

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

[www.NH-DI.org/press](http://www.NH-DI.org/press)

## MEDIA CONTACT

Wayne Kurtzman, [wayne.kurtzman@nh-di.org](mailto:wayne.kurtzman@nh-di.org)  
Talee Messenger, [talee.messenger@nhicc.org](mailto:talee.messenger@nhicc.org)

## *NH-DI's 43rd Season of Creative STEAM-based Academic Team Challenge Competitions*

In today's world, creativity and problem-solving are essential skills. New Hampshire Destination Imagination (NH-DI) empowers students to develop these qualities and more in team settings. Through Destination Imagination (DI), 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 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. Through the open-ended Challenges, students learn to:

- **Collaborate** effectively as a team
- **Think critically** and **develop innovative solutions** on time and within a budget
- **Communicate** ideas with confidence
- **Embrace** creativity and risk-taking

NH-DI competitions attract over 1,000 students from schools and community groups across the state. Teams start in the fall, then compete in March and April to try and advance to Destination Imagination Global Finals in May 2025.

Destination Imagination is an international problem-solving competition. DI offers an inclusive learning environment where all participants feel welcomed and valued – and have fun. DI is more than just a competition; it's a journey of discovery. Its inclusive environment welcomes students from all backgrounds, fostering lifelong friendships and a passion for learning.

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.

<b>WHO</b>	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 helps students stay on track but cannot help the team develop their solution to the Challenge.
<b>WHAT</b>	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.  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.
<b>WHY</b>	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.
<b>HOW</b>	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 qualify to participate in <a href="#">Destination Imagination Global Finals</a> —the world's largest celebration of creativity.
<b>WHERE</b>	New Hampshire team 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. <i>Event dates will be posted on <a href="http://nh-di.org">nh-di.org</a>.</i>
<b>How \$</b>	With an annual budget of about \$450/year – that's under \$13 per student per month on a 7-person team – <i>NH-DI is an amazing value for life skills received!</i>

## 2023-2024 Challenge Summaries

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

### Technical Challenge: Breaking Point



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

Build it up and knock it down! In this Challenge, your team will go from the highest heights to the lowest lows as you use team-created equipment to build and destroy stacks of items. What will a character do when their greatest wishes encounter a frustration point? Will it all come tumbling down? Find out in this season's Technical Challenge!

- Design and build assembly equipment and destruction equipment.
- Use the assembly equipment to create a stack of items.
- Use the destruction equipment to disassemble and/or destroy the stack.
- Create and present a story about a character who lacks something important and attempts to gain it.
- Create and present two Team Choice Elements that show off the team's interests, skills, areas of strength, and talents.

### Engineering Challenge: High-Wire Act



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

Come one, come all to the greatest show on Earth! Join us for a daring feat of high-wire innovation as you test a transporter that will carry weights along a tournament-provided cord. Present a story in the style of contemporary circus and don't forget to include a daring display! This season's Engineering Challenge isn't clowning around!

- Design and build a transporter that will be tested during the team's Presentation.
- Complete weight transport tests to test how much weight the transporter can carry along a tournament-provided cord at various angles.
- Create and present a story in the style of contemporary circus.
- Include a daring display and an ensemble spectacle in the Presentation.
- Create and present two Team Choice Elements that show off the team's interests, skills, areas of strength, and talents.

### Scientific Challenge: Worlds Beyond

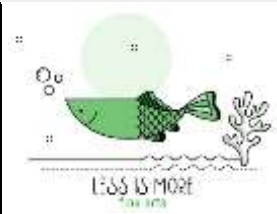


**Our Scientific Challenge blends the curiosity of scientific research with the creative expression of performance art.**

Space, the final frontier...join us for this season's Scientific Challenge as you explore the cosmos. Your team will tell a story about a character who figures out they are not alone on a planet. Show off your science fiction skills with some out-of-this-world technobabble. What will happen when you go beyond the stars?

- Create and present a story in which a character who is located on a planet other than Earth thinks they are alone but discovers that they are not.
- Include technobabble in the story.
- Design and build a device and/or effect that demonstrates what the technobabble describes.
- Include a scientific demonstration that shows the science behind why a specific phenomenon of the planet happens and/or exists.
- Create and present two Team Choice Elements that show off the team's interests, skills, areas of strength, and talents.

## Fine Arts Challenge: Less Is More



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

How can the simplest of things convey the most? Your team will tell a story about something small that can have a big impact and move the audience with an emotional moment. Be strategic with your use of color and shape as you design a big visual impact with your set. It's time to explore minimalism in this season's Fine Arts Challenge!

- Create and present a story about how something small and/or simple can create a big impact.
- Include a focal character in the story.
- Include an emotional moment in the story.
- Design and create a minimalist set.
- Create and present two Team Choice Elements that show off the team's interests, skills, areas of strength, and talents.

## Improv Challenge: Are We There Yet?



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

From beginning to end, we must travel a path to get where we want to go! Use your improvisational skills to tell a story about a character traveling between two locations. Include a character who is trying to find something and a detour that causes an unforeseen change in the plan or route. It's time to hit the road with this season's Improvisational Challenge!

- Create and present an improvisational skit about a traveling character.
- Research locations and show the character's route between a starting location and an ending location.
- Research modes of transportation and incorporate one into the skit.
- Include a seeker and a detour in the skit.

## Service Learning Challenge: This Or That



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

Left or right, apple or orange, smile or frown...the world is full of choices! Your team will tell a story about a character who must make a critical choice after considering potential outcomes. A binary device will enhance your Presentation by completing two tasks at once! Where will your decisions lead in this season's Service Learning Challenge?

- Identify, design, carry out, and evaluate a project that addresses a need in a real community.
- Create and present a story about a character who must make a critical choice.
- Include at least two potential outcomes and a complication in the story.
- Include a device that completes two different tasks from the same initiation in the Presentation.
- Create and present two Team Choice Elements that show off the team's interests, skills, areas of strength, and talents.

## Early Learning Challenge: Weather Together (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.**

Rain, snow, wind, sun, and hail! There are so many different kinds of weather and lots of wonderful activities that can only be done during the perfect kind of weather. Your team will tell a story about a character who is learning about one kind of weather for the very first time. It's a great day for some outdoor fun!

- Research different kinds of weather.
- Create and present a play about a character learning about a kind of weather for the very first time.
- Include a teacher character and a special weather activity in the story.
- Design and create a weather costume and a weather special effect.
- 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](http://www.destinationimagination.org)) is a 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.

###

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