How to Watch a 2019 Destination Imagination® Team Challenge

Annually, we offer seven new standards-based Challenges in STEM (truly STEAM), 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 with over 150,000 students 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. "DI" is unique in that these *solutions must be fully solved and created by the team members alone*.

New Hampshire Destination Imagination (NH-DI) administers the program for over 1,800 Granite State students from over 100 schools and community groups. Teams start in the fall, compete in March to try and advance to Destination Imagination Global Finals in May.

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, Structural, Fine Arts, Improvisational, 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 5 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 – key Future of Work skills**. 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. Each team also participates in an Instant Challenge, closed to the public. This Challenge assesses the team's "think on their feet", teamwork and collaboration skills.
WHERE	**New Hampshire team's solutions are assessed at regional and state tournaments.** While most schools run DI as a community or after school program, some school districts incorporate the program into their electives curriculum. Top scoring teams at our state tournament compete with top teams from 48 states and 30 countries at Destination Imagination Global Finals.
$	With an annual registration of ~ $250 per team for seven students, NH-DI is an amazing value for life skills received!

Special Thanks to Southern New Hampshire University

Southern New Hampshire University is the country's fastest-growing nonprofit university and our **Innovation Level Sponsor**!

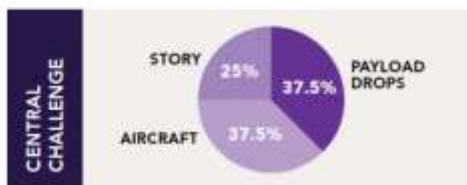# 2019 Team Challenge *Ultra-Simplified* Summaries

Technical Challenge: On Target

LEARNING OUTCOMES: Aircraft Design, Technical Engineering & Design, Accuracy & Precision, Effective Storytelling

- Design and build an aircraft that takes off, flies, and lands.
- Design the aircraft to deliver a team-created payload.
- Create and present a story about one or more characters exploring a remote place.
- Create and present two Team Choice Elements that show off the team's interests, skills, areas of strength, and talents.

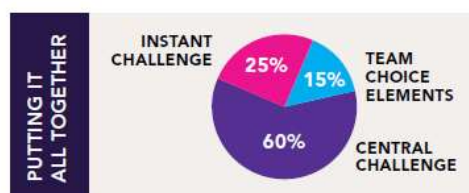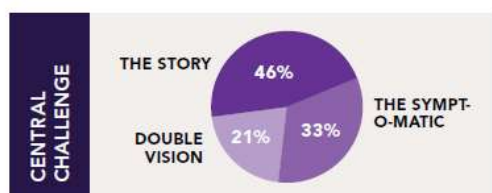|		
A. Aircraft (See Section I.A.)		**Up to 90**
1. Technical Design of the Aircraft This includes the Aircraft and all parts that assist with the Takeoff, Flight, and/or Landing. Technical Design is the result of a plan for carrying out or accomplishing a task. A high-quality design shows careful planning and is effective, efficient, and reliable.		Up to 40
2. Technical Innovation of the Aircraft This includes the Aircraft and all parts that assist with the Takeoff, Flight, and/or Landing. Technical Innovation includes how new, unique, original, or creative the methods are for carrying out or accomplishing a task.		Up to 40
3. Successful Aircraft Landing(s) Your team will earn 2 points for each successful Landing.		Up to 10
B. Payload Drops (See Section I.B.)		**Up to 90**
1. Technical Design of Payload Drop method(s) This includes all parts that assist with Payload Drop(s).		Up to 20
2. Technical Innovation of Payload Drop method(s) This includes all parts that assist with Payload Drop(s).		Up to 20
3. Successful Payload Drop(s) Your team will earn up to 10 points for each Payload dropped successfully into the Payload Drop Zone.		Up to 50
C. Story (See Section I.D.)		**Up to 60**
1. Dramatic portrayal of the Featured Character		Up to 20
2. Integration of the Aircraft and Payload Drops into the story This means that the Aircraft and Payload Drops are important to the story.		Up to 20
3. Creativity of the story about one or more characters exploring a remote place A story is more creative when there is novel development of the storyline and characters.		Up to 10
4. Clear and effective storytelling This means the story has a beginning, a middle, and an end and is presented in a way that is easy to follow and understand.		Up to 10
D. Team Choice Element 1 (See Section II.)		**Up to 30**
1. Creativity and originality		Up to 10
2. Quality, workmanship, or effort that is evident		Up to 10
3. Integration into the Presentation		Up to 10
E. Team Choice Element 2 (See Section II.)		**Up to 30**
1. Creativity and originality		Up to 10
2. Quality, workmanship, or effort that is evident		Up to 10
3. Integration into the Presentation		Up to 10

Up to 240 Points / Up to 60 Points

Scientific Challenge: Medical Mystery

LEARNING OUTCOMES: Anatomy & Physiology, Medical Science, Technology, Effective Storytelling

- Research the human body and medical conditions that affect the human body.
- Create and present a story about a medical mystery that affects a human character.
- Design and build a representation that shows the medical mystery and at least one symptom.
- Present an action or scene that is shown from two or more perspectives at the same time.
- Create and present two Team Choice Elements that show off the team's interests, skills, areas of strength, and talents.

