How to Watch a 2017 Destination Imagination® Team Challenge

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.

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.

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.

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.

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.

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 received!

Special Thanks to Southern New Hampshire University

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

- Technical Engineering
- Show Production
- Technical Design
- Mathematics
- Construction
- Technical Theater Skills
- Budget Management
- Presentation Skills
- Project Management
- Creative and Critical Thinking
- Teamwork
- Interpersonal Skills
- Perseverance
- Self-Directed Learning
- Risk Taking
- Digital Literacy
- Citizenship Skills

### ELEMENT POINTS

#### Central Challenge

<table>
<thead>
<tr>
<th>POINTS</th>
<th>Up to 240</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>1. Show</strong></td>
<td>Up to 50</td>
</tr>
<tr>
<td>a. Overall creativity and Theatrical Effect of the Opening Act</td>
<td>Up to 20</td>
</tr>
<tr>
<td>b. Overall creativity and Theatrical Effect of the Headlining Act</td>
<td>Up to 30</td>
</tr>
<tr>
<td><strong>2. Stage</strong></td>
<td>Up to 90</td>
</tr>
<tr>
<td>a. The Stage moving at least 1 team member using Technical Methods</td>
<td>0 or 20</td>
</tr>
<tr>
<td>b. Technical Innovation of the methods used to move at least 1 team member</td>
<td>Up to 25</td>
</tr>
<tr>
<td>c. Technical Design of the methods used to move at least 1 team member</td>
<td>Up to 25</td>
</tr>
<tr>
<td>d. Integration of the movement of the team member(s) into the Opening Act and/or the Headlining Act</td>
<td>Up to 20</td>
</tr>
<tr>
<td><strong>3. Opening Tech Effect</strong></td>
<td>Up to 40</td>
</tr>
<tr>
<td>a. Completion of the Opening Tech Effect</td>
<td>0 or 10</td>
</tr>
<tr>
<td>b. Technical Innovation of the Opening Tech Effect</td>
<td>Up to 10</td>
</tr>
<tr>
<td>c. Technical Design of the Opening Tech Effect</td>
<td>Up to 10</td>
</tr>
<tr>
<td>d. Integration of the Opening Tech Effect into the Opening Act</td>
<td>Up to 10</td>
</tr>
<tr>
<td><strong>4. Headlining Tech Effect</strong></td>
<td>Up to 60</td>
</tr>
<tr>
<td>a. Completion of the Headlining Tech Effect</td>
<td>0 or 10</td>
</tr>
<tr>
<td>b. Technical Innovation of the Headlining Tech Effect</td>
<td>Up to 20</td>
</tr>
<tr>
<td>c. Technical Design of the Headlining Tech Effect</td>
<td>Up to 20</td>
</tr>
<tr>
<td>d. Integration of the Headlining Tech Effect into the Headlining Act</td>
<td>Up to 10</td>
</tr>
</tbody>
</table>

#### Team Choice Elements

<table>
<thead>
<tr>
<th>POINTS</th>
<th>Up to 60</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>1. Team Choice Element 1</strong></td>
<td>Up to 30</td>
</tr>
<tr>
<td>a. Creativity and originality</td>
<td>Up 10</td>
</tr>
<tr>
<td>b. Quality, workmanship, or effort that is evident</td>
<td>Up 10</td>
</tr>
<tr>
<td>c. Integration into the Presentation</td>
<td>Up 10</td>
</tr>
<tr>
<td><strong>2. Team Choice Element 2</strong></td>
<td>Up to 30</td>
</tr>
<tr>
<td>a. Creativity and originality</td>
<td>Up 10</td>
</tr>
<tr>
<td>b. Quality, workmanship, or effort that is evident</td>
<td>Up 10</td>
</tr>
<tr>
<td>c. Integration into the Presentation</td>
<td>Up 10</td>
</tr>
</tbody>
</table>
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.

<table>
<thead>
<tr>
<th>LEARNING OUTCOMES</th>
</tr>
</thead>
<tbody>
<tr>
<td>Cryptography and Steganography</td>
</tr>
<tr>
<td>Science</td>
</tr>
<tr>
<td>Technology</td>
</tr>
<tr>
<td>Storytelling</td>
</tr>
<tr>
<td>Theater Skills</td>
</tr>
<tr>
<td></td>
</tr>
<tr>
<td></td>
</tr>
<tr>
<td></td>
</tr>
<tr>
<td></td>
</tr>
<tr>
<td></td>
</tr>
<tr>
<td></td>
</tr>
<tr>
<td></td>
</tr>
</tbody>
</table>

Central Challenge | Up to 240

1. Story | Up to 75

a. Creativity of the story
b. Clear and effective storytelling
c. Dramatic portrayal of the Disguised Character

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
b. Dramatic effect of revealing the Pre-Crypted Message’s content
c. Integration of the Pre-Crypted Message into the story

