

Contact: Wayne Kurtzman, wayne.kurtzman@nhicc.org

www.NH-DI.org/press

NH-DI's 41st Season of STEAM- based Academic Team Challenge Learning & Competitions

Now with over 115,000 alumni, New Hampshire Destination Imagination is entering our 41st season of student-focused project-based STEAM learning, teamwork, creativity and problem-solving programs in the Granite State.

Destination Imagination (DI) is an international problem-solving competition. Destination Imagination Challenges are the prompts or guidelines for what a team creates. Our Challenges are open-ended, allowing teams to express themselves creatively and take full ownership of their solutions. Challenges are designed to teach the creative process—a system of learning that is at the root of innovation and a child's ability to bring an idea to life. While solving these challenges, students build creativity, collaboration, and problem-solving skills. 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 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, engages over 1,800 students from over 100 schools and community groups in academic competition. Teams start in the fall, compete in March and April to try and advance to Destination Imagination Global Finals in May, 2023.

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. 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 industry experts who target a particular curriculum area and its related standards of content and performance.
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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.

W Teams in our program **learn higher order thinking and improve in creative thinking, critical thinking, and collaborative problem solving – key Future of Work skills.** Each Challenge reinforces core **social-emotional learning (SEL) competencies**—social awareness, relationship skills, responsible decision making, self-awareness, and self-management.
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H **Teams choose one of seven Challenges.** After weeks spent creating and developing their solutions, they go to a local "Regional" tournament. Top-scoring teams advance to their state or country tournament, also known as an Affiliate
O Tournament. The top tier teams from each Affiliate Tournament have the opportunity to participate in Destination
W 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 36 states, 7 Canadian provinces, and 28 countries at Destination
R Imagination Global Finals. Events will be posted on nh-di.org.
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\$ With an annual budget of about \$450/year – that's under \$13 per student per month on a 7-person team – NH-DI is an amazing value for life skills received!

NH Destination Imagination boasts over 115,000 alumni, who were on teams when they we in school!

2022-2023 Challenge Previews

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

Technical Challenge: Piece by Piece



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

- Design and create a puzzle that will be assembled during the Presentation.
- Design and build 2 puzzle solvers that use technical methods to assemble the puzzle.
- Create and present a story about how a character's understanding changes at a pivotal moment.
- Create and present two Team Choice Elements that show off the team's interests, skills, areas of strength, and talents.

Engineering Challenge: Thrill Ride



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

- Design and build a roller coaster that will be assembled and then tested during the Presentation.
- Design and create a launching mechanism that starts moving a golf ball along the roller coaster track.
- Test how far and how fast the golf ball can travel through the roller coaster.
- Create a Presentation that shows what the riders would experience when riding the roller coaster.
- Create and present two Team Choice Elements that show off the team's interests, skills, areas of strength, and talents.

Scientific Challenge: Far Fetched



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

- Present a team-created story in the style of a tall tale.
- Include an exaggerated character with a hyperbolic trait.
- Design and build a theatrical embellishment that enhances the hyperbolic trait.
- Present a scientific analysis to determine whether or not the exaggerated character could actually exhibit the hyperbolic trait(s) as described in the tall tale.
- Create and present two Team Choice Elements that show off the team's interests, skills, areas of strength, and talents.

Fine Arts Challenge: Flip the Script



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

- Create and present a flipped tale that is inspired by a well-known story but focuses on a new main character.
- Research literary devices and integrate one into the Presentation.
- Use theatrical techniques to move the audience's focus from one portion of the Presentation Area to another.
- Design and build a piece of scenery that goes through a scenery flip.
- Create and present two Team Choice Elements that show off the team's interests, skills, areas of strength, and talents.

Improvational Challenge: Showdown



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

- Create and present an improvisational skit about an Underdog preparing for and/or participating in a competition.
- Incorporate an expert into the skit.
- Integrate a complication into the skit.
- Enhance the skit with trash bags and rubber bands.

Service Learning Challenge: High Stakes



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

- Identify, design, carry out, and evaluate a project that addresses a need in a real community.
- Create and present a suspenseful story about a high-stakes situation.
- Include a slow-motion scene that is enhanced by a special effect.
- Create and present two Team Choice Elements that show off the team's interests, skills, areas of strength, and talents.

Early Learning Challenge: Play On



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.

- Create and present a play about a group of friends going on a fantastic adventure together.
- Include a musical character.
- Create musical instruments and use them to perform a song.
- 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.

Destination Imagination (DI) is an international problem-solving competition. Our student-led STEAM-based Challenges reinforce core social-emotional learning (SEL) competencies—social awareness, relationship skills, responsible decision making, self-awareness, and self-management. DI offers an inclusive learning environment where all students feel welcomed and valued.

NH-DI, in most years, engage over 1,800 Granite State 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. Still, over 1,000 teams from around the world – including New Hampshire teams - attended the virtual international Global Finals competition!

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 115,000 alumni, many who have returned as volunteers.