



New Hampshire Destination ImagiNation® PRESS KIT 2006-2007

www.NH-DI.org



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Destination ImagiNation® Press Kit 2006-2007

Each year, some 2,500 New Hampshire students from nearly 200 schools and community organizations take part in the world's largest creative problem solving competition, Destination ImagiNation®.

Teams of up to seven students solve Challenges that incorporate core school subjects with a focus that is theatrical, structural, improvisational, scientific or technical – or a blend of several disciplines. Frequently, challenges also incorporate history, culture, literature, math, science, technology and the arts. They also learn and practice “think on their feet” skills for the Instant Challenge portion of the competition.

Destination ImagiNation, or DI™ as many kids call it, is unique in that it is the ultimate “kids hands-on; adults hands-off” program, as the Team Manager may help facilitate the team, but cannot give direction to solving the complex Challenges that the team will use in competition, which begin in March.

The team's *real* challenge is to learn how to use the talents that each member has to create a solution that is truly unique. While the Challenges are also tied to National Education Standards, team members bring their talents, classroom and out of class knowledge to solving their team-chosen Challenge. Each Challenge has about 20 scoring elements that are based on applied creativity, innovation, problem solving skills and teamwork.

Worldwide, there are over 200,000 team members in all 50 states and 56 countries competing with the same challenges in similar competitions.

“Some of the things we learn in Destination ImagiNation, like teamwork and thinking “out of the box” are important in other things we do, in school and in life.

- 11th Grade Manchester West HS team member

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The Goals of Destination ImagiNation®

Destination ImagiNation is a community-based, school-friendly program that builds participants' creativity, problem solving, and teamwork in enjoyable and meaningful ways. The goals of this program include:

- Foster creative and critical thinking
- Learn and apply Creative Problem Solving methods and tools
- Develop teamwork, collaboration and leadership skills
- Nurture research and inquiry skills involving creative exploration and attention to detail
- Enhance and apply written and verbal communication and presentation skills, both impromptu and sustained
- Encourage competence in, enthusiasm for, and commitment to real-life problem solving

About the Destination ImagiNation

Destination ImagiNation®, a 501(c)3 non-profit organization, is the largest creative problem solving organization in the world with over 200,000 members from over 56 countries and all 50 states. Last year over 2,300 New Hampshire students from nearly 200 schools and organizations made **DI™** one of the states most chosen after school activities.

In the fall, teams of up to 7 students of similar grade levels form teams and choose one of five complex Challenges in which to compete. Each Challenge extends national learning standards will real life experiences. Areas such as **math, science, history, geography, reading, writing and literature** are woven into the Team Challenges. [See included challenge summary].

Competitions in the U.S. begin in March, with New Hampshire State Finals in late March. Top qualifying teams advance to Global Finals in May, where they compete with top teams from around the world.

Participants learn unique and **critical life skills** including **teamwork, critical and creative thinking, project management, resource management, research and presentation skills and, as all challenges must be strictly team-solved, self-reliance.** These skills make Destination ImagiNation participants more valuable to their communities and as future employees.

Corporate America believes in Destination ImagiNation! Our program receives significant corporate support from several important organizations, including National Dairy Council (our International Sponsor), Velcro USA, and others. Sponsorship opportunities exist at the international and local levels.

“The most important part of Destination ImagiNation is learning how to work as a team, be creative, have fun, have fun, and have fun. It's so important to learn how to work as a team because when you get older and start to work, you are put in situations when you have to work in a group together.

8th grade Londonderry team member.

About NH Destination ImagiNation®

- **NH-DI is Administered by the 501(c)3 non-profit NHICC™:** New Hampshire's Incredible Creativity Connection. NHICC is celebrating **26 years of creative problem solving programs for New Hampshire students!**
 - Over 100,000 NH students have participated in our programs. NHICC also sponsors other projects, including **Camp Gottalikachallenge™ Summer Creativity Camps**, now entering its 14th year.
 - NH-DI sponsors training for student participants, Team Managers (the adults who facilitate the team), the Appraisers who score them.
- **4 BIGGER THAN EVER REGIONAL NH CREATIVITY TOURNAMENTS** will be held on March 10th and 16th with the State Creativity Finals on March 31. Winners in each challenge and age bracket from the State Finals will compete against like teams from 50 states and at least 17 other countries at **Destination ImagiNation Global Finals** in Knoxville, Tennessee from May 23 – 26, 2006. Other countries participating include **Brazil, Canada, China, Curacao, Denmark, England, Poland, Scotland, South Korea, and Venezuela.**

At Competition

- **There are two Challenges: The Team Challenge and the Instant Challenge**
 - The **Team Challenge** that the team works on all year, is open to the public, and responsible for about two-thirds of the team's total score.
 - The **Instant Challenge** is where teams are presented with a Challenge to solve in about 7 minutes. Teams cannot discuss this part of the competition, which is closed to the public. "Think on your feet" skills used in the instant challenge are practiced all year by the team. They may use any combination of presentation, technical, mechanical, or similar skills with a variety of subject areas.
- **Reality Check:** Every team who gets to the Regional tournament has gone through a process that will help them be better, more effective citizens, students, employees and leaders. They have been allowed to think Divergently, look for alternative solutions to complex challenges, and work as a team on a timetable to deliver results.

Additional Resources:

NHICC: Destination ImagiNation in NH	www.NH-DI.org (RSS Feed available)
NHICC: Press area	www.nh-di.org/press
Destination ImagiNation (Global organization)	www.DestinationImagination.org
Destination ImagiNation Global Finals site	www.GlobalFinals.org

"Some of the things we learn in Destination Imagination, like teamwork and thinking out of the box, are important in other things we do, in school and in life."