3. The Insta-Crypted Message | Up to 40

a. Successfully decrypting the Insta-Crypted Message
b. Creative use of Scientific Principles used to encrypt and decrypt the Insta-Crypted Message

c. The Gadget | Up to 50

a. Creative integration of the Gadget into the story
b. Technical Design of the Gadget’s construction and operation
c. Technical Innovation of the Gadget’s construction and operation

Team Choice Elements | Up to 60

1. Team Choice Element 1 | Up to 30

a. Creativity and originality
b. Quality, workmanship, or effort that is evident
c. Integration into the Presentation

2. Team Choice Element 2 | Up to 30

a. Creativity and originality
b. Quality, workmanship, or effort that is evident
c. Integration into the Presentation

©2016 NH-DI, portions Destination Imagination, Inc.
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.

### Central Challenge

#### 1. The Structures’ Weight Held Ratio

In each competitive Level, the Structures with the highest Weight Held Ratio will receive full score points.

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.

- Official Weight Held (OWH) _____ pounds
- Total Combined Weight of Structures (TCW) _____ grams

Standard WHR = OWH ÷ TCW = ______

Bonus WHR = OWH x 1.3 ÷ TCW = ______

Team’s score = (WHR - highest WHR in Level) x 140

This score added to the scores the team earns for the items listed below will equal the total Raw Score.

#### 2. Story

- 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

#### 1. Team Choice Element 1

- a. Creativity and originality
  Up 10
- b. Quality, workmanship, or effort that is evident
  Up 10
- c. Integration into the Presentation
  Up 10

#### 2. Team Choice Element 2

- a. Creativity and originality
  Up 10
- b. Quality, workmanship, or effort that is evident
  Up 10
- c. Integration into the Presentation
  Up 10

---

©2016 NH-DI, portions Destination Imagination, Inc.
### 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

|------------------|--------------------------------|------------------|------------------------|---------------------|-------------------|-------------------|-------------------|-----------------------------|----------|-------------------|--------------|----------------------|-------------|-------------------|---------------------|

#### Central Challenge

<table>
<thead>
<tr>
<th>1. Story</th>
<th>Up to 240</th>
</tr>
</thead>
<tbody>
<tr>
<td>a. Effective theatrical portrayal of how the disappearance of the single color changes a world</td>
<td>Up to 90</td>
</tr>
<tr>
<td>b. Creativity of the story</td>
<td>Up to 30</td>
</tr>
<tr>
<td>c. Clear and effective storytelling</td>
<td>Up to 30</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>2. Color</th>
<th>Up to 50</th>
</tr>
</thead>
<tbody>
<tr>
<td>a. Integration of research of the team-selected color into the Presentation</td>
<td>Up to 20</td>
</tr>
<tr>
<td>b. Creative use of the team-selected color in the Presentation</td>
<td>Up to 30</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>3. Colorful Character</th>
<th>Up to 40</th>
</tr>
</thead>
<tbody>
<tr>
<td>a. Creative portrayal of the Colorful Character</td>
<td>Up to 20</td>
</tr>
<tr>
<td>b. Integration of the Colorful Character into the story</td>
<td>Up to 20</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>4. Vanishing Act</th>
<th>Up to 60</th>
</tr>
</thead>
<tbody>
<tr>
<td>a. Innovative use of Technical Theater Methods in the Vanishing Act</td>
<td>Up to 20</td>
</tr>
<tr>
<td>b. Dramatic impact of the Vanishing Act</td>
<td>Up to 20</td>
</tr>
<tr>
<td>c. Integration of the Vanishing Act into the story</td>
<td>Up to 20</td>
</tr>
</tbody>
</table>

#### Team Choice Elements

<table>
<thead>
<tr>
<th>1. Team Choice Element 1</th>
<th>Up to 60</th>
</tr>
</thead>
<tbody>
<tr>
<td>a. Creativity and originality</td>
<td>Up 10</td>
</tr>
<tr>
<td>b. Quality, workmanship, or effort that is evident</td>
<td>Up 10</td>
</tr>
<tr>
<td>c. Integration into the Presentation</td>
<td>Up 10</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>2. Team Choice Element 2</th>
<th>Up to 30</th>
</tr>
</thead>
<tbody>
<tr>
<td>a. Creativity and originality</td>
<td>Up 10</td>
</tr>
<tr>
<td>b. Quality, workmanship, or effort that is evident</td>
<td>Up 10</td>
</tr>
<tr>
<td>c. Integration into the Presentation</td>
<td>Up 10</td>
</tr>
</tbody>
</table>

©2016 NH-DI, portions Destination Imagination, Inc.
Improvisational 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**

- Improvisational Acting
- Effective Storytelling
- Character Development
- Risk Taking
- Time Management

- Research Skills
- Presentation Skills
- Project Management
- Creative and Critical Thinking
- Teamwork

