to save the day.
- Create props, scenery and costumes to help tell the story.

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**

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

Key Dates – Will be updated as venues are confirmed.

August, 2016	Camp Gottalikachallenge – A year's worth of problem solving in a week!
Fall, 2016	Teams register
Fall, 2016	Team Manager Training
January, 2017	Team Workshop: Instant Challenge and Improv Workshop
February, 2017	Appraiser Training (Volunteers who adjudicate the team solutions)
March, 2017	4 Regional competitions and 1 State Finals competition
April, 2017	NH-DI State Finals: Top scoring teams in each challenge and age competition level advance to Destination Imagination Global Finals.
May, 2017	Destination Imagination Global Finals, University of Tennessee, Knoxville