



## How to Watch a **New Hampshire Destination Imagination Challenge**

### **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.

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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.

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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.

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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.

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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.

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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.

## 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).

## Technical: Dig In



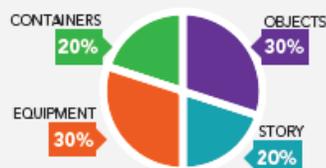
The Technical Challenge prompts students to complete tasks by using engineering, research, strategic planning and related skills.

- 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.

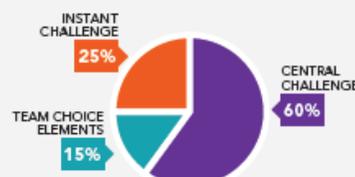
To solve this Challenge, the team must design and build Equipment to detect and remove hidden Objects. The team will use the Equipment to detect and remove the hidden Objects from randomly selected team-provided Containers. The Equipment must use Technical Methods to complete these tasks. The team will move the found Objects from the Start Area to across the Finish Line. The detection, removal and movement of Objects will be integrated into a team-created Story about detecting things that are not evident to humans.

ELEMENT	POINTS	LEARNING OUTCOMES
<b>Central Challenge</b>	<b>Up to 240</b>	
<b>1. Objects</b>	<b>Up to 70</b>	<ul style="list-style-type: none"> <li>• Research of Detection, Retrieval and Movement of Objects</li> <li>• Mathematic Principles</li> <li>• Concept Testing</li> <li>• Technical Design Process</li> <li>• Logistics and Decision Making</li> <li>• Effective Storytelling</li> <li>• Budget Management</li> <li>• Engineering Concepts: Mechanical, Structural, Electrical, Chemical</li> <li>• Critical Thinking</li> <li>• Team Collaboration</li> <li>• Interpersonal Communication</li> <li>• Presentation Skills</li> <li>• Time Management</li> <li>• Perseverance</li> <li>• Risk Taking</li> <li>• Stages of the Creative Process</li> <li>• Self-directed Learning</li> </ul>
a. Equipment assists in the detection of Objects	2 points X 0 to 10	
b. Each Object detected and removed from its Container by Equipment, and then moved across the Finish Line	5 points X 0 to 10	
<b>2. Containers</b>	<b>Up to 50 points</b>	
a. Container bonus	5 points X 0 to 6	
b. Creativity and workmanship of Containers	Up to 20	
<b>3. Equipment</b>	<b>Up to 70 points</b>	
a. Technical Design & Innovation of Technical Methods used to detect Objects	Up to 30	
b. Technical Design & Innovation of Technical Methods used to open Containers and remove Objects	Up to 30	
c. Technical Design & Innovation of methods used to move Objects across the Finish Line	Up to 10	
<b>4. Story</b>	<b>Up to 50 points</b>	
a. Creativity and originality of the Story	Up to 15	
b. Clear and effective storytelling	Up to 10	
c. Creativity of the designated Character	Up to 10	
d. Integration of the Object detection, Object removal, and moving Objects across the Finish Line into the Story	Up to 15	
<b>Team Choice Elements</b>	<b>Up to 60</b>	
<b>1. Team Choice Element 1</b>	<b>Up to 30</b>	
a. Creativity and originality	Up to 10	
b. Quality, workmanship, or effort that is evident	Up to 10	
c. Integration into the Presentation	Up to 10	
<b>2. Team Choice Element 2</b>	<b>Up to 30</b>	
a. Creativity and originality	Up to 10	
b. Quality, workmanship, or effort that is evident	Up to 10	
c. Integration into the Presentation	Up to 10	

### CENTRAL CHALLENGE SCORING



### PUTTING IT ALL TOGETHER



## Scientific: Going to Extremes



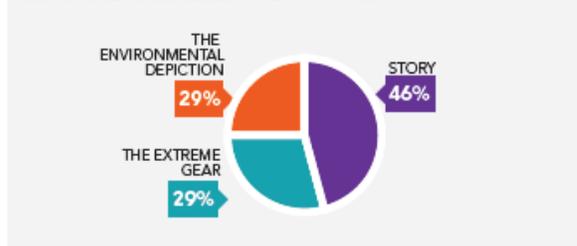
The Scientific Challenge blends the research and curiosity of science with the thrill and creativity of the theater arts.