- Interpersonal Skills
- Perseverance
- Self-Directed Learning
- Digital Literacy
- Citizenship Skills

**Central Challenge**

<table>
<thead>
<tr>
<th></th>
<th>1. Skit 1</th>
<th>Up to 300</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Overall Presentation of Skit 1</td>
<td>Up to 20</td>
</tr>
<tr>
<td>a.</td>
<td>Overall Presentation of Skit 1</td>
<td>Up to 20</td>
</tr>
<tr>
<td>b.</td>
<td>Improv Element 1: Creative development of the Story Prompt in the Skit</td>
<td>Up to 15</td>
</tr>
<tr>
<td>c.</td>
<td>Improv Element 2: Creative and effective portrayal of the Stock Character and its integration as a central character in the Skit</td>
<td>Up to 15</td>
</tr>
<tr>
<td>d.</td>
<td>Improv Element 3: Creative and effective portrayal of the Genre</td>
<td>Up to 15</td>
</tr>
<tr>
<td>e.</td>
<td>Improv Element 4: Creative and effective use of items in the Box-O-Stuff to enhance the Skit</td>
<td>Up to 15</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th></th>
<th>2. Skit 2</th>
<th>Up to 80</th>
</tr>
</thead>
<tbody>
<tr>
<td>a.</td>
<td>Overall Presentation of Skit 2</td>
<td>Up to 20</td>
</tr>
<tr>
<td>b.</td>
<td>Improv Element 1: Story Prompt (as described in C.1.b)</td>
<td>Up to 15</td>
</tr>
<tr>
<td>c.</td>
<td>Improv Element 2: Stock Character (as described in C.1.c)</td>
<td>Up to 15</td>
</tr>
<tr>
<td>d.</td>
<td>Improv Element 3: Genre (as described in C.1.d)</td>
<td>Up to 15</td>
</tr>
<tr>
<td>e.</td>
<td>Improv Element 4: Box-O-Stuff (as described in C.1.e)</td>
<td>Up to 15</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th></th>
<th>3. Skit 3</th>
<th>Up to 80</th>
</tr>
</thead>
<tbody>
<tr>
<td>a.</td>
<td>Overall Presentation of Skit 3</td>
<td>Up to 20</td>
</tr>
<tr>
<td>b.</td>
<td>Improv Element 1: Story Prompt (as described in C.1.b)</td>
<td>Up to 15</td>
</tr>
<tr>
<td>c.</td>
<td>Improv Element 2: Stock Character (as described in C.1.c)</td>
<td>Up to 15</td>
</tr>
<tr>
<td>d.</td>
<td>Improv Element 3: Genre (as described in C.1.d)</td>
<td>Up to 15</td>
</tr>
<tr>
<td>e.</td>
<td>Improv Element 4: Box-O-Stuff (as described in C.1.e)</td>
<td>Up to 15</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th></th>
<th>4. Teamwork</th>
<th>Up to 60</th>
</tr>
</thead>
<tbody>
<tr>
<td>a.</td>
<td>Teamwork during the 3 Preparation times</td>
<td>Up to 30</td>
</tr>
<tr>
<td>b.</td>
<td>Teamwork during the 3 Skits</td>
<td>Up to 30</td>
</tr>
</tbody>
</table>

**PUTTING IT ALL TOGETHER**

- Central Challenge 19%
- Skit 1 27%
- Skit 2 27%
- Skit 3 27%
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.

Central Challenge

### 1. The Fable

- Creativity of the fable
- Up to 30

- Effective presentation in the style of a fable
- Up to 20

- Creative integration of Project information into the fable
- Up to 40

- Thoroughness of Project information represented in the fable
- Up to 30

### 2. The Character

- Creativity of the non-human character’s change in appearance
- Up to 20

- Integration of the non-human character’s change in appearance into the fable
- Up to 10

- Effective representation of the change of someone or something resulting from Project activities
- Up to 30

### 3. The Impact Prop and Project Briefing

- Creativity of the Impact Prop that represents the Project’s impact
- Up to 30

- Creative integration of the Impact Prop into the fable
- Up to 20

- Sharing how the Impact Prop was used during a Project Briefing
- 0 or 10

Team Choice Elements

### 1. Team Choice Element 1

- Creativity and originality
- Up to 30

- Quality, workmanship, or effort that is evident
- Up to 20

- Integration into the Presentation
- Up to 10

### 2. Team Choice Element 2

- Creativity and originality
- Up to 30

- Quality, workmanship, or effort that is evident
- Up to 20

- 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

- Simple and Complex Machines
- Engineering and Design
- Research Skills
- Decision Making Skills
- Storytelling Skills
- Theater Arts Skills
- Visual Arts Skills
- Presentation Skills
- Project Management
- Creative and Critical Thinking
- Teamwork
- Interpersonal Skills
- Perseverance
- Self-Directed Learning
- Digital Literacy
- Citizenship Skills

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.