A. Story (See Section I.A.)		**Up to 110**
1. Dramatic portrayal of the human character affected by the Medical Mystery		Up to 30
2. Integration of research about the human body and/or medical conditions into the story		Up to 30
3. Diagnosis is presented and is supported by at least one Symptom		0 or 10
4. Creativity of the story A story is more creative when there is novel development of the storyline and characters.		Up to 20
5. Clear and effective storytelling This means the story has a beginning, a middle, and an end and is presented in a way that is easy to follow and understand.		Up to 20
B. The Sympt-O-Matic (See Section I.B.)		**Up to 80**
1. Integration of the Sympt-O-Matic into the story		Up to 20
2. Technical Design of the Sympt-O-Matic Technical Design is the result of a plan for carrying out or accomplishing a task. A well-designed Sympt-O-Matic shows careful planning and is effective, efficient, and reliable.		Up to 30
3. Technical Innovation of the Sympt-O-Matic Technical Innovation includes how new, unique, original, or creative the methods are for initiating, operating, and/or producing the Sympt-O-Matic.		Up to 30
C. Double Vision (See Section I.C.)		**Up to 50**
1. Integration of Double Vision into the story		Up to 25
2. Effective Blocking and Staging to enhance Double Vision		Up to 25
D. Team Choice Element 1 (See Section II.)		**Up to 30**
1. Creativity and originality		Up to 10
2. Quality, workmanship, or effort that is evident		Up to 10
3. Integration into the Presentation		Up to 10
E. Team Choice Element 2 (See Section II.)		**Up to 30**
1. Creativity and originality		Up to 10
2. Quality, workmanship, or effort that is evident		Up to 10
3. Integration into the Presentation		Up to 10

Left labels: Up to 240 Points (A–C), Up to 60 Points (D–E)

CENTRAL CHALLENGE: THE STORY 46%, DOUBLE VISION 21%, THE SYMPT-O-MATIC 33%

PUTTING IT ALL TOGETHER: INSTANT CHALLENGE 25%, TEAM CHOICE ELEMENTS 15%, CENTRAL CHALLENGE 60%
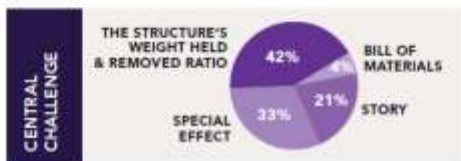
Engineering Challenge: Monster Effects

LEARNING OUTCOMES: Structural Integrity & Failure, Structural Engineering, Technical Design, Effective Storytelling

- Design and build a structure that can support weight without breaking.
- Test the structure by placing weights and then removing them.
- Create and present a story in which the sudden appearance of a monster has surprising results.
- Design and create a special effect to enhance the sudden appearance of the monster and/or the events surrounding the monster in the story.
- Create and present two Team Choice Elements that show off the team's interests, skills, areas of strength, and talents.

A. The Structure's Weight Held and Removed Ratio (See Section I.E.)		**Up to 100**
In each competition level, the Structure with the highest Weight Held and Removed Ratio will receive 100 points. The scores for all other teams in that level will be based on the percentage of their Structure's Weight Held and Removed Ratio compared to the highest Weight Held and Removed Ratio in that level. Team's score = (WHRR ÷ highest WHRR in level) × 100 This score, added to the scores your team earns for the items listed below, will equal the total Raw Score.		Up to 100
B. Bill of Materials (See Section I.B.)		**0 or 10**
1. Bill of Materials, samples, and original packaging are provided A Bill of Materials listing all materials used in the Structure, a sample of each material used in the Structure, and original packaging (when required in Section I.B) are presented at Structure Check-In.		0 or 10
C. Story (See Section I.G.)		**Up to 50**
1. Creativity of the story A story is more creative when there is novel development of the storyline and characters.		Up to 15
2. Integration of the story with Structure Testing This means the testing of the Structure is important to the story.		Up to 15
3. Theatrical effect of the Monster This includes how the scenery, costumes, makeup, props, script, acting, and/or other theatrical elements support the portrayal of the Monster.		Up to 20
D. Special Effect (See Section I.H.)		**Up to 80**
1. Automatic triggering of the Special Effect		0 or 10
2. Technical Design of the Special Effect Technical Design is the result of a plan for carrying out or accomplishing a task. A high-quality design shows careful planning and is effective, efficient, and reliable.		Up to 25
3. Technical Innovation of the Special Effect Technical Innovation includes how new, unique, original, or creative the methods are for carrying out or accomplishing a task.		Up to 25
4. Theatrical impact of the Special Effect This means the Special Effect enhances the sudden appearance of the Monster and/or the events surrounding the Monster in a dramatic, interesting, and/or memorable way.		Up to 20
E. Team Choice Element 1 (See Section II.)		**Up to 30**
1. Creativity and originality		Up to 10
2. Quality, workmanship, or effort that is evident		Up to 10
3. Integration into the Presentation		Up to 10
F. Team Choice Element 2 (See Section II.)		**Up to 30**
1. Creativity and originality		Up to 10
2. Quality, workmanship, or effort that is evident		Up to 10
3. Integration into the Presentation		Up to 10

