



# New Hampshire Destination Imagination® 2012-2013 PRESS KIT



Members of  
New  
Hampshire  
Destination  
Imagination  
Teams  
at  
Global  
Finals



## The Global Leader in Teaching the Creative Process *From Imagination to Innovation*

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**Destination Imagination® is global leader in teaching the creative process from imagination to innovation.**

The Destination Imagination (DI) program encourages teams of learners to have fun, take risks, focus, and frame challenges while incorporating STEM (science, technology, engineering, and mathematics), the arts, and service learning. Our participants learn patience, flexibility, confidence, persistence, ethics, respect for others and their ideas, and the collaborative problem solving process.

Most often seen as an extra-curricular activity in New Hampshire, **DI** teams showcase their solutions at a tournament.

## Taking Creativity from Imagination to Innovation



## Destination Imagination® by the Numbers

**125,000** Annual Participants

**1,500,000** Alumni

**38,000** Volunteers

**48 States** and **30 Countries**

**300+** Annual NH Teams

**2,000+** Annual NH Students

**200+** Annual NH Schools

**1,000+** Annual NH Volunteers

New Hampshire Destination Imagination is run by NHICC, New Hampshire's Incredible Creativity Connection, a New Hampshire based 501(c)3 non-profit organization.

## The Basics

### WHO

Up to 7 members can be on a team, and students from kindergarten through university level participate.

Each team needs an adult Team Manager. Team Managers help students stay on track but do not directly help the team develop their solution to the DI Challenge. Team Managers are often faculty members or parents.

### WHAT

There are seven new Challenges to choose from each year. Each of the Challenges is developed by a team of educators and industry experts who target a particular area of the curriculum and its related standards of content and performance. The areas of focus include: **Technical, Scientific, Fine Arts, Improvisational, Structural and Service Learning**. There is also a non-competitive Early Learning Challenge that allows participants to develop social and problem solving skills.

### WHEN

Each season takes place from September through May. Depending on the Challenge, teams typically spend 2 to 4 months developing and practicing their Challenge solutions.

### WHERE

The team's solutions are assessed at regional, state or country tournaments. While most schools run DI as an after school program, some school districts incorporate the program into their electives curriculum.

### WHY

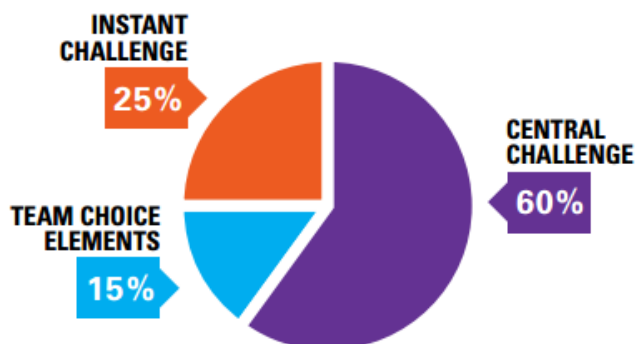
Teams in our program learn higher order thinking and improve in creative thinking, critical thinking and collaborative problem solving. Our participants experience the creative process, develop new friendships and learn to work together.

## At NH-DI Tournaments

Destination Imagination asks teams to creatively solve two different kinds of Challenges, each with its own purpose and educational focus. **The two Challenges, or components, are called the Team Challenge and the Instant Challenge.** Teams present their solutions to both Challenges at a Tournament where the solutions are evaluated by friendly people we call "Appraisers."

- **The Team Challenge:** The project undertaken by the team is academically based and focuses on one or more of the following areas: technical, scientific, fine arts, improvisational, structural or social-learning. All Challenges except "News to Me", the improvisational Challenge incorporate an element called:
  - **Team Choice Elements.** This encourages participants to discover and showcase their collective interests, strengths, and abilities as a team and as individuals, and allow them to develop that showcase over a long period of time.
- **Instant Challenges** tests teams with a multifaceted Challenge with just minutes to solve. These Challenges put the team's creative problem solving abilities, creativity, and teamwork to the test in a short, time-driven window.

**Scoring** is based on teamwork, creativity and problem solving. In all, there are about 15 scoring areas for each Team Challenge and budgets are limited to about \$125, depending on the Challenge.



# 2012-2013 Destination Imagination® Challenges

## IN THE ZONE (Technical)

**Educational Focus:** Engineering, Technical Design, Strategic Planning, Decision Making and Logistics, Project Management, Time and Budget Management, Teamwork

**Points of Interest**

- Present a team-created story about the dangers faced by vehicles, told from the point of view of one or more vehicles
- Design and build small vehicles that are able to reliably and accurately travel specific distances
- Use at least three different power sources for the vehicles

**STEM Attributes**

- Use of the engineering design process
- Exploration of physical concepts of motion and energy
- Use of mathematical concepts of geometry and measurement
- Understanding of customary and/or metric measurements
- Investigate physical concepts of motion and energy
- Consider mathematical concept of probability

## WIND VISIBLE (Science)

**Educational Focus:** Wind Energy, Science, Technology, Storytelling, Theater Skills, Art, Time and Budget Management, Teamwork

**Points of Interest**

- Explore how the science of wind energy can be used to make kinetic art move
- Design and create kinetic art that moves during the presentation
- Create and present an original story that features an invisible visitor
- Integrate wind energy research into the story

