



New Hampshire  
Destination ImagiNation®  
2011-2012 Press Kit



[www.NH-DI.org](http://www.NH-DI.org) [Facebook.com/NHICC](https://www.facebook.com/NHICC)

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***31 Years of Teaching the Building Blocks of Innovation***

Destination ImagiNation® is an extra-curricular program that teaches students from K-college the building blocks of innovation: **Creativity, Problem Solving and Teamwork.**

***Destination ImagiNation is an educational program in which student teams solve open-ended Challenges and present their solutions at Tournaments. Teams are tested to think on their feet, work together and devise original solutions that satisfy the requirements of the Challenges. Participants gain more than just basic knowledge and skills—they learn to unleash their imaginations and take unique approaches to problem solving.***

Each year, over 100,000 students across the U.S. and in more than 30 countries take part in “DI” team challenges. There are over 1.3 million Destination ImagiNation alumni around the world including over 100,000 New Hampshire alumni.

**New Hampshire Destination ImagiNation, or NH-DI,** is administered by the 501(c)3 non-profit NHICC™: New Hampshire’s Incredible Creativity Connection. NHICC is celebrating 31 years of creative problem solving programs for New Hampshire students.



**The DI Difference: Adding the 5C’s to the 3R’s**

Team Members must solve their challenges without adult (or any other) interference. They build **critical thinking, creativity, collaboration, communication skills and confidence.** Since DI Team Challenges [connects](#) to national learning standards, students APPLY what they learn in and out of school!

**Program Summary**

**Who:** DI features teams of up to 7 participants at the elementary, middle or secondary age levels. Each team needs an adult Team Manager who can facilitate the students but cannot help the team solve their Challenge. *It’s the ultimate adult hands-off program!*

**What:** Teams develop solutions to DI Team Challenges and Instant Challenges. Teams of up to seven students solve Team Challenges that incorporate core school subjects with a focus that is technical, scientific, fine arts, improvisational, structural or social-learning. Teams choose one of six Challenges that seem interesting to the team. They also learn and practice “think on their feet” skills for the Instant Challenge portion of the competition.

**When:** Each season takes place from September through May. Teams typically spend 3-5 months developing their Team Challenge solutions and practicing Instant Challenges.

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*Participants gain more than just basic knowledge and skills—they learn to unleash their imaginations and take unique approaches to problem solving.*

***“Nothing else has been such a driving and permanent force as DI. Nothing has driven me to succeed as much like DI. Nothing has driven me to find new and exciting ways to solve problems like DI. Nothing, and I truly mean nothing, has taught me how to work within a team, within a budget, and within a set time, like DI.”***

- Michael Russell (Alumni)

***“I can’t begin to name the gifts DI has given me. Not only am I armed with lifelong critical skills and surrounded by teammates who became family, I have a confidence that runs deep in my core. No matter what obstacles lay in our path or even what walls we may hit, that confidence instilled at such a young age cannot be shaken.”***

- Cass Mercer (Alumna)

***“[DI] prepares children for the workplace. You see creativity blossoming.”***

- Alex Cirillo,

VP, 3M Foundation

## Goals of Destination ImagiNation®:

- Foster creative and critical thinking.
- Learn and apply creative problem solving methods and tools.
- Develop teamwork, collaboration, and leadership skills.
- Enhance and apply written and verbal communication and presentation skills (both impromptu and sustained).
- Promote the recognition, use and development of many and varied strengths and talents.
- Encourage competence in, enthusiasm for, and commitment to real-life problem solving.
- Teach volition and rapid-fire thinking skills.
- Nurture research and inquiry skills, involving both creative exploration and attention to detail.

## At Competition

The Destination ImagiNation program 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.”

Teams start in the fall to select and solve their Team Challenge for competition in March. **All solutions must be TOTALLY team solved.** Team members learn how to manage themselves, finances and the development, creation and management of the solution.

**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 the “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.

Team Challenge	<b>Central Challenge</b>	<ul style="list-style-type: none"> <li>• Academically-based; process-driven project</li> <li>• Emphasizes <b>teamwork, creative problem solving, creativity, improvisation</b>; and <b>project management</b> skills</li> <li>• <b>Sustained development time</b> (up to six months)</li> </ul>	<p>A 3D pie chart illustrating the distribution of scoring areas. The largest slice is green, representing the Central Challenge at 60%. The next largest is blue, representing the Instant Challenge at 25%. The smallest slice is light blue, representing the Team Choice Element at 15%. Labels with leader lines point to each slice.</p>
	<b>Team Choice Elements</b>	<ul style="list-style-type: none"> <li>• Based on <b>multiple intelligence theory</b></li> <li>• Allows teams total creative freedom <b>to showcase additional strengths</b></li> <li>• Sustained development time</li> <li>• Not a separate part of the improvisation Challenge (News to Me)</li> </ul>	
Instant Challenge	<b>Instant Challenge</b>	<ul style="list-style-type: none"> <li>• Development of an impromptu solution under tight time constraints</li> <li>• Showcases teamwork, creative problem solving techniques, performance, and creative use of materials</li> <li>• Time management</li> </ul>	

## Destination ImagiNation® by the Numbers

- 100,000+ students take part in DI each year.
- 6,000 – 7,000 schools participate each year.
- 48 states and over 30 Countries take part in Destination ImagiNation programs.
- 38,000 volunteers make this program work each year.
- 18,000 of the volunteers are Team Managers.
- 1.3 million Destination ImagiNation alumni.
- DI is the world’s largest Creative Problem Solving (CPS).