7th grade Nashua team member

CHALLENGES FOR TEAMS THIS YEAR include:

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Direct Flight: Teams will be designing and constructing one or more Aircraft that will fly to a Landing Zone. At least one of these Aircraft will be constructed on-site from a single sheet of paper. They will design and construct up to three Elevators that will raise and release the Aircraft. They will conduct Test Flights of the Aircraft. Their major focuses are Technical Design and Construction, Innovation and Design Process, Mathematics, Experimentation, Theater Arts, Teamwork and Strategic Planning. These teams will be using mathematics, science, technology, visual art, research, theatre, innovation and design, and performance skills to accomplish their task.

CSI:DI: These teams will develop and present an original story about an investigation of a Case, the discovery of supporting Evidence, and the resolution of that Case. They will include a Colorful Character and a Shadowy Character in their team's Story. The team will use innovative methods to produce a theatrical CSI effect by using Color, Shadow, and/or Illumination. They will also design and build a Gadget. This Gadget will use one or more Properties of Visible Light in or from it to reveal or analyze at least one piece of Physical Evidence. These teams will be utilizing Theater Arts, Physics, Technical Design, Innovation and Design Process, Investigative Techniques, Deductive Reasoning, and Teamwork as they develop their scenario. Mathematics, Science, Technology, Theater, and English Language Arts are strongly demonstrated in this Challenge.

Round About Courage: Teams working on this Challenge will present a theatrical performance of a team created Story about a Heroic Adventure. They will include a Hero who faces a Personal Challenge that needs to be overcome. Their performance will be presented in the style of Theater in the Round, rather than a traditional stage. One or more Technical Set Piece(s) will be integrated into their performance. They will not use electricity in their presentation. They will use Playwriting, Theater Arts, Innovation and Design Process and Teamwork to solve this Challenge. Mathematics, Science, Theater, English Language Arts, History, and Visual Arts will be utilized in solving this challenge.

Switching traditions: Teams selecting this Challenge will create an Improvisational Skit. They will research Six Nations, other than their own. They will focus on the traditions of these Nations. At the Tournament, they will present three Scenes that include one Nation's Tradition and a sensory experience of that Nation. They will incorporate a Situation randomly selected at the Tournament. They will build a "*Traditionator*", demonstrate at least one Improv Game, and integrate a Picture into their solution. These teams will use Improvisational Acting, Story Development, Research, Theater Arts, Teamwork, and Design and Innovation as they delve into their solution. They will focus on Reading, Writing, Listening, Speaking, Geography, History, Mathematics, Theatre, and Science.

Card-DI-ology: These teams will design, build, and test a Structure made completely of playing cards and glue. They will create an architectural drawing of their Structure. They will also create and present a Story about the impact or effect a card or cards have on a Character in their Story. They will focus on Architecture and Structural Engineering, Structure Construction and Testing, Architectural Drawing, Playwriting, and Teamwork. Reading, Writing, Listening, Speaking, Visual Arts, and Mathematics will be required to solve this challenge.

Instant Challenge are a separate component with each of the above challenges. The skills involved in the Instant Challenges are the same skill sets as in the Team Challenges with one exception... time. Instant Challenges are completed in a short period of time. Team members faced with Performance-based Challenges utilize their knowledge base in the science, social studies, mathematical, and language arts. They are working together with their teammates and demonstrating the standards of Working with Others, Thinking and Reasoning, and Visual Arts. Often teams will enhance their performance by using music or dance. Additionally, Task-based Challenges often additionally require teams to use mathematics, science, and visual arts.

Editor's note: The students really dislike the oversimplification of challenges that have over 20 scoring areas. *Leading capitalization refers to an element of the Challenge described in detail for the team within the challenge.* |

Any of these challenges may integrate a variety of arts, technology and anything else within the rules to knock your socks off!

New Hampshire Destination ImagiNation® Calendar 2006-2007

Updated calendar is available at: www.NH-DI.org/calendar.htm

Saturday, Nov. 18	New Team Manager Training - Winnisquam MS, Tilton (8:30 – 3:30)
Saturday, Dec. 2	Team Manager Training – Londonderry Middle School (8:30 – 3:30)
Saturday, Jan. 13	Instant Combustion and Improv Workshop for teams UNH Durham – (9AM – 12:30)
Saturday, Jan. 27	Appraiser Training - Pennichuck MS, Nashua (8:30 – 3:30)
Saturday, Feb. 3	Appraiser Training – North (site TBA) (8:30 – 3:30)
Saturday March 10	REGIONAL CREATIVITY COMPETITION:PLAISTOW Timberlane Regional HS
Saturday March 10	REGIONAL CREATIVITY COMPETITION: NASHUA Nashua HS South
Saturday, March 17	REGIONAL CREATIVITY COMPETITION: TILTON Monadnock Reg. HS
Saturday, March 17	REGIONAL CREATIVITY COMPETITION:TILTON Winnisquam Reg. HS/MS
Saturday, March 31	NH STATE CREATIVITY TOURNAMENT: Timberlane High School, Plaistow Teams advance to Global Finals with teams from over 15 countries, Canadian provinces and all 50 states.
Friday, May 4	Spoil Your Dinner Meeting – for teams advancing to Global Finals
May 23 – May 26	D2k.7 Destination ImagiNation Global Finals University of Tennessee, Knoxville