**STEM Attributes**

- Research the scientific concept of wind energy
- Use wind energy to start motion
- Demonstrate the collection and conversion of wind energy into usable energy

## IN DISGUISE (Fine Arts)

**Educational Focus:** Storytelling, Theater Arts, Fine Arts, Costume Design, and Non-Verbal Theatrical Techniques, Teamwork

**Points of Interest**

- Present a team-created story about a character that uses a disguise
- Use only non-verbal theatrical techniques to present the story
- Design and construct at least two masks that enhance the story

**STEM Attributes**

- Use various forms of technology to produce a solution
- Use principles of geometry in design and construction of team-created masks
- Use of technology and technical methods to cause a mask to morph

## CHANGE IN REALITEE (Improvitational)

**Educational Focus:** Research, Story Development, Improvisational Acting, Teamwork, Presentation Skills and Techniques, Teamwork, Leadership

**Points of Interest**

- Create a 5-minute improvisational skit about life after a dramatic change and how the characters adapt to this change
- Learn about different communication techniques and integrate one into the skit
- Use only white t-shirts, washable markers and team members to create all costumes, sets and props
- Create a slogan from three randomly selected nouns

**STEM Attributes**

- Use mathematical concept of probability when improvisational elements are selected

## TWIST-O-RAMA (Structural)

**Educational Focus:** Research, Architectural Design, Structural Engineering, Construction, Material Science, Innovation and Design Process, Mathematics, Theater Arts, Teamwork, Time and Budget Management, Teamwork, Quantitative Reasoning

**Points of Interest**

- Build a structure made entirely of glue and materials the team chooses from a list
- Test the structure by placing weights on it, and by subjecting it to torque-inducing impacts
- Produce a "bill of materials" listing the materials used in your structure, and provide samples of these materials
- Produce a prop or costume made of all the materials used in the structure
- Tell a story about something or someone that causes an unexpected twist or surprising change

**STEM Attributes:**

- Use of the engineering design process to design and construct a structure
- Study the properties of a variety of materials in order to design and construct a structure
- Knowledge of whole number computation and ratios to determine raw scores earned for weight placement

## projectOUTREACH™: REEL-TO-REAL (Service Learning)

**Educational Focus:** Service Learning, Partnerships, Documentation, Movie Production, and Teamwork

### Points of Interest

- Use collaborative problem solving tools to identify and select at least one real community need
- Design and carry out a project to address the real community need
- Create a movie that documents the project
- Evaluate the project and prepare a thorough project review
- Prepare for a live press conference

### STEM Attributes

- Use technology to produce photographs and recordings
- Use technology to produce a movie that outlines the team's Service Learning Project

## Rising Stars!™: ROY G BIV (Early Learning)

**Educational Focus:** Colors, Research, Storytelling, Performing in front of an Audience, Team Problem Solving, Creativity, Collaboration and Communications

### Points of Interest

- Learn about the seven colors of the rainbow: red, orange, yellow, green, blue, indigo and violet
- Create a play about Roy G. Biv's birthday party
- Dress Roy G. Biv in all the colors of the rainbow, and dress the guests in their favorite colors
- Have each guest bring a gift that is made mostly of the color they are wearing

### STEM Attributes:

- Use of technology to produce a solution
- Understanding of customary and/or metric measurements to produce a solution
- Investigate physical concepts of light and color

## Instant Challenge (Closed to Public except for Rising Stars!)

Instant Challenges require teams to engage in quick, creative and critical thinking. At a tournament, a team will receive an Instant Challenge and the materials with which to solve it. The team members must think on their feet by applying appropriate skills to produce a solution in a period of just five to eight minutes.

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.

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 and the creativity of their solutions. Instant Challenges are kept confidential until the day of the Tournament.

## About New Hampshire Destination Imagination®

New Hampshire Destination Imagination (NH-DI) is operated by the 501(c)3 non-profit NHICC (New Hampshire's Incredible Creativity Connection). We are entering our 32<sup>nd</sup> year of running extra-curricular creativity-powered programs that extend in-school learning. Students in our programs learn critical thinking, creativity, cooperation, teamwork, communication skills and confidence. Many of our adult volunteers learn how to take the same lessons and implement them in the workplace to leverage team innovation.

During the summer months we operate Camp Gottalikachallenge, one of the nation's first creativity camps.

### 2012-2013 Dates

Sat Oct 27	New Team Manager Training	Pembroke Academy, Pembroke
Sat Nov 17	Team Manager Café	Merrimack Valley Middle School, Penacook
Sat Jan 12	Instant Combustion & Improv Workshop	UNH, Durham
Sat Jan 26	Appraiser Training	Inter-Lakes High School, Meredith
Sat Mar 16	Regional Competition	Littleton High School; Nashua HS North
Sat Mar 23	Regional Competition	Sanborn Regional HS, Kingston; Monadnock RHS, Swanzey
Sat Apr 6	NH-DI State Finals Competition	TBA
Fri May 3	Spoil Your Dinner Event for NH-DI Global Finals Teams	TBA
Wed May 22 - Sat May 25	Destination Imagination Global Finals	University of Tennessee, Knoxville