- 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.

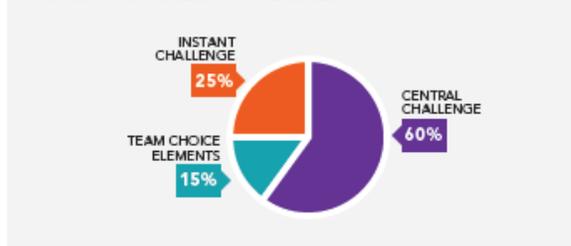
To solve this Challenge, the team must research an Extreme Environment and present a Story about the need to adapt to survive there. One or more characters will use Extreme Gear to help them adapt to the extreme conditions. The team will also design and create an Environmental Depiction of their Extreme Environment.

ELEMENT	POINTS	LEARNING OUTCOMES
<b>Central Challenge</b>	<b>Up to 240</b>	
<b>1. Story</b>	<b>Up to 110 points</b>	<ul style="list-style-type: none"> <li>• Environmental Science</li> <li>• Research of Extreme Environments</li> <li>• Development of Artistic Representations</li> <li>• Effective Storytelling</li> <li>• Theater Arts Skills</li> <li>• Budget Management</li> <li>• Technical Design Process</li> <li>• Engineering Concepts: Mechanical, Structural, Electrical, Chemical</li> <li>• Critical Thinking</li> <li>• Team Collaboration</li> <li>• Interpersonal Communication</li> <li>• Presentation Skills</li> <li>• Time Management</li> <li>• Perseverance</li> <li>• Risk Taking</li> <li>• Stages of the Creative Process</li> <li>• Self-directed Learning</li> </ul>
a. Creativity of the Story	Up to 30 points	
b. Clear and effective storytelling	Up to 30 points	
c. Creative integration of research of the Extreme Environment	Up to 20 points	
d. Creativity of the adaptation(s) used to attempt to survive in the Extreme Environment	Up to 30 points	
<b>2. The Extreme Gear</b>	<b>Up to 70 points</b>	
a. Successful demonstration using Technical Methods	0 or 10 points	
b. Technical Design of the Extreme Gear	Up to 30 points	
c. Technical Innovation of the Extreme Gear	Up to 30 points	
<b>3. The Environmental Depiction</b>	<b>Up to 60 points</b>	
a. Effectiveness of the Environmental Depiction	Up to 20 points	
b. Quality and workmanship of the Environmental Depiction	Up to 20 points	
c. Creative use of materials and/or creative technical methods used to represent Environmental Depiction	Up to 20 points	
<b>Team Choice Elements</b>	<b>Up to 60</b>	
<b>1. Team Choice Element 1</b>	<b>Up to 30</b>	
a. Creativity and originality	Up to 10	
b. Quality, workmanship, or effort that is evident	Up to 10	
c. Integration into the Presentation	Up to 10	
<b>2. Team Choice Element 2</b>	<b>Up to 30</b>	
a. Creativity and originality	Up to 10	
b. Quality, workmanship, or effort that is evident	Up to 10	
c. Integration into the Presentation	Up to 10	

### CENTRAL CHALLENGE SCORING



### PUTTING IT ALL TOGETHER





## 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.

To solve this Challenge, the team must build a Structure made entirely from Wood, Glue, and/or Monofilament Fishing Line. The team must test the Structure's strength under stress from two forces. The team must create and present a Story in which tension is a threat to stability and this tension is overcome in some way. Additionally, the team must design a prop that will be assembled on-site at the tournament during its Presentation from materials transported in a team-provided container that fits entirely within a 25in x 25in x 37in (63.5cm x 63.5cm x 94cm) space.

