



New Hampshire Destination Imagination® MEDIA KIT 2023-2024

The K-College academic competition that builds creativity, collaboration, and critical-thinking skills with STEAM based hands-on Challenges

www.NH-DI.org/press

MEDIA CONTACT

Wayne Kurtzman, wayne.kurtzman@nh-di.org
Talee Messenger, talee.messenger@nhicc.org

NH-DI's 42nd Season of Creative STEAM-based Academic Team Challenge Competitions

The future of business is highly reliant on collaboration, teamwork, creativity and communication skills – benefits of the over 117,000 students who have taken part in New Hampshire Destination Imagination academic competitions. Now in our 42nd year, New Hampshire students, grades K-college join teams in over 30 countries and nearly every state in solving complex Challenges based in STEAM (Science, Technology, Engineering, Arts, and Math) or Service Learning.

Destination Imagination (DI) is an international problem-solving competition. Destination Imagination Challenges are the prompts or guidelines for what a team creates. Team 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 student'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 participants feel welcomed and valued – and have fun. Often, they create bonds for a lifetime.

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 dedicated to these goals.

NH-DI competitions attract over 1,000 students from schools and community groups across the state. 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 to develop a solution to one Team Challenge. Teams, formed based on grade or age level, are responsible for designing and creating 100% of their Team Challenge solution. Each team needs an adult Team Manager that help students stay on track but cannot help the team develop their solution to the Challenge.

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 is also a non-competitive Early Learning Challenge that allows participants to develop social and problem-solving skills.
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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.** Although each Team Challenge has a specific educational focus, they each also incorporate elements to make them truly multi-disciplinary and cross-curricular.
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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 Tournament (State Finals in NH). 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.
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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 most states, Canadian provinces, and 28 countries at Destination 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!

2023-2024 Challenge Previews

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

Technical Challenge: Pinball Heroes



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

Action, adventure, challenges to overcome! See the lights flashing and listen to the buzzers and bells as your team brings a pinball game to life! Hone your pinball skills and aim for the high score when you try this year's Technical Challenge!

- Design and build a pinball system through which a pinball moves and interacts with 3 machine modules.
- During the Presentation, move the pinball through the pinball system for as long as possible.
- Create and present an action/adventure story about a hero who goes on an extraordinary mission.
- Create and present two Team Choice Elements that show off the team's interests, skills, areas of strength, and talents.

Engineering Challenge: Going the Distance



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

It's a bird, it's a plane...no...it's a beanbag! Who can predict how far the beanbag will fly or where it will come to rest? In this season's Engineering Challenge, you will test your accuracy as you launch beanbags using a launching device and tell a story about what happens when things do not go exactly as planned.

- Design and build a modular device that will be assembled and then tested in two different configurations during the Presentation.
- Complete launch tests to test how far and how accurately your modular device can launch a bean bag in each configuration.
- Transform the modular device from one configuration to the other.
- Create and present a story in which everything is going according to plan until a catalyst occurs.
- Create and present two Team Choice Elements that show off the team's interests, skills, areas of strength, and talents.

Scientific Challenge: Blast From The Past



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

A broken jar, a bit of stone—the remains of the past are all around us. Have you ever wondered what those things might have been used for or what they meant to the people who made them? What archaeological mysteries will be revealed in this year's Scientific Challenge?

- Create and present a story about a character whose discovery of an artifact leads to a finding.
- Include an archaeological investigation that contributes to the finding.
- Design and create a puppet that will portray a character from the past.
- Create and present two Team Choice Elements that show off the team's interests, skills, areas of strength, and talents.

Fine Arts Challenge: In Motion



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

Art has the power to move us or stop us in our tracks. In this year's Fine Arts Challenge, you will bring a work of visual art to life and create your very own piece of kinetic art. What work of art will inspire you?

- Create and present a story inspired by a work of visual art.
- Include a static character and a dynamic character in the story.
- Reimagine the work of visual art as performance art and include the reimagined art in the Presentation.
- Design and create one piece of kinetic art that uses technical methods to create movement.
- Create and present two Team Choice Elements that show off the team's interests, skills, areas of strength, and talents.

Improvitational Challenge: So Extra



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

Sometimes less is more, or more is less...Your team will use your improv skills to create a 2-act skit, complete with a costume created on the spot! An intensifier will tell your team whether you'll maximize or minimize elements of your skit in the second act. Find out how things will change with the toss of a coin in this year's Improvitational Challenge!

- Create and present a 2-act improvisational skit based on a scenario.
- Incorporate a stock character into the skit.
- Research costume design and use a costume design kit to create a costume.
- Use an intensifier to minimize or maximize the scenario, stock character, and costume.

Service Learning Challenge: Uncharted



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

Your team will dive into a world of fantasy in this year's Service Learning Challenge. Use a map to guide you on your quest, but beware of the danger that awaits! What will you seek? Fame? Fortune? Or to make the world a better place? The quest is about to begin!

- Identify, design, carry out, and evaluate a project that addresses a need in a real community.
- Create and present a fantasy story about a character who goes on a quest.
- Design and create a fantasy map that uses technical methods to represent location information from the story.
- Create and present two Team Choice Elements that show off the team's interests, skills, areas of strength, and talents.

Early Learning Challenge: Making a Splash (*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.

From the busy coral reef, to the inky depths of the midnight zone, to the shallows of a lake bed, there are lots of amazing underwater habitats to visit. Where might underwater creatures go for a vacation? Come explore life under the sea in this season's Early Learning Challenge!

- Research underwater habitats.
- Create and present a play about a group of underwater creatures who go on vacation to an underwater habitat.
- Design and build a model of a landmark the underwater creatures visit.
- Create scenery to show the underwater habitat.
- Create and present one Team Choice Element that shows off the team's interests, skills, areas of strength, and talents.

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) (www.destinationimagination.org) is US-based 501(c)(3) non-profit organization with the vision to Ignite the power of ALL youth to be the creative and collaborative innovators of tomorrow. The program has over 1.5 million alumni: Graduates who were on teams as students, many of whom volunteer with the program.

NH-DI engages over 1,000 students each year from schools and community groups from every part of New Hampshire. Teams start in the fall, compete in March and April to try and advance to Destination Imagination Global Finals scheduled for May, 2024.

NHICC's other programs include Camp Gottalikachallenge summer camp, one of the nation's oldest creativity camps.

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An updated calendar of New Hampshire's events can be found at: <https://nh-di.org/calendar/>.