

Tournament Time!

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.
H
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.
H
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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Y

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. Each team also participates in an Instant Challenge, closed to the public. This Challenge assesses the team's "think on their feet", teamwork and collaboration skills.
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W

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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E
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 ~ \$250 per team for seven students, NH-DI is an amazing value for life skills received!

2016-2017 Team Challenge Ultra-Simplified Summaries

Technical Challenge: Show & Tech









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

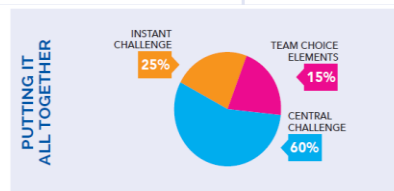
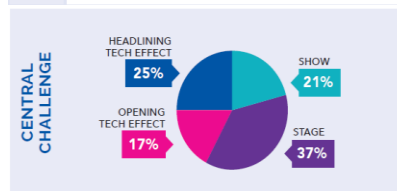
POINTS OF INTEREST:

- 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.

LEARNING OUTCOMES

- | | | |
|---|---|---|
| <input type="checkbox"/> Technical Engineering | <input type="checkbox"/> Budget Management | <input type="checkbox"/> Perseverance |
| <input type="checkbox"/> Show Production | <input type="checkbox"/> Presentation Skills | <input type="checkbox"/> Self-Directed Learning |
| <input type="checkbox"/> Technical Design | <input type="checkbox"/> Project Management | <input type="checkbox"/> Risk Taking |
| <input type="checkbox"/> Mathematics | <input type="checkbox"/> Creative and Critical Thinking | <input type="checkbox"/> Digital Literacy |
| <input type="checkbox"/> Construction | <input type="checkbox"/> Teamwork | <input type="checkbox"/> Citizenship Skills |
| <input type="checkbox"/> Technical Theater Skills | <input type="checkbox"/> Interpersonal Skills | |

ELEMENT	POINTS
Central Challenge	Up to 240
 1. Show	Up to 50
a. Overall creativity and Theatrical Effect of the Opening Act	Up to 20
b. Overall creativity and Theatrical Effect of the Headlining Act	Up to 30
 2. Stage	Up to 90
a. The Stage moving at least 1 team member using Technical Methods	0 or 20
b. Technical Innovation of the methods used to move at least 1 team member	Up to 25
c. Technical Design of the methods used to move at least 1 team member	Up to 25
d. Integration of the movement of the team member(s) into the Opening Act and/or the Headlining Act	Up to 20
 3. Opening Tech Effect	Up to 40
a. Completion of the Opening Tech Effect	0 or 10
b. Technical Innovation of the Opening Tech Effect	Up to 10
c. Technical Design of the Opening Tech Effect	Up to 10
d. Integration of the Opening Tech Effect into the Opening Act	Up to 10
 4. Headlining Tech Effect	Up to 60
a. Completion of the Headlining Tech Effect	0 or 10
b. Technical Innovation of the Headlining Tech Effect	Up to 20
c. Technical Design of the Headlining Tech Effect	Up to 20
d. Integration of the Headlining Tech Effect into the Headlining Act	Up to 10
Team Choice Elements	Up to 60
 1. Team Choice Element 1	Up to 30
a. Creativity and originality	Up to 10
b. Quality, workmanship, or effort that is evident	Up to 10
c. Integration into the Presentation	Up to 10
 2. Team Choice Element 2	Up to 30
a. Creativity and originality	Up to 10
b. Quality, workmanship, or effort that is evident	Up to 10
c. Integration into the Presentation	Up to 10



Scientific Challenge: Top Secret



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

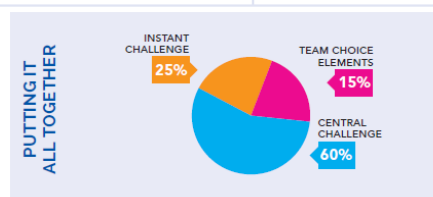
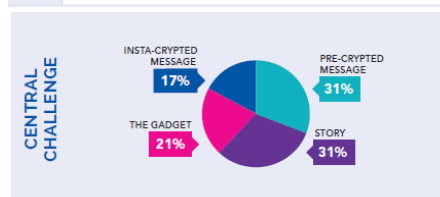
POINTS OF INTEREST:

- 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.