## NH-DI by the Numbers

- Over 1,500 NH students each year.
- Over 100 NH schools and community groups are represented.
- Over 700 volunteers take part in NH-DI annually.
- There are over 100,000 NH-DI alumni.



## 2011-2012 Destination ImagiNation® Team Challenge Summaries

Each of these may appear simple, but each Challenge has about 15 scoring areas that are appraised on creativity, problem solving skills and teamwork. Teams work for months to create unique solutions to these Challenges. Along the way DI students develop critical thinking, communication and collaboration skills. As all Challenges are totally solved only by team members, they learn independence and responsibility.

 <p><b>assembly required</b> technical</p>	<p><b>Your team will:</b></p> <ul style="list-style-type: none"> <li>• Design and build Equipment that retrieves Parts and delivers Products.</li> <li>• Assemble Products from team-provided Parts to fill Orders, and use the Products in your team's Presentation.</li> <li>• Earn extra points by deciding how best to fill Orders with no Parts or Products left over in the Assembly Area.</li> <li>• Present a team-created story about something that happens just in time.</li> </ul>
 <p><b>the solar stage</b> scientific</p>	<p><b>Your team will:</b></p> <ul style="list-style-type: none"> <li>• Create and present a theatrical performance that tells a Story about the use of solar energy.</li> <li>• Integrate research about past and/or current uses of solar energy.</li> <li>• Design and create a Solar Energy Prototype that demonstrates a new way to collect, capture and use solar energy.</li> <li>• Design and provide Theatrical Lighting to illuminate the Presentation and to create special theatrical effects.</li> </ul>
 <p><b>coming attractions</b> cinematic</p>	<p><b>Your team will:</b></p> <ul style="list-style-type: none"> <li>• Present a Movie Trailer involving characters from at least two Nations.</li> <li>• Design a Cinematic Special Effect and feature it in the Movie Trailer.</li> <li>• Create an Original Soundtrack that complements the Movie Trailer.</li> </ul>
 <p><b>news to me</b> improvisational</p>	<p><b>Your team will:</b></p> <ul style="list-style-type: none"> <li>• Learn about different types of News Stories.</li> <li>• Learn about Cause-and-Effect relationships.</li> <li>• Use Cooperative Human Scenery and Props to enhance your Skit.</li> <li>• At Tournament, create a 5-minute Improvisational Skit about the Cause-and-Effect relationship between two unrelated News Stories.</li> <li>• Have all your plans suddenly become totally discombobulated by a One-Minute Glitch (OMG)!</li> </ul>
 <p><b>hold it!</b> structural</p>	<p><b>Your team will:</b></p> <ul style="list-style-type: none"> <li>• Design, Build and test a Structure made entirely out of wood and glue to hold weight and contain Tournament-provided golf balls.</li> <li>• Design and build a Delivery Device that will deposit the golf balls, one at a time, into the Structure.</li> <li>• Create and present an original Story about a "Captivator."</li> <li>• Integrate the Weight Placement and Golf Ball Delivery into the Story.</li> </ul>
 <p><b>the world canvas</b> project OUTREACH®</p>	<p><b>Your team will:</b></p> <ul style="list-style-type: none"> <li>• Use creative problem solving tools to identify and select at least one real community need.</li> <li>• Design and carry out a Project to address the need.</li> <li>• Create an Advertisement and use it in your Project.</li> <li>• Create a Marketing Brochure to describe your Project.</li> <li>• Share your Project at the Tournament with an entertaining live Presentation.</li> </ul>
 <p><b>built to last</b> living STAR®</p>	<p><b>Your team will:</b></p> <ul style="list-style-type: none"> <li>• Learn about toys and how they have changed over time.</li> <li>• Create a play about making the last toy that will ever be made.</li> <li>• Explore how your team works together to make decisions about your team-created toy.</li> </ul>

## 2011-2012 NH-DI Calendar of Events

The updated schedule is posted on our web site's [Calendar page](#):

Date	Event	Location
Saturday November 19 <sup>th</sup>	Team Manager Café	TBA
Sunday, December 4	Regional Challenge Master Training	TBA
Saturday January 7 <sup>th</sup>	Instant Combustion and Improv Workshop for Team Members	University of New Hampshire, Durham
Saturday, January 28	Appraiser Training South	Nashua/Milford Area
Saturday, February 4	Appraiser Training North	TBA
Saturday, February 11	Appraiser Training (Mass)	Byfield, MA
Saturday, February 18 <sup>th</sup>	Appraiser Training Snow Date IF NEEDED	
Saturday, March 10	Regional Tournaments	To Be Finalized
Sunday, March 11	Regional Tournament Snow Date	
Saturday, March 17	Regional Tournament	Swanzy area and Kingston areas
Sunday, March 18	Regional Tournament Snow Date	
Saturday, March 31	NH State Creativity Finals (Teams advance to Destination ImagiNation Global Finals)	TBA
Sunday, April 1	Snow date for State Finals if needed	
Wednesday May 23 – Saturday May 26 <sup>th</sup>	Destination ImagiNation Global Finals featuring teams from virtually every state and from teams around the world!	University of Tennessee, Knoxville, TN.