New Hampshire Destination Imagination
Media Kit 2013-2014

NH-DI.org Facebook.com/NHICC @NH_DI

Media Contacts:
- Wayne Kurtzman, wayne.kurtzman@nh-di.org, Twitter: @WayneNH
- Michael Russell, michae.russell@nh-di.org,

New Hampshire Destination Imagination is preparing the next generation of innovators and leaders with creativity, critical thinking, collaboration and communication skills.

Annually, we offer seven new standards-based Challenges in STEM, Improv, Visual Arts, Service Learning, and Early Learning. Each Challenge is open-ended and enables student teams to learn and experience the creative process from imagination to innovation. Academic tournaments take place around the world where teams have the opportunity to present their solutions to trained appraisers. Students have fun and gain confidence in their ability to solve any challenge. In working to solve our Challenges, teams learn 21st century skills (creativity, critical thinking, collaboration, communication, citizenship and confidence) to build on their unique strengths.

New Hampshire Destination Imagination administers the DI program for nearly 3,000 Granite State students from over 200 schools and community groups.

WHO

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

Each team needs an adult Team Manager that help students stay on track but cannot 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.

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

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

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.

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.

HOW

Teams choose one of seven Challenges. After weeks spent creating and developing their solutions, they go to a local tournament. Top-scoring teams advance to their state or country tournament, also known as an Affiliate Tournament. The top tier teams from each Affiliate Tournament have the opportunity to participate in Global Finals—the world's largest celebration of creativity.




2013-2014 Team Challenge Summaries (Very Simplified)

Technical: Dig In

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

- Design and build equipment to detect objects in their hiding places.
- Use team-designed and built equipment to take the objects out of their hiding places.
- Move objects across the finish line.
- Create and present a story about a technology that detects things a human cannot sense without help.
- Create and present two Team Choice Elements that show off the team's interests, skills, areas of strength, and talents.

Scientific: Going to Extremes

The Scientific Challenge blends the research and curiosity of science with the thrill and creativity of the theater arts.

- Learn about an extreme environment that exists in our universe.
- Present a story about characters who attempt to adapt to conditions in order to survive in the extreme environment.
- Design and create extreme gear that is demonstrated by using technical methods.
- Design and create a depiction of the extreme environment.
- Create and present two Team Choice Elements that show off the team's interests, skills, areas of strength, and talents.

Structural: The Tension Builds

The Structural Challenge asks teams to design, build and test load-bearing structures out of specific materials.

- Build a structure that will be tested against two forces at the same time.
- Design a prop that will be assembled during your presentation. The prop's parts must fit completely inside a measured space.
- Create a story in which tension is a threat to stability and is overcome in some way.
- Create and present two Team Choice Elements that show off the team's interests, skills, areas of strength, and talents.

Fine Arts: Laugh Art Loud

In the Fine Arts Challenge, students flex their acting and artistic muscles as they explore some of our most fascinating works of literature and media.

- Research a work of art created by an artist who was born in a nation other than the team's own.
- Theatrically present a comic strip that is based on the team-selected work of art.
- Create three live comic strip panels.
- Create an ARTifact that is inspired by the work of art.
- Design and create a caption contraption for one of the comic strip panels.
- Create and present two Team Choice Elements that show off the team's interests, skills, areas of strength, and talents.

Improvisational: Pandemonium

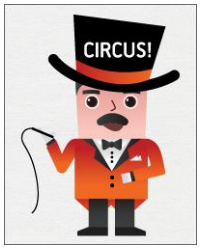
The Improvisational Challenge is all about spontaneity and story-telling. Teams receive topics and produce skits right on the spot.

- Create an original 5-minute improvisational skit.
- Develop the interaction between a character from the past and a contemporary character.
- Show how those characters work, using the time period, their occupations and skills, to deal with pandemonium.
- Use stage makeup to create, develop, and/or enhance one skit character.

Service Learning: Pitch & Play

The Service Learning Challenge is designed to engage students in community service to address real community issues through personal expression.

- Use the creative process to identify and select at least one real community need.
- Design and carry out a project that addresses the real community need.
- Use play to meet the goal(s) of the project.
- Use a team-created elevator pitch that can be used to enlist at least one community partner.
- Create a live presentation that features the project.
- Create and present two Team Choice Elements that show off the team's interests, skills, areas of strength, and talents.



Early Learning: Rising Stars! : Circus!

Rising Stars! is a Challenge created for early learners. To solve the Challenge, 4- to 7-year-old children work together on performances complete with characters, props and scripts.

- Create your own circus.
- Learn about circuses and the role of the ringmaster.
- Learn about balancing things.
- Learn about geometric shapes.
- Explore how your team works together to make decisions about the three acts of your circus performance.

Destination Imagination by the Numbers

150,000 Annual Participants
1,500,000 Alumni
38,000 Volunteers
48 States and **32** Countries

~3,000 Annual NH Students
100,000+ Alumni
300+ Annual NH Teams
1,000+ Annual NH Volunteers
200+ Annual NH Schools

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."

- **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.

- **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. These are not open to the public (except for non-competition "Rising Stars!" teams).

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 $150, depending on the Challenge.





Key Dates

Sat. February 1 – Appraiser Training (South), Londonderry High School
Sat. February 8 – Appraiser Training (North), Newfound Memorial Middle School, Bristol, NH
Sat. March 8 – Regional Tournaments – Littleton HS *and* Rundlett MS, Concord
Sat. March 15 – Regional Tournaments - Monadnock Regional HS, E. Swanzey *and* Sanborn Regional HS, Kingston
Sat. March 29 – State Finals Tournament – Nashua HS South
May 21 – 25 – Destination Imagination Global Finals, Knoxville, TN featuring top teams from around the world