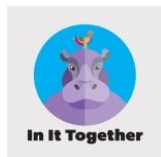
LEARNING OUTCOMES

- | | | |
|---|---|---|
| <input type="checkbox"/> Cryptography and Steganography | <input type="checkbox"/> Improvisation | <input type="checkbox"/> Teamwork |
| <input type="checkbox"/> Science | <input type="checkbox"/> Mechanical Engineering | <input type="checkbox"/> Interpersonal Skills |
| <input type="checkbox"/> Technology | <input type="checkbox"/> Budget Management | <input type="checkbox"/> Perseverance |
| <input type="checkbox"/> Storytelling | <input type="checkbox"/> Presentation Skills | <input type="checkbox"/> Self-Directed Learning |
| <input type="checkbox"/> Theater Skills | <input type="checkbox"/> Project Management | <input type="checkbox"/> Digital Literacy |
| | <input type="checkbox"/> Creative and Critical Thinking | <input type="checkbox"/> Citizenship Skills |

Central Challenge		Up to 240
	1. Story	Up to 75
	a. Creativity of the story	Up to 25
	b. Clear and effective storytelling	Up to 25
	c. Dramatic portrayal of the Disguised Character	Up to 25
	2. The Pre-Crypted Message	Up to 75
	a. Creative use of Scientific Principles to encrypt and decrypt the content of the Pre-Crypted Message	Up to 30
	b. Dramatic effect of revealing the Pre-Crypted Message's content	Up to 25
	c. Integration of the Pre-Crypted Message into the story	Up to 20
	3. The Insta-Crypted Message	Up to 40
	a. Successfully decrypting the Insta-Crypted Message	0 or 10
	b. Creative use of Scientific Principles used to encrypt and decrypt the Insta-Crypted Message	Up to 30
	4. The Gadget	Up to 50
	a. Creative integration of the Gadget into the story	Up to 20
	b. Technical Design of the Gadget's construction and operation	Up to 15
	c. Technical Innovation of the Gadget's construction and operation	Up to 15
Team Choice Elements		Up to 60
	1. Team Choice Element 1	Up to 30
	a. Creativity and originality	Up to 10
	b. Quality, workmanship, or effort that is evident	Up to 10
	c. Integration into the Presentation	Up to 10
	2. Team Choice Element 2	Up to 30
	a. Creativity and originality	Up to 10
	b. Quality, workmanship, or effort that is evident	Up to 10
	c. Integration into the Presentation	Up to 10



Engineering Challenge: In It Together



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

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.

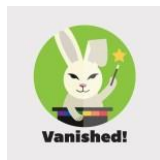
LEARNING OUTCOMES

- | | | |
|---|---|---|
| <input type="checkbox"/> Force, Distributed Load Research | <input type="checkbox"/> Material Science | <input type="checkbox"/> Interpersonal Skills |
| <input type="checkbox"/> Technical Design Process | <input type="checkbox"/> Budget Management | <input type="checkbox"/> Perseverance |
| <input type="checkbox"/> Geometric Principles | <input type="checkbox"/> Effective Storytelling | <input type="checkbox"/> Self-Directed Learning |
| <input type="checkbox"/> Architectural Design | <input type="checkbox"/> Theater Arts Skills | <input type="checkbox"/> Risk Taking |
| <input type="checkbox"/> Structural Engineering | <input type="checkbox"/> Presentation Skills | <input type="checkbox"/> Digital Literacy |
| <input type="checkbox"/> Global Literacy | <input type="checkbox"/> Project Management | <input type="checkbox"/> Citizenship Skills |
| <input type="checkbox"/> Mathematics | <input type="checkbox"/> Creative and Critical Thinking | |
| | <input type="checkbox"/> Teamwork | |