### ELEMENT

### POINTS

#### Central Challenge

Up to 240

##### 1. The Structure's Weight Held Ratio

Up to 140

- In each competitive Level, the Structure with the highest Weight Held Ratio will receive 140 points.
- The score for all other teams in that Level will be based on the percentage of its Structure's WHR compared to the highest WHR in that level.

Team's score = (WHR ÷ highest WHR in Level) × 140

- This score added to the scores the team earns for the items listed below will equal the total Raw Score.

2. Prop container and contents fit completely inside a 25in x 25in x 37in (63.5cm x 63.5cm x 94cm) measured space

0 or 10

##### 3. Story

Up to 45

- Creative depiction of tension as a threat to stability
- Creative depiction of how tension is overcome
- Creative integration of Structure testing into the Story

Up to 15

Up to 15

Up to 15

##### 4. Site-Assembled Prop

Up to 45

- Integration of the Site-Assembled Prop into the Story
- Creativity of assembly process of the Site-Assembled Prop
- Technical Design & Engineering Innovation of the Site-Assembled Prop

Up to 15

Up to 15

Up to 15

#### Team Choice Elements

Up to 60

##### 1. Team Choice Element 1

Up to 30

- Creativity and originality
- Quality, workmanship, or effort that is evident
- Integration into the Presentation

Up to 10

Up to 10

Up to 10

##### 2. Team Choice Element 2

Up to 30

- Creativity and originality
- Quality, workmanship, or effort that is evident
- Integration into the Presentation

Up to 10

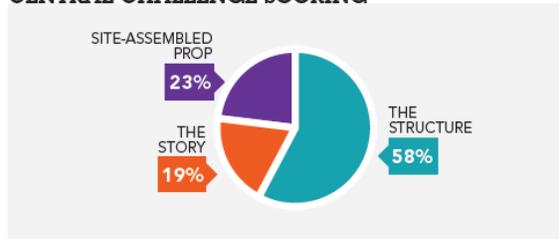
Up to 10

Up to 10

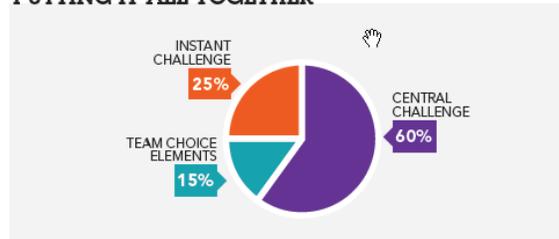
#### LEARNING OUTCOMES

- Force and Tension Research
- Technical Design Process
- Geometric Principles
- Architectural Design Process
- Structural Engineering and Construction
- Material Science
- Budget Management
- Effective Storytelling
- Theater Arts Skills
- Critical Thinking
- Team Collaboration
- Interpersonal Communication
- Presentation Skills
- Time Management
- Perseverance
- Risk Taking
- Stages of the Creative Process
- Self-directed Learning

#### CENTRAL CHALLENGE SCORING



#### PUTTING IT ALL TOGETHER





## Fine Arts: Laugh Art Loud

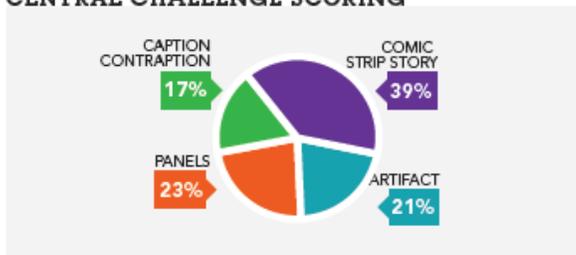
In the Fine Arts Challenge, students flex their acting and artistic muscles as they explore some of our most fascinating works of literature and media.

- 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.

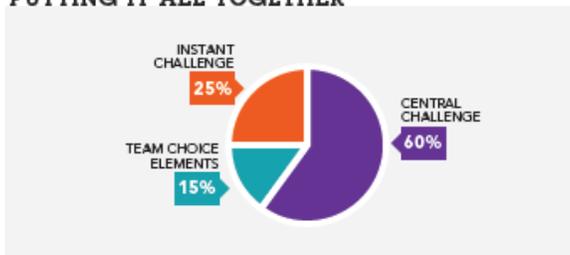
The intent of this Challenge is for the team to create and theatrically present a live Comic Strip Story that is based on a team-selected work of art. The team's Comic Strip Story must be an original story containing three Panels, an ARTifact and a Caption Contraption.

