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www.NH-DI.org/press

Again!: The NH Academic Competition that Connects Students and STEAM Challenges; Builds Creativity, Decision-making, Collaboration Skills

New Hampshire Destination Imagination welcomes the new academic competition season for New Hampshire schools and organizations. This marks our 39th year of student-focused teamwork, creativity and problem-solving programs in the Granite State.

Destination Imagination (DI) is an international problem-solving competition. Student-led STEAM-based Challenges reinforce core social-emotional learning (SEL) competencies—social awareness, relationship skills, responsible decision making, self-awareness, and self-management. Students also build creativity, collaboration, and problem-solving skills as their teams solve their Challenges. DI offers an inclusive learning environment where all students feel welcomed and valued – and have fun.

New Hampshire Destination Imagination (NH-DI) is run by the New Hampshire Innovation and Creativity Connection (NHICC), a New Hampshire-based 501(c)(3) non-profit organization is dedicated to these goals.

NH-DI, in most years, engage over 1,800 students from over 100 schools and community groups. Teams start in the fall, compete in March and April to try and advance to Destination Imagination Global Finals scheduled for May, 2022. Competition this past year was held remotely. That did not stop over 1,000 teams from around the world – including New Hampshire teams – from attending the virtual international Global Finals competition!

W **Up to 7 members can be on a team.** Students from kindergarten through university level participate.
H Each team needs an adult Team Manager that help students stay on track but cannot help the team develop their solution
O to the DI Challenge. Team Managers are often faculty members or parents. Teams can meet in person, virtually, or both.

W **There are seven new Challenges to choose from each year.** Each Challenge is developed by a team of educators and
H industry experts who target a particular curriculum area and its related standards of content and performance.
A Challenge focus areas include: **Technical, Scientific, Engineering, Fine Arts, Improvisational, and Service Learning.** There
T 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 to “wow” Appraisers at competition.

W Teams in our program **learn higher order thinking and improve in creative thinking, critical thinking, and collaborative**
H **problem solving – key 21st century skills.** Each Challenge reinforces core social-emotional learning (SEL) competencies—
Y social awareness, relationship skills, responsible decision making, self-awareness, and self-management.





H **Teams choose one of seven Challenges.** After weeks spent creating and developing their solutions, they go to a local
O “Regional” tournament. Top-scoring teams advance to their state or country tournament, also known as an Affiliate
W Tournament. The top tier teams from each Affiliate Tournament have the opportunity to participate in Destination
Imagination [Global Finals](#)—the world’s largest celebration of creativity.

W **New Hampshire team’s solutions are assessed at regional and state tournaments.** While most schools run DI as a
H community or after school program, some school districts incorporate the program into their curriculum. Top scoring teams
E at our state tournament compete with top teams from 48 states and 30 countries at Destination Imagination Global Finals.
R Events may be in person or virtual, as circumstances warrant.
E

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

2021-2022 Challenge Previews

Here are brief summaries of this year's Destination Imagination Challenges:

Technical Challenge Challenge Name: Daring Escape	
	<p>The Technical Challenge prompts students to complete tasks by using engineering, research, strategic planning, and related skills.</p> <p>A perilous situation! A daring escape! And 2 amazing devices that will overcome hazards! All of this awaits your team in this season's Technical Challenge!</p> <ul style="list-style-type: none">• Design and build 2 devices that use technical methods to overcome hazards.• Create and present a story about a daring escape from a hazardous situation.• Include a feat of skill that helps in the daring escape.• Create and present two Team Choice Elements that show off the team's interests, skills, areas of strength, and talents.
Engineering Challenge Challenge Name: Roll With It	
	<p>Our Engineering Challenge asks students to explore and apply engineering skills and tools to design and build solutions to specific applications.</p> <p>Let's get rolling! Your team will create a structure that can roll down a ramp before holding as much weight as possible. This season's Engineering Challenge will be your chance to show how a legend is made.</p> <ul style="list-style-type: none">• Design and build a structure that can roll down a ramp and collide with the structure tester.• Test the structure by placing weights on it.• Create and present a story about how a character becomes a legend.• Design and build a rotating object.• Create and present two Team Choice Elements that show off the team's interests, skills, areas of strength, and talents.
Scientific Challenge Challenge Name: Up Close	
	<p>Our Scientific Challenge blends the curiosity of scientific research with the creative expression of performance art.</p> <p>Get ready to think small! In this season's Scientific Challenge, your team will dive into a microworld where characters will encounter a mysterious object. What mysteries will be revealed?</p> <ul style="list-style-type: none">• Research the science of microscopy.• Create and present a story about a character who encounters a mysterious object while in a microworld.• Design and build scenery that brings the microworld to life.• Design and create a visual effect that enhances the mysterious object.• Create and present two Team Choice Elements that show off the team's interests, skills, areas of strength, and talents.
Fine Arts Challenge Challenge Name: Tricky Tales	
	<p>Our Fine Arts Challenge helps students develop acting and creative skills through artistic media, theater arts, scriptwriting, and prop design.</p> <p>All is not what it seems...tricks and illusions abound in this season's Fine Arts Challenge! Your team will tell a tale of a trickster overcoming a tricky situation. Research trickster characters and how they have been portrayed in literature, theater, film, and/or mythology.</p> <ul style="list-style-type: none">• Create and present a story about a trickster who attempts to overcome a tricky situation.• Design and create a costume that goes through a costume transformation.• Design and create an illusion that enhances the story.

