NEW HAMPSHIRE DESTINATION IMAGINATION

Southern New Hampshire University
Innovation Sponsor

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

The Future of Work demands creativity, problem solving and collaboration skills. Annually, we offer seven new standards-based Challenges in STEM (truly STEAM), Improv, Visual Arts, Service Learning, and Early Learning. Each Challenge helps students to meets these needs. The Challenges are open-ended and enable 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.

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, Engineering, 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 ~ $350 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**!

2018-2019 Team Challenge Summaries (Very Simplified)

Technical Challenge: On Target

LEARNING OUTCOMES: Aircraft Design, Technical Engineering & Design, Accuracy & Precision, Effective Storytelling

- Design and build an aircraft that takes off, flies, and lands.
- Design the aircraft to deliver a team-created payload.
- Create and present a story about one or more characters exploring a remote place.
- Create and present two Team Choice Elements that show off the team's interests, skills, areas of strength, and talents.

Scientific Challenge: Medical Mystery

LEARNING OUTCOMES: Anatomy & Physiology, Medical Science, Technology, Effective Storytelling

- Research the human body and medical conditions that affect the human body.
- Create and present a story about a medical mystery that affects a human character.
- Design and build a representation that shows the medical mystery and at least one symptom.
- Present an action or scene that is shown from two or more perspectives at the same time.
- Create and present two Team Choice Elements that show off the team's interests, skills, areas of strength, and talents.

Engineering Challenge: Monster Effects

LEARNING OUTCOMES: Structural Integrity & Failure, Structural Engineering, Technical Design, Effective Storytelling

- Design and build a structure that can support weight without breaking.
- Test the structure by placing weights and then removing them.
- Create and present a story in which the sudden appearance of a monster has surprising results.
- Design and create a special effect to enhance the sudden appearance of the monster and/or the events surrounding the monster in the story.
- Create and present two Team Choice Elements that show off the team's interests, skills, areas of strength, and talents.

Fine Arts Challenge: Game On

LEARNING OUTCOMES: Game Design, Theatrical Set & Prop Design, Technical Design, Theater Arts Skills

- Create and present a story that integrates research of a team-selected game.
- Create and present a game gizmo that causes an action or event to occur.
- Design and create a container that goes through a transformation.
- Design either the game gizmo or the container to be a technical element.
- Create and present two Team Choice Elements that show off the team's interests, skills, areas of strength, and talents.

Improvisational Challenge: Heads Up

LEARNING OUTCOMES: Cultural Competency, Character Development, Nonverbal Communication, Effective Storytelling

- Research historical figures found on coins from around the world.
- Create and present an improvisational skit that includes the historical figures in a tale.
- Integrate an event that has an impact on the tale.
- Present the skit in two parts, changing between comedy and tragedy.
- Present the skit in two styles, changing from verbal to nonverbal.

Service Learning Challenge: Escape Artists

LEARNING OUTCOMES: Social Entrepreneurship, Project Management, Theater Arts Skills, Effective Storytelling

- Identify, design, and carry out a project that addresses a need in a real community.
- Create and theatrically present a story that builds suspense about characters who attempt an escape.
- Integrate information about the project through clues that help the characters attempt to escape.
- Integrate information about the future of the project.
- Create and present two Team Choice Elements that show off the team's interests, skills, areas of strength, and talents.

Early Learning Challenge: Pop Up

This is an age appropriate pre-k to second grade, non-competitive Challenge.

LEARNING OUTCOMES: Technical Design, Theatrical Set & Prop Design, Improvisational Skills, Effective Storytelling

- Explore fiction and nonfiction stories.
- Create and present a story that combines elements of both fiction and nonfiction.
- Design and build a technical device.
- Create an interactive, life-size pop-up book to help tell the story.
- Integrate a randomly selected item into the story.

Instant Challenge

Instant Challenges require teams to engage in quick, creative, and critical thinking.

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. Instant Challenges are kept confidential until the day of the tournament.

Success Stories: From Team Managers and Recent Alumni

Anat Eshed Ph.D. (Physics)
Former MIT Research Scientist
DI Team Manager (14 years)

By emphasizing student driven exploration of the creative process, DI develops the confidence in learning from mistakes, a critically important skill unavailable in traditional education and most other program I know. Add to it the integration of disciplines, cultures, and perspectives, and you get a program that helps raise an Omni-able generation that will undoubtedly tinker with the cusp of discovery.

Luke Chapdelaine
Rensselaer Polytechnic Institute,
Biomedical Engineering/Mechanical
Engineering 2020

DI was a great introduction to large scale problem solving for me when I started in 7th grade. This program was a considerable factor when I decided I wanted to be an Engineering major, because I enjoyed thinking critically to find creative, yet effective solutions to the DI challenges.

Anastasia Feraco,
Rensselaer Polytechnic Institute, Materials
Engineering 2019

DI taught me there is no ONE way to solve a problem. My thought processes may differ from my peers but our differences dont indicate failure. At a DI competition there was always a team that solved the challenge in a way I hadnt even thought of before. These differences can be intimidating, but I have come to learn they are a good thing. There is something to be gained from listening to others' solutions, but DI has shown me others' solutions do not make mine less valid.

Kaitlyn Nelson
Fairfield University, Mechanical
Engineering 2019

Doing the technical challenges inspired me to go into engineering. Being on an all girls team boosted my confidence to go into a male dominated field and gave me the three life-long friends who love and support me even though we're all in different states.

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	**1,800+ NH Students Annually**
2,000,000 Alumni	**115,000+ NH Alumni**
38,000 Annual Volunteers	**~300 NH Teams Annually**
45 States and 30 Countries	**1,000+ NH Volunteers Annually**
	100+ NH Schools Annually

Key Dates (This will be updated when updated. Learn more at nh-di.org)

October, November	Team Manager Training
January 5, 2019	Team Workshop: Dive In!, SNHU Manchester (Main Campus)
February 2 & 9 (Saturday)	Appraiser Training, (Volunteers who adjudicate the team solutions) Feb 2: Pennichuck Middle School, 207 Manchester St, Nashua, NH Feb 9: Merrimack Valley Middle School, 14 Allen St, Penacook, NH 03303
March 9 (Saturday)	Regional Competitions -Top teams in each Challenge and age group advance to State Finals on March 30 Southern Regional: Souhegan High School, 412 Boston Post Rd, Amherst, NH Northern Regional: Inter-Lakes High School, 1 Laker Ln, Meredith, NH 03253
March 16 (Saturday)	Regional Competitions -Top teams in each Challenge and age group advance to State Finals on March 30 Western Regional: Monadnock Regional Middle-High School, 580 Old Homestead Hwy, Swanzey, NH Eastern Regional: Manchester Memorial High School, 1 Crusader Way, Manchester, NH
March 30	NH-DI State Finals. Top teams in each Challenge and age group advance to Global Finals Nashua High School South, 36 Riverside St, Nashua, NH
Apr 5	Spoil Your Dinner Meeting – Where teams advancing to Destination Imagination Global Finals meet each other!
May	Destination Imagination Global Finals, Kansas City, MO.
July-August	Camp Gottalikachallenge – A year's worth of problem solving in a week! NH-DI.org/camp