ELEMENT	POINTS	LEARNING OUTCOMES
<b>Central Challenge</b>	<b>Up to 240</b>	
<b>1. Comic Strip Story</b>	<b>Up to 95 points</b>	<ul style="list-style-type: none"> <li>• Comic Book Styles</li> <li>• Research Works of Art</li> <li>• Cultural Studies</li> <li>• Effective Storytelling</li> <li>• Theater Arts Skills</li> <li>• Technical Design Process</li> <li>• Budget Management</li> <li>• Engineering Concepts: Mechanical, Structural, Electrical, Chemical</li> <li>• Critical Thinking</li> <li>• Team Collaboration</li> <li>• Interpersonal Communication</li> <li>• Presentation Skills</li> <li>• Time Management</li> <li>• Perseverance</li> <li>• Risk Taking</li> <li>• Stages of the Creative Process</li> <li>• Self-directed Learning</li> </ul>
a. Overall visual style of a comic	Up to 30	
b. Originality and creativity of the Comic Strip Story	Up to 20	
c. Clear and effective storytelling	Up to 15	
d. Integration of elements of the work of art into the Comic Strip Story	Up to 30	
<b>2. ARTifact</b>	<b>Up to 50 points</b>	
a. Creative use of artistic style of the work of art in the ARTifact	Up to 20	
b. Integration of the ARTifact into the Comic Strip Story	Up to 10	
c. Quality, workmanship and effort of the ARTifact	Up to 20	
<b>3. Panels</b>	<b>Up to 55 points</b>	
a. Inclusion of Comic Strip text in at least one Panel	0 or 10	
b. Theatrical effect of Panel One	Up to 15	
c. Theatrical effect of Panel Two	Up to 15	
d. Theatrical effect of Panel Three	Up to 15	
<b>4. Caption Contraption</b>	<b>Up to 40 points</b>	
a. Technical Design of the Caption Contraption	Up to 20	
b. Technical Innovation of the Caption Contraption	Up to 20	
<b>Team Choice Elements</b>	<b>Up to 60</b>	
<b>1. Team Choice Element 1</b>	<b>Up to 30</b>	
a. Creativity and originality	Up to 10	
b. Quality, workmanship, or effort that is evident	Up to 10	
c. Integration into the Presentation	Up to 10	
<b>2. Team Choice Element 2</b>	<b>Up to 30</b>	
a. Creativity and originality	Up to 10	
b. Quality, workmanship, or effort that is evident	Up to 10	
c. Integration into the Presentation	Up to 10	

### CENTRAL CHALLENGE SCORING



### PUTTING IT ALL TOGETHER





## Improvisational: Pandemonium

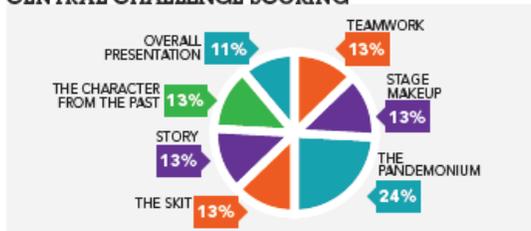
The Improvisational Challenge is all about spontaneity and story-telling. Teams receive topics and produce skits right on the spot.

- 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.

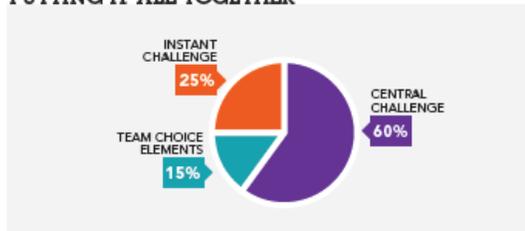
To solve this Challenge, the team must prepare an original improvisational Skit of 5 minutes or less. Immediately before the Presentation, the team will have up to 5 minutes of Preparation Time. The Preparation Time will take place at the Presentation Site where the team will be observed by the audience and Appraisers. During the first 4 minutes of the Preparation Time, the team will determine how they will integrate Improv Element 1: The Character from the Past, Element 2: Pandemonium and Element 3: Stage Makeup. The team will then have an additional minute of Preparation Time to incorporate a Contemporary Character (Improv Element 4) and his/her occupational skills into dealing with the Pandemonium.