- Create and present two Team Choice Elements that show off the team's interests, skills, areas of strength, and talents.

Improvitational Challenge | Challenge Name: Tricky Tales



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

It's time to celebrate! Your team will explore festivals and tell a story in two acts. What will happen on the road to adventure? Find out in this season's Improvitational Challenge!

- Research festivals from around the world.
- Create and present a two-act improvisational skit about a goal a character is trying to achieve at a festival.
- Choose between 2 options to help the character to attempt to achieve the goal.
- Enhance the skit with a set of boxes.

Service Learning Challenge | Challenge Name: For the Future



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

Dive into the world of science fiction as you flash forward to the future to show the impact of the amazing project your team designed to meet a community need. What does the future hold in this season's Service Learning Challenge?

- Identify, design, carry out, and evaluate a project that addresses a need in a real community.
- Research science fiction as it has been used in literature, film, art, and/or other media.
- Create and present a science fiction story.
- Design and build a message transmitter.
- Create and present two Team Choice Elements that show off the team's interests, skills, areas of strength, and talents.

Early Learning Challenge | Rising Stars! Challenge Name: Monster Manners (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.

You are cordially invited to join us for this season's Rising Stars Challenge! Your team will practice using good manners and tell a story about a family of monsters moving into a new home.

- Create and present a play about a family of monsters who are moving into a new home.
- Show how the monsters use manners to fix an important item that gets broken during the move.
- Include a model of the monster family's new home.
- Create costumes, props, and scenery to help tell the story.

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.

In a world with growing cultural connections, increased levels and types of communication, and a new need for real-time teamwork and problem-solving, the ability to solve problems quickly is becoming increasingly critical.

- Each team will be asked to solve an Instant Challenge for their DI tournament.
- The team must think on their feet by applying appropriate skills to produce a solution in a short period of time.
- 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 it is time for teams to solve them.

About NHICC and New Hampshire Destination Imagination

New Hampshire Innovation and Creativity Connection (NHICC) is a 501(c)(3) non-profit organization dedicated to fostering teamwork, creative problem solving, and innovation in New Hampshire. Working with students from preschool through college, NHICC sponsors programs such as New Hampshire Destination Imagination® (NH-DI) to help New Hampshire's youth become the leaders and innovators of the future.

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NHICC's other programs include Camp Gottalikachallenge summer camp, and Girls Engineering the Future. The latter is a cooperative effort with the University of New Hampshire and FIRST.

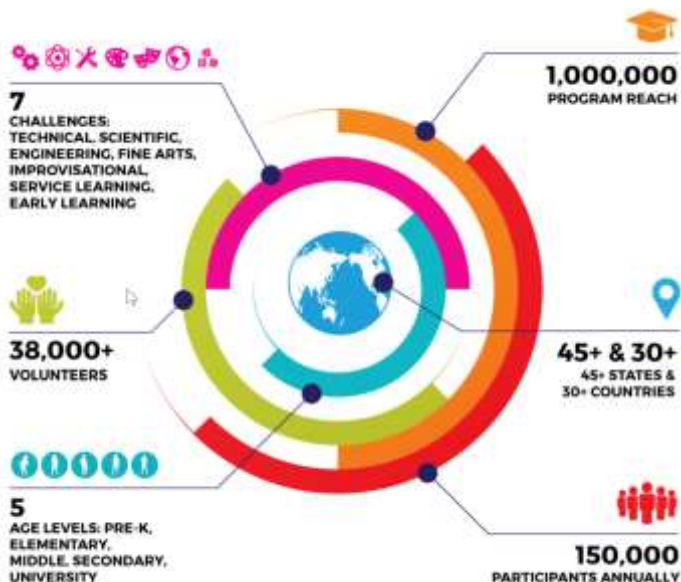
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Updated calendar of events can be found at: <https://nh-di.org/calendar/>

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Globally [Destination Imagination, Inc](#) has over 1.5-million alumni – students who have been on teams while in school. New Hampshire has over 117,000 alumni, many who have returned as volunteers.

The Global Impact of Destination Imagination:



Source: <https://www.destinationimagination.org/about/>