New Hampshire Destination Imagination®
MEDIA KIT 2025-2026

www.NH-DI.org/press

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

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In Development: New Hampshire's Creative, Collaborative Thinkers

NH-DI's 44th Season of Creative STEAM-based Academic Team Challenge Competitions

Their ideas. Their Challenge. Their Solution. Their learnings.

New Hampshire's most creative playground is where students develop the skills needed to drive innovative solutions to complex, STEAM or service learning Challenges - and have fun. Far more than a competition, Destination Imagination (DI) is a non-profit that empowers young people to develop skills crucial for a fast-changing workplace: creativity, collaboration, critical thinking, and problem-solving. These flexible life-long skills are vital in every field.

The non-profit New Hampshire Destination Imagination (NH-DI) program guides students from kindergarten through college to join a global program with peers in over 30 countries. Teams select one of seven annual STEAM-based or Service Learning Challenges. Through this autonomous, hands-on process, students design, build, and present unique solutions, fully team owned, transforming curiosity into concrete, high-impact results celebrated at tournaments.

Destination Imagination Challenges are the prompts and guidelines for what a team creates. Team Challenges are open-ended, allowing teams to express themselves creatively and take full ownership of their solutions and 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

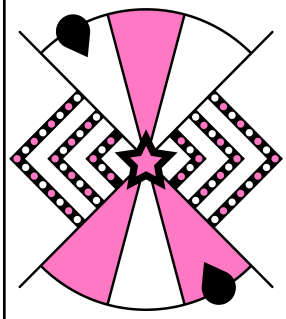
New Hampshire Destination Imagination (NH-DI) is run by New Hampshire Innovation and Creativity Connection (NHICC), a New Hampshire-based 501(c)(3) non-profit organization. NH-DI competitions attract over 1,000 students from schools and community groups across the state. Teams start in the fall, and competition is in the spring.

WHO	**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.
WHAT	**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.
WHY	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.
HOW	**Teams choose one of seven Challenges**. After weeks spent creating and developing their solutions, they go to NH-DI tournaments. Top-scoring teams advance to their state or country tournament. Top tier teams from each Affiliate (state/country) Tournament qualify to participate in Destination Imagination Global Finals—the world's largest celebration of creativity.
WHERE	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~ 30 countries at Destination Imagination Global Finals. *Event dates will be posted on nh-di.org.*
How $	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!***

2025-2026 Challenge Summaries

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

Technical Challenge: Win it Big

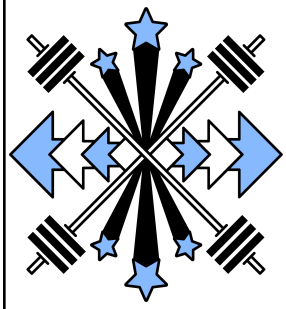


The Technical Challenge prompts students to complete tasks by using engineering, research, strategic planning, and related skills.

The lights, the glamour, the prizes! In this season's Technical Challenge, you get to explore game shows. Use your technical skills to design and create your very own game show, complete with a gimmick, a reveal, and an effect meant to dazzle the senses. What challenges might you face, and what prizes are waiting to be won?

- Create and present a game show.
- Include a host character and at least one contestant.
- Build tension with a raising-the-stakes event.
- Design and create a gimmick, a reveal, and a razzle-dazzle effect for your game show.
- Create and present two Team Choice Elements that show off the team's interests, skills, areas of strength, and talents.

Engineering Challenge: Above & Beyond

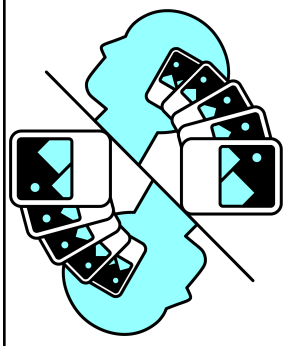


The Engineering Challenge asks students to explore and apply engineering skills and tools to design and build solutions to specific applications.

We invite you to dive right into the middle of the action! With this season's Engineering Challenge, you'll tell a story that starts with an in medias res scene. Make sure to include something important that expands, extends, or goes above and beyond. Defy gravity as you load up your structure with weights placed as far away from the base as possible. We can't wait to see how you'll go above and beyond!

- Test how much weight a team-created structure can hold by placing weights onto the Structure as far from the center as possible.
- Create and present a story in which something important expands, extends, or goes above and beyond.
- Begin the Presentation with an in medias res scene.
- Include an expansion effect.
- Create and present two Team Choice Elements that show off the team's interests, skills, areas of strength, and talents.