ELEMENT	POINTS	LEARNING OUTCOMES
<b>Central Challenge</b>	<b>Up to 300</b>	
<b>1. Skit</b>	<b>Up to 40</b>	<ul style="list-style-type: none"> <li>• Improvisational Acting</li> <li>• Effective Storytelling</li> <li>• Research of Historic Occupations</li> <li>• Research of Present Day Occupations</li> <li>• Research and Use of Stage Makeup</li> <li>• Theater Arts Skills</li> <li>• Character Development</li> <li>• Effective Integration Skills</li> <li>• Critical Thinking</li> <li>• Team Collaboration</li> <li>• Interpersonal Communication</li> <li>• Presentation Skills</li> <li>• Time Management</li> <li>• Perseverance</li> <li>• Risk Taking</li> <li>• Stages of the Creative Process</li> <li>• Self-directed Learning</li> </ul>
a. A clearly developed story that integrates the (4) Improv Elements	Up to 20	
b. Originality and creativity of the Skit	Up to 20	
<b>2. Improv Element 1: The Character from the Past</b>	<b>Up to 40</b>	
a. Development of the Character from the Past through the integration of his/her time period, occupation and skills into the Skit	Up to 40	
<b>3. Improv Element 2: The Pandemonium</b>	<b>Up to 70</b>	
a. Effective integration of the Pandemonium into the Skit	Up to 30	
b. The use of the skills of both Characters, working together, to deal with the Pandemonium	Up to 40	
<b>4. Improv Element 3: Stage Makeup</b>	<b>Up to 40</b>	
a. Original use of Stage Makeup	Up to 10	
b. Effectiveness of the use of Stage Makeup to help create and/or develop and/or enhance one Skit character	Up to 15	
c. Integration of the character wearing Stage Makeup into the Skit	Up to 15	
<b>5. Improv Element 4: The Contemporary Character</b>	<b>Up to 40</b>	
a. Development of the Contemporary Character through the integration of his/her time period, occupation and skills into the Skit	Up to 40	
<b>6. Teamwork</b>	<b>Up to 40</b>	
a. Way team members work together during the Preparation Time to create their Skit	Up to 20	
b. Way the team members work together during the Skit to move the story along and improvise together	Up to 20	
<b>7. Overall Presentation</b>	<b>Up to 30</b>	
a. Well integrated and executed Overall Presentation	Up to 30	

CENTRAL CHALLENGE SCORING



PUTTING IT ALL TOGETHER





## ProjectOUTREACH: Service Learning: Pitch & Play

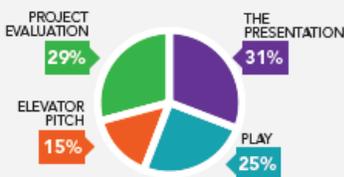
The Service Learning Challenge is designed to engage students in community service to address real community issues through personal expression.

- 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.

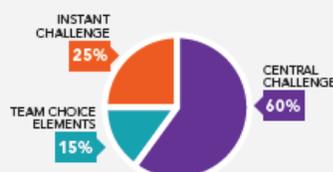
The team will design and carry out a Project that addresses a community need. The team will use Play to assist with meeting the Project goal(s). The team will create an Elevator Pitch that can be used to enlist at least one Community Partner. The team will create a Presentation that features the Project and will present it live at a tournament for score.

