



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

The Future of Work skills now in demand include creativity, problem solving and collaboration skills. NH Destination Imagination (NH-DI) builds those skills. When an educational experience is hands-on, collaborative and fun, students are empowered to take their learning to the next level. DI provides unique educational experiences across seven STEAM project-based Challenge types—**Technical, Scientific, Engineering, Fine Arts, Improvisational, Service Learning, and Early Learning**. New, open-ended Team Challenges are developed annually with the help of educators, subject matter experts and qualified volunteers to cover a wide range of student interests and align to current educational standards.

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.
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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.
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A 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.
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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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.
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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 curriculum. Top scoring teams at our state tournament compete with top teams from 48 states and 30 countries at Destination Imagination Global Finals.
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\$ With an annual registration of ~ \$350 per team for seven students, NH-DI is an amazing value for life skills received!

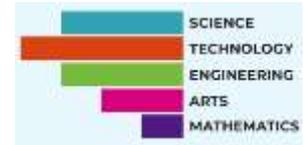
2019-2020 Team Challenge Summaries (Very Simplified)

Technical Challenge: The Big Fix



LEARNING OUTCOMES: Technical Engineering & Design, Product Development, Theatrical Set Design, Effective Storytelling

- Design and build an invention.
- Create and present a story about how a problem is solved with the use of the invention.
- Integrate an invention artifact to highlight the development process.
- Design and build scenery that shows the impact of solving the problem.
- Create and present two Team Choice Elements that show off the team's interests, skills, areas of strength, and talents.

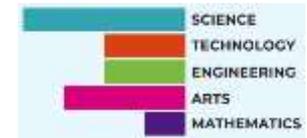


Scientific Challenge: First Encounter



LEARNING OUTCOMES: Ecology, Technical Engineering & Design, Theater Arts Skills, Effective Storytelling

- Research a real species and a real habitat.
- Create and present a story about the first encounter between the species and the habitat.
- Show how the species and the habitat change as a result of the encounter.
- Present the story in theater in the round.
- Create and present two Team Choice Elements that show off the team's interests, skills, areas of strength, and talents.

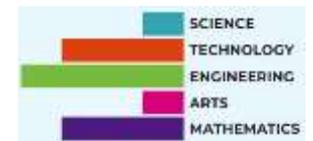


Engineering Challenge: In the Cards



LEARNING OUTCOMES: Construction Management, Structural Engineering, Technical Design, Effective Storytelling

- Design and build a bridge that will be assembled during the Presentation.
- Move weight across the bridge to test its strength.
- Create and present a story about an unexpected connection and its outcome.
- Design and create a set piece that transitions between settings.
- Create and present two Team Choice Elements that show off your team's interests, skills, areas of strength, and talents.



Fine Arts Challenge: Picture This



LEARNING OUTCOMES: Photography, Visual Arts Skills, Theater Arts Skills, Effective Storytelling

- Create and present a story that features an unseen character and its impact on a team-selected photograph.
- Theatrically recreate the photograph during the Presentation.
- Create and present a visual effect that includes a photographic technique.
- Show how the visual effect changes the perspective of one or more characters.
- Create and present two Team Choice Elements that show off the team's interests, skills, areas.

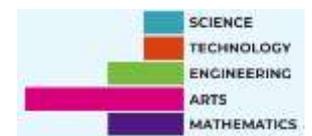


Improv Challenge: To the Rescue



LEARNING OUTCOMES: Character Development, Improvisational Acting, Sound Design, Effective Storytelling

- Research superpowers and how they are portrayed in comic books, literature, film, and other media.
- Create and present an improvisational skit about a villain who uses a superpower to cause an unexpected situation.
- Include a hero who uses an underwhelming power to try to overcome the unexpected situation.
- Enhance the skit with sounds effects.



Service Learning Challenge: It's About Time



SERVICE LEARNING

LEARNING OUTCOMES: Social Entrepreneurship, Project Management, Technical Design, Effective Storytelling

- Identify, design, carry out, and evaluate a project that addresses a need in a real community.
- Create and present a story that shows at least one character in a race against time.
- Integrate information about the project into the story.
- Design and build a device that represents time and highlights milestones from the project.
- Create and present two Team Choice Elements that show off your team's interests, skills, areas



of strength, and talents.

Rising Stars! Challenge: Blast Off!



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

LEARNING OUTCOMES: Engineering & Design, Puppetry, Theater Arts Skills, Effective Storytelling

- Create and present a play about characters who travel from one planet to another.
- Include something surprising that happens during the trip.
- Design and create a puppet to use in the play.
- Launch team-created rockets during the play.
- Create costumes, props, and scenery to help tell 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 Omnipotent 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 don't indicate failure. At a DI competition there was always a team that solved the challenge in a way I hadn't 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
2,000,000 Alumni
38,000 Annual Volunteers
45 States and 30 Countries

1,800+ NH Students Annually
115,000+ NH Alumni
~250 NH Teams Annually
1,000+ NH Volunteers Annually
100+ NH Schools Annually

Key Dates - Learn more at nh-di.org

October, November	Team Manager Training
Sat. Jan. 11, 2020	Team Workshop: Dive In!, SNHU Manchester (Main Campus)
Sat. Feb. 1	Appraiser Training, (Volunteers who adjudicate the team solutions) – Pennichuck Middle School, Nashua
Sat. Feb. 8	Appraiser Training, (Volunteers who adjudicate the team solutions) – Merrimack Valley MS, Penacook
Sat. March 7	2020 Northern Regional at Meredith -Top teams in each Challenge and age group advance to State Finals Inter-Lakes High School, 1 Laker Ln, Meredith, NH 03253, USA
Sat. March 14	2020 Southern Regional at Amherst -Top teams in each Challenge and age group advance to State Finals Souhegan High School, 412 Boston Post Rd, Amherst, NH 03031, USA
Sat. March 21	2020 Western Regional at Swanzey -Top teams in each Challenge and age group advance to State Finals Monadnock Regional Middle-High School, 580 Old Homestead Hwy, Swanzey, NH 03446, USA
Sat. March 28	NH-DI State Finals. Top teams in each Challenge and age group advance to Global Finals Goffstown High School, 27 Wallace Rd, Goffstown, NH 03045, USA
TBA	Spoil Your Dinner Meeting – Where teams advancing to Destination Imagination Global Finals meet each other!
May 20-23	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
July-August	Girls Engineering the Future (Summer camp) NHICC.org .