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Destination Imagination Goes Virtual: Academic Competitions builds 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, in a normal year, over 1,800 Granite State students from over 100 schools and community groups. Teams start in the fall, compete in April to try and advance to Destination Imagination Global Finals in May – in 2021, will be held over the summer.

WHO **Up to 7 members can be on a team.** Students from kindergarten through university level participate – remotely. 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 – and a bit later this year. 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.**

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 – this year, at a virtual tournament.** 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.

\$ With an annual registration of ~ \$350 per team for seven students, NH-DI is an amazing value for life skills received!

2020-2021 Challenge Previews

Here are the summaries of this year's Team Challenges. Due to Covid-19, this season's Challenges will be written so that teams can solve them either in-person or virtually. Check back later to view the full preview, including the Points of Interest and First Look PDF. Paid teams get the full versions of their Challenge. **The Technical, Scientific, Fine Arts, Service Learning, and Early Learning Challenges will be released on November 1, 2020. The Engineering and Improvisational Challenges will be released on December 1, 2020.**

Technical Challenge: The Next Level



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

This year, your team will go on an adventure in a video game, using technical methods to design a team-created tool to win an ultimate prize! Your team will:

- Create and present a video presentation in the style of a video game.
- Include an adventurer who goes on a quest to win an ultimate prize.
- Portray a special ability used by the adventurer.
- Integrate 3 quest items and combine them to create a tool.
- Create and present two Team Choice Elements that show off the team's interests, skills, areas of strength, and talents.

Scientific Challenge: In Theory



Our Scientific Challenge blends the curiosity of scientific research with the creative expression of performance art.

What if you could break a scientific law? This year, your team will create a documentary showing what the world would witness when a scientific law is broken.

- Produce a video presentation that tells a story about a Scientific Law that is bent and/or broken.
- Show how the Scientific Law is bent and/or broken.
- Include an expert and a witness in the story.
- Use documentary techniques to tell the story in the style of a documentary film.
- Create and present two Team Choice Elements that show off the team's interests, skills, areas of strength, and talents.

Fine Arts Challenge: Epic Remix



Our Fine Arts Challenge helps students develop acting and creative skills through artistic media, theater arts, scriptwriting, and prop design.

Production techniques can make anything possible! Your team will mash together music and literature to create a music video.

- Research music videos and create a music video of your own.
- Use music and lyrics to retell all or part of a piece of literature.
- Design and build a costume.
- Research production techniques to enhance the music video.
- Create and present two Team Choice Elements that show off the team's interests, skills, areas of strength, and talents.

Service Learning Challenge: Project Podcast



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

Your team will create a podcast that tells a story to highlight the amazing project you designed to meet a community need.

- Identify, design, carry out, and evaluate a project that addresses a need in a real community.
- Create a video presentation that includes a podcast and a commercial.
- Include a cliffhanger and a quirky character.
- Integrate information about the project into the video presentation.
- Create and present two Team Choice Elements that show off your team's interests, skills, areas of strength, and talents.

Early Learning / Rising Stars!® Challenge: Critter's Big Adventure



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.

Your team will create a picture book about critters going on an adventure and share it in a team-created video!

- Create and present a story about a critter who goes on a big adventure.
- Write and illustrate a picture book.
- Integrate a special effect into the picture book.
- Create a song that helps tell the story.
- Share the picture book and the song in a team-created video.

Engineering Challenge: Built to Last



Our Engineering Challenge asks students to explore and apply engineering skills and tools to design and build solutions to specific applications.

Your team will create a video that explores architecture as art and showcases your team-created example of the intersection of art and architecture.

- Research visual art styles and architecture styles.
- Design and create a single three-dimensional physical model of a building.
- Create a video presentation that tells a story about how opposites can be complementary.
- Integrate your model of a building and a planning artifact into the video presentation.
- Present part of the video presentation using a split screen to enhance the story.
- Create and present two Team Choice Elements that show off your team's interests, skills, areas of strength, and talents.

Improvisational Challenge: Case Closed



Our Improvisational Challenge is all about research, spontaneity, and storytelling. Teams receive topics and quickly produce skits.

Your team will put on sleuthing hats and create a video that shows your team investigating a mystery.

- Research detectives and forensic techniques.
- Create an improvisational video presentation that tells a story about a detective and a sidekick teaming up to solve a mystery.
- Integrate a true clue and a red herring into the mystery.
- Include the use of a forensic technique to help solve the mystery.

Instant Challenge



All teams will have the opportunity to solve an Instant Challenge. These challenges require teams to engage in quick, creative and critical thinking.

About NHICC and New Hampshire Destination Imagination

New Hampshire Innovation and Creativity Connection (NHICC) is the 501(c)3 non-profit that administers the New Hampshire Destination Imagination (NH-DI) program for over 1,500 Granite State students from over 100 schools and community groups. Destination Imagination builds creativity, collaboration, critical thinking, and problem-solving skills around STEAM based Challenges.

Teams start in the fall, compete in April to try and advance to Destination Imagination Global Finals in May. Competition is expected to be virtual this year as a result of COVID-10. Under normal circumstances, each year, over 1,000 people volunteer to help us run DI in New Hampshire. Many of these volunteers are among our 120,000 New Hampshire alumni – those who have been on teams when they were in school.

NHICC also runs one of the oldest STEAM summer camps in the nation, Camp Gottalikachallenge (nh-di.org/camp). We also help run one of the newest, Girls Engineering the Future (nhicc.org), in a partnership with Destination Imagination, FIRST and the University of New Hampshire.

Globally, Destination Imagination has 1.8-million alumni, 150,000 annual participants in 48 states and 30 countries.

Success Stories: From Team Managers and Recent Alum

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 programs 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. As 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.