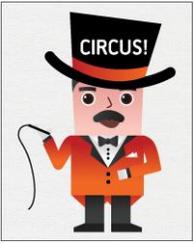
ELEMENT	POINTS	LEARNING OUTCOMES
<b>Central Challenge</b>	<b>Up to 240</b>	
<b>1. The Presentation</b>	<b>Up to 75</b>	<ul style="list-style-type: none"> <li>• Research of Community Needs</li> <li>• Service Learning</li> <li>• Forging Community Partnerships</li> <li>• Utilization of Play</li> <li>• Persuasive Speech</li> <li>• Project Documentation</li> <li>• Budget Management</li> <li>• Use of Social Media</li> <li>• Effective Storytelling</li> <li>• Theater Arts Skills</li> <li>• Critical Thinking</li> <li>• Team Collaboration</li> <li>• Interpersonal Communication</li> <li>• Presentation Skills</li> <li>• Time Management</li> <li>• Perseverance</li> <li>• Risk Taking</li> <li>• Stages of the Creative Process</li> <li>• Self-directed Learning</li> </ul>
a. Presenting a clear and effective storyline	Up to 25	
b. Clear communication of Project goal(s)	Up to 20	
c. Clear communication of main Project activities	Up to 20	
d. Acknowledgement of Community Partner(s) the team enlisted and how they assisted with the Project	0 or 10	
<b>2. Play</b>	<b>Up to 60</b>	
a. Including a live demonstration of how Play was used in the Project	0 or 10	
b. Creative demonstration of how Play was used in the Project to create connections between people	Up to 25	
c. Effective integration of the live Elevator Pitch into the Presentation	Up to 25	
<b>3. Elevator Pitch</b>	<b>Up to 35</b>	
a. Elevator Pitch is presented live during the Presentation	0 or 5	
b. Effectiveness of Elevator Pitch	Up to 15	
c. Effective integration of the live Elevator Pitch into the Presentation	Up to 15	
<b>4. Project Evaluation</b>	<b>Up to 70</b>	
a. Effective communication of the Project Evaluation during the live Presentation	Up to 20	
b. Thoroughness of the Project Evaluation	Up to 20	
c. Communication during the Presentation of whether or not the Project met its goal(s)	0 or 10	
d. Effective integration of the Project Evaluation into the live Presentation	Up to 20	
<b>TEAM CHOICE ELEMENTS</b>	<b>Up to 60</b>	
<b>5. Team Choice Element 1</b>	<b>Up to 30</b>	
a. Creativity and originality	Up to 10	
b. Quality, workmanship or effort that is evident	Up to 10	
c. Relationship to the Project and/or Presentation	Up to 10	
<b>6. Team Choice Element 2</b>	<b>Up to 30</b>	
a. Creativity and originality	Up to 10	
b. Quality, workmanship or effort that is evident	Up to 10	
c. Relationship to the Project and/or Presentation	Up to 10	

### CENTRAL CHALLENGE SCORING



### PUTTING IT ALL TOGETHER





## 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. **This is a non-competitive Challenge.**

- 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.

### What Should We Include in Our Play?

- **Story:** Your circus should include three acts that are performed one after the other. The acts take place in one circus ring. All acts are performed live.
- **Characters:** Your circus should include a ringmaster and performers.
- **Acts:**
  - One of the circus acts must include a balancing act that uses something to balance two things such as props and/or team members.
  - One of the acts must include at least two geometric shapes, such as triangle, circle, cube, cylinder, etc.
  - One of the acts is a free choice act and it is up to the team to decide what is performed during this act.
  - Remember, the circus must be safe! Be very careful that everyone in the circus cannot get hurt. What you do and the way you do it must be safe for everyone.
- **Setting:** The setting of the play is the circus ring. Remember the ring will be about 10 feet wide.
- **Costumes:** All of the performers should be in costume.
- **Props:** One of the props must be something that balances two things.

### LEARNING OUTCOMES

- Research Circus History
- Effective Storytelling
- Theater Arts Skills
- Science: Understanding Balance
- Math: Understanding Geometric Shapes
- Critical Thinking
- Team Collaboration
- Interpersonal Communication
- Presentation Skills
- Time Management
- Perseverance
- Risk Taking
- Stages of the Creative Process
- Self-directed Learning

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