Scientific Challenge: Unforgettable

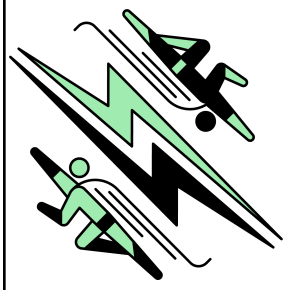


Our Scientific Challenge blends the curiosity of scientific research with the creative expression of performance art.

Did you see that!? Are you sure? Can you trust your memory, or have your eyes been deceived? Find out in this season's Scientific Challenge, when you explore the science of human memory and misdirection. Bring a memory to life with your memory depiction, complete with a special effect. How will your team be remembered?

- Create and present a story about how a character recalling a memory leads to a realization.
- Integrate your team's research about the science of human memory into the Presentation.
- Create and present a memory depiction. Enhance the memory depiction with a special effect.
- Include a misdirection in your Presentation.
- Create and present two Team Choice Elements that show off the team's interests, skills, areas of strength, and talents.

Fine Arts Challenge: Becoming Super

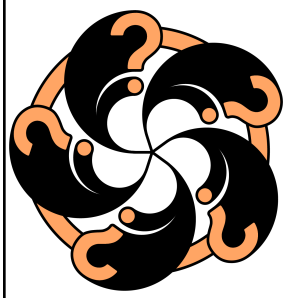


Our Fine Arts Challenge helps students develop acting and creative skills through artistic media, theater arts, scriptwriting, and prop design.

Some are destined for great good, others for great evil. In this season's Fine Arts Challenge, you'll have the chance to show how one hard choice can set two characters on two different courses, as one becomes a superhero and the other becomes a supervillain. Use stage makeup and a technical costume to enhance some of your Presentation. It's time to decide your fate!

- Create and present an origin story that shows how one character becomes a superhero and a different character becomes a supervillain.
- Use theatrical methods to portray a difficult decision, situation, and/or event.
- Use stage makeup on at least one team member.
- Design and create one technical costume.
- Create and present two Team Choice Elements that show off the team's interests, skills, areas of strength, and talents.

Improvisational Challenge: Casting Shadow



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

Bright and dark, young and old, many and few…the world is full of opposites. Explore opposing themes while telling a story based on an inciting incident. Include a resolution trope and a random setting. Don't get lost in darkness as you use a shadow screen and shadows to enhance your story! Get ready to step out of the shadows and into the spotlight in this season's Improvisational Challenge!

- Create and present an improvisational skit based on an inciting incident.
- Research pairs of opposing themes and incorporate a pair into the skit.
- Include a randomly selected setting.
- Research resolution tropes and incorporate one of them into the skit.
- Use a shadow screen and a box of materials to enhance the skit.

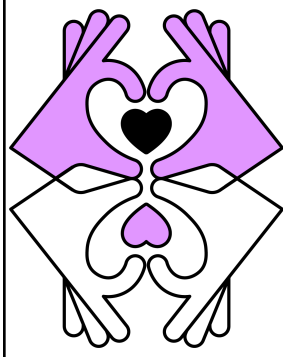
Service Learning Challenge: Give & Take

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

In this Challenge, your team will take on a service project that addresses a real community need. Then, you'll tell a story about what happens when two characters team up to resolve a dispute. How will a misunderstanding throw a wrench into the situation? It's time to flex your negotiation skills when you take on 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 at least two conflicting characters who have to work together to address or resolve a dispute.
- Include a misunderstanding and at least two different viewpoints.
- Enhance your Presentation with a dispute depiction.
- Create and present two Team Choice Elements that show off the team's interests, skills, areas of strength, and talents

Early Learning Challenge: Helping Hands (non-competitive)

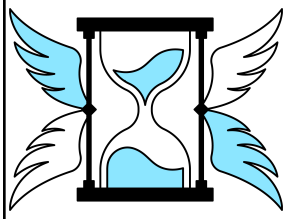


Our Rising Stars for Early Learners Challenge offers simple experiences with the creative process, and it gives young kids (preschool through 2nd grade) a place to work together and make new friends.

Teachers, firefighters, librarians, nurses, pet adoption coordinators, food bank workers, and many other community helpers spend their days working to make our world a better place. It's time to learn about how you can help too! Every day is a great day to lend a helping hand in this season's Early Learning Challenge!

- Research different kinds of community helpers.
- Create and present a play about community helpers working together to solve a problem.
- Design and create a set that shows where at least one of the community helpers works.
- Create and present a song about helping.
- 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 in our 44th year, 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 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, 2026.

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/.
Events will be added as dates are confirmed.