Central Challenge		Up to 240
1. The Structures' Weight Held Ratio		Up to 140
<p>In each competitive Level, the Structures with the highest Weight Held Ratio will receive full score points.</p> <p>The score for all other teams in that Level will be based on the percentage of their Structure's Weight Held Ratio compared to the highest Weight Held Ratio in that Level.</p> <ul style="list-style-type: none"> ▪ Official Weight Held (OWH) _____ pounds ▪ Total Combined Weight of Structures (TCW) _____ grams <p>Standard WHR = $OWH \div TCW = \underline{\hspace{2cm}}$</p> <p>Bonus WHR = $OWH \times 1.3 \div TCW = \underline{\hspace{2cm}}$</p> <p>Team's score = $(WHR \div \text{highest WHR in Level}) \times 140$</p> <p>This score added to the scores the team earns for the items listed below will equal the total Raw Score.</p>		
2. Story		Up to 100
a. The creative portrayal of the International Issue		Up to 20
b. The creative portrayal of how the characters from the featured Nations work together to address the International Issue		Up to 30
c. The creative portrayal of the Art or Science creation from Nation 1		Up to 15
d. The creative portrayal of the Art or Science creation from Nation 2		Up to 15
e. The creative integration of Structure Testing into the story		Up to 20
Team Choice Elements		Up to 60
1. Team Choice Element 1		Up to 30
a. Creativity and originality		Up to 10
b. Quality, workmanship, or effort that is evident		Up to 10
c. Integration into the Presentation		Up to 10
2. Team Choice Element 2		Up to 30
a. Creativity and originality		Up to 10
b. Quality, workmanship, or effort that is evident		Up to 10
c. Integration into the Presentation		Up to 10



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.

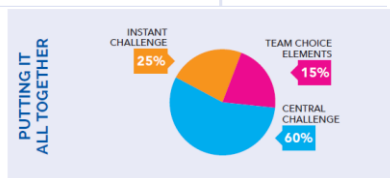
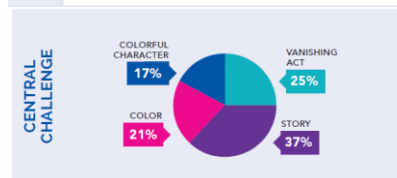
POINTS OF INTEREST

- 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.

LEARNING OUTCOMES

- | | | |
|--|---|---|
| <input type="checkbox"/> Cause and Effect | <input type="checkbox"/> Budget Management | <input type="checkbox"/> Perseverance |
| <input type="checkbox"/> Artistic and Cultural Symbolism | <input type="checkbox"/> Presentation Skills | <input type="checkbox"/> Self-Directed Learning |
| <input type="checkbox"/> Character Acting | <input type="checkbox"/> Project Management | <input type="checkbox"/> Risk Taking |
| <input type="checkbox"/> Effective Storytelling | <input type="checkbox"/> Creative and Critical Thinking | <input type="checkbox"/> Digital Literacy |
| <input type="checkbox"/> Theater Arts Skills | <input type="checkbox"/> Teamwork | <input type="checkbox"/> Citizenship Skills |
| | <input type="checkbox"/> Interpersonal Skills | |

Central Challenge		Up to 240
	1. Story	Up to 90
	a. Effective theatrical portrayal of how the disappearance of the single color changes a world	Up to 30
	b. Creativity of the story	Up to 30
	c. Clear and effective storytelling	Up to 30
	2. Color	Up to 50
	a. Integration of research of the team-selected color into the Presentation	Up to 20
	b. Creative use of the team-selected color in the Presentation	Up to 30
	3. Colorful Character	Up to 40
	a. Creative portrayal of the Colorful Character	Up to 20
	b. Integration of the Colorful Character into the story	Up to 20
	4. Vanishing Act	Up to 60
	a. Innovative use of Technical Theater Methods in the Vanishing Act	Up to 20
	b. Dramatic impact of the Vanishing Act	Up to 20
	c. Integration of the Vanishing Act into the story	Up to 20
Team Choice Elements		Up to 60
1	1. Team Choice Element 1	Up to 30
	a. Creativity and originality	Up to 10
	b. Quality, workmanship, or effort that is evident	Up to 10
	c. Integration into the Presentation	Up to 10
2	2. Team Choice Element 2	Up to 30
	a. Creativity and originality	Up to 10
	b. Quality, workmanship, or effort that is evident	Up to 10
	c. Integration into the Presentation	Up to 10



Improvitational Challenge: 3-Peat







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

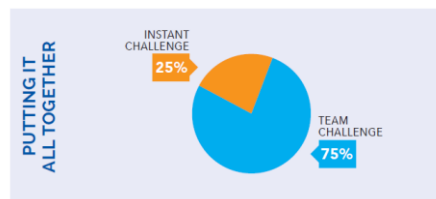
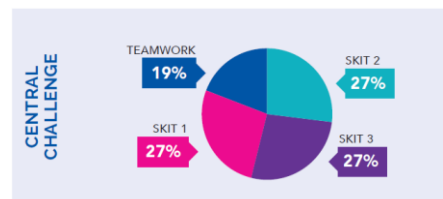
POINTS OF INTEREST

- 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.

LEARNING OUTCOMES

- | | | |
|---|---|---|
| <input type="checkbox"/> Improvisational Acting | <input type="checkbox"/> Research Skills | <input type="checkbox"/> Interpersonal Skills |
| <input type="checkbox"/> Effective Storytelling | <input type="checkbox"/> Presentation Skills | <input type="checkbox"/> Perseverance |
| <input type="checkbox"/> Character Development | <input type="checkbox"/> Project Management | <input type="checkbox"/> Self-Directed Learning |
| <input type="checkbox"/> Risk Taking | <input type="checkbox"/> Creative and Critical Thinking | <input type="checkbox"/> Digital Literacy |
| <input type="checkbox"/> Time Management | <input type="checkbox"/> Teamwork | <input type="checkbox"/> Citizenship Skills |

Central Challenge		Up to 300
	1. Skit 1	Up to 80
	a. Overall Presentation of Skit 1	Up to 20
	b. Improv Element 1: Creative development of the Story Prompt in the Skit	Up to 15
	c. Improv Element 2: Creative and effective portrayal of the Stock Character and its integration as a central character in the Skit	Up to 15
	d. Improv Element 3: Creative and effective portrayal of the Genre	Up to 15
	e. Improv Element 4: Creative and effective use of items in the Box-O-Stuff to enhance the Skit	Up to 15
	2. Skit 2	Up to 80
	a. Overall Presentation of Skit 2	Up to 20
	b. Improv Element 1: Story Prompt (as described in C.1.b)	Up to 15
	c. Improv Element 2: Stock Character (as described in C.1.c)	Up to 15
	d. Improv Element 3: Genre (as described in C.1.d)	Up to 15
	e. Improv Element 4: Box-O-Stuff (as described in C.1.e)	Up to 15
	3. Skit 3	Up to 80
	a. Overall Presentation of Skit 3	Up to 20
	b. Improv Element 1: Story Prompt (as described in C.1.b)	Up to 15
	c. Improv Element 2: Stock Character (as described in C.1.c)	Up to 15
	d. Improv Element 3: Genre (as described in C.1.d)	Up to 15
	e. Improv Element 4: Box-O-Stuff (as described in C.1.e)	Up to 15
	4. Teamwork	Up to 60
	a. Teamwork during the 3 Preparation times	Up to 30
	b. Teamwork during the 3 Skits	Up to 30



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 and develop social entrepreneurship skills.

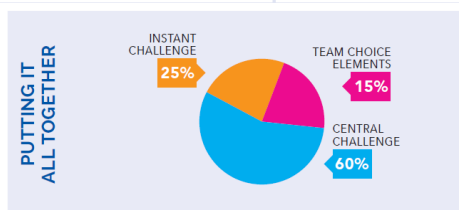
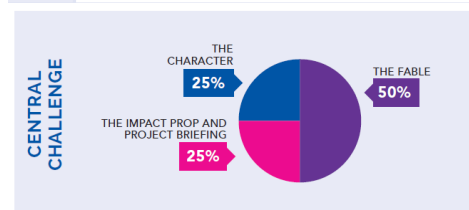
POINTS OF INTEREST

- 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.

LEARNING OUTCOMES

- | | | |
|---|---|---|
| <input type="checkbox"/> Service Learning | <input type="checkbox"/> Project Management | <input type="checkbox"/> Budget Management |
| <input type="checkbox"/> Community Partnerships | <input type="checkbox"/> Theater Arts Skills | <input type="checkbox"/> Self-Directed Learning |
| <input type="checkbox"/> Citizenship Skills | <input type="checkbox"/> Creative and Critical Thinking | <input type="checkbox"/> Risk Taking |
| <input type="checkbox"/> Presentation Skills | <input type="checkbox"/> Teamwork | <input type="checkbox"/> Digital Literacy |
| <input type="checkbox"/> Effective Storytelling | <input type="checkbox"/> Interpersonal Skills | <input type="checkbox"/> Citizenship Skills |
| <input type="checkbox"/> Research Skills | <input type="checkbox"/> Perseverance | |

Central Challenge		Up to 240
	1. The Fable	Up to 120
	a. Creativity of the fable	Up to 30
	b. Effective presentation in the style of a fable	Up to 20
	c. Creative integration of Project information into the fable	Up to 40
	d. Thoroughness of Project information represented in the fable	Up to 30
	2. The Character	Up to 60
	a. Creativity of the non-human character's change in appearance	Up to 20
	b. Integration of the non-human character's change in appearance into the fable	Up to 10
	c. Effective representation of the change of someone or something resulting from Project activities	Up to 30
	3. The Impact Prop and Project Briefing	Up to 60
	a. Creativity of the Impact Prop that represents the Project's impact	Up to 30
	b. Creative integration of the Impact Prop into the fable	Up to 20
	c. Sharing how the Impact Prop was used during a Project Briefing	0 or 10
Team Choice Elements		Up to 60
	1. Team Choice Element 1	Up to 30
	a. Creativity and originality	Up to 10
	b. Quality, workmanship, or effort that is evident	Up to 10
	c. Integration into the Presentation	Up to 10
	2. Team Choice Element 2	Up to 30
	a. Creativity and originality	Up to 10
	b. Quality, workmanship, or effort that is evident	Up to 10
	c. Integration into the Presentation	Up to 10



Early Learning Challenge: Rising Stars!®: Save the Day (Non-competitive)



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.

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.

LEARNING OUTCOMES

- | | | |
|--|---|---|
| <input type="checkbox"/> Simple and Complex Machines | <input type="checkbox"/> Theater Arts Skills | <input type="checkbox"/> Interpersonal Skills |
| <input type="checkbox"/> Engineering and Design | <input type="checkbox"/> Visual Arts Skills | <input type="checkbox"/> Perseverance |
| <input type="checkbox"/> Research Skills | <input type="checkbox"/> Presentation Skills | <input type="checkbox"/> Self-Directed Learning |
| <input type="checkbox"/> Decision Making Skills | <input type="checkbox"/> Project Management | <input type="checkbox"/> Digital Literacy |
| <input type="checkbox"/> Storytelling Skills | <input type="checkbox"/> Creative and Critical Thinking | <input type="checkbox"/> Citizenship Skills |
| | <input type="checkbox"/> Teamwork | |



STORY

Your team should create a play that has a beginning, middle and end. It should tell the story of how your team found out about a problem and how you used simple machines to invent a complex machine to help solve the problem. It should tell the story of how your team-created invention works and how it saves the day. During the play, your team should show the audience how the invention works.



INVENTION

Your team should use simple machines to invent and build a complex machine. The complex machine should also do something to help solve the problem and save the day. Your team's play should show how the invention works and how it helps to solve the problem.



CHARACTERS

All team members should be included in the play. Some characters can be the inventors and some can be the ones who use or need the invention.



COSTUMES

All team members should be in costume.



SETTING

The setting is where your play takes place. The setting can be real or imaginary. Scenery and props used in your play help the audience understand your setting better.



PROPS

One of your props should be your invention. You can also have other props in your play.