Left margin labels: Up to 240 Points (sections A–D); Up to 60 Points (sections E–F)

CENTRAL CHALLENGE:
- THE STRUCTURE'S WEIGHT HELD & REMOVED RATIO — 42%
- BILL OF MATERIALS — 4%
- STORY — 21%
- SPECIAL EFFECT — 33%

PUTTING IT ALL TOGETHER:
- INSTANT CHALLENGE — 25%
- TEAM CHOICE ELEMENTS — 15%
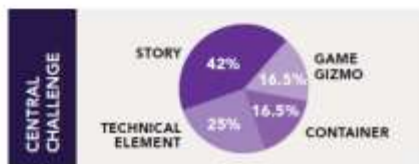- CENTRAL CHALLENGE — 60%

Fine Arts Challenge: Game On

LEARNING OUTCOMES: Game Design, Theatrical Set & Prop Design, Technical Design, Theater Arts Skills

- Create and present a story that integrates research of a team-selected game.
- Create and present a game gizmo that causes an action or event to occur.
- Design and create a container that goes through a transformation.
- Design either the game gizmo or the container to be a technical element.

- Create and present two Team Choice Elements that show off the team's interests, skills, areas of strength, and talents.

A. Story (See Section I.B.)		**Up to 100**
1. Creativity of the story A story is more creative when there is novel development of the storyline and characters.		Up to 30
2. Creative integration of Game research This includes how the history, design, and use of the team-selected Game are important to the story.		Up to 30
3. Effective portrayal of 2 Points of View		Up to 20
4. Clear and effective storytelling This means the story has a beginning, a middle, and an end and is presented in a way that is easy to follow and understand.		Up to 20
B. Game Gizmo (See Section I.C.)		**Up to 40**
1. Effective portrayal of the Game Gizmo This means how well the team member(s) theatrically represent the game component and its use.		Up to 20
2. Integration of the Game Gizmo into the story This includes how the Game Gizmo causes one or more actions or events to occur.		Up to 20
C. Container (See Section I.D.)		**Up to 40**
1. Integration of the Container into the story This means that the Container and its transformation are important to the story.		Up to 20
2. Creative transformation of the Container This means how creatively the Container transforms into something different from its original form.		Up to 20
D. Technical Element (See Section I.E.)		**Up to 60**
1. Technical Design of the Technical Element Technical Design is the result of a plan for carrying out or accomplishing a task. A well-designed Technical Element shows careful planning and is effective, efficient, and reliable.		Up to 30
2. Technical Innovation of the Technical Element Technical Innovation includes how new, unique, original, or creative the methods are for carrying out or accomplishing a task.		Up to 30
E. Team Choice Element 1 (See Section II.)		**Up to 30**
1. Creativity and originality		Up to 10
2. Quality, workmanship, or effort that is evident		Up to 10
3. Integration into the Presentation		Up to 10
F. Team Choice Element 2 (See Section II.)		**Up to 30**
1. Creativity and originality		Up to 10
2. Quality, workmanship, or effort that is evident		Up to 10
3. Integration into the Presentation		Up to 10

Up to 240 Points (for sections A–D)
Up to 60 Points (for sections E–F)

CENTRAL CHALLENGE: STORY 42%, GAME GIZMO 16.5%, CONTAINER 16.5%, TECHNICAL ELEMENT 25%

PUTTING IT ALL TOGETHER: INSTANT CHALLENGE 25%, TEAM CHOICE ELEMENTS 15%, CENTRAL CHALLENGE 60%

NEW HAMPSHIRE DESTINATION IMAGINATION

Improvisational Challenge: Heads Up

LEARNING OUTCOMES: Cultural Competency, Character Development, Nonverbal Communication, Effective Storytelling

- Research historical figures found on coins from around the world.
- Create and present an improvisational skit that includes the historical figures in a tale.
- Integrate an event that has an impact on the tale.
- Present the skit in two parts, changing between comedy and tragedy.
- Present the skit in two styles, changing from verbal to nonverbal.

Up to 300 Points		
A. Skit (See Section I.A.)		**Up to 30**
1. Creativity of the Skit		Up to 15
2. Clear and effective storytelling This means the story has a beginning, a middle, and an end and is presented in a way that is easy to follow and understand.		Up to 15
B. Improv Element 1: The Figure Heads (See Section I.B.)		**Up to 70**
1. Effective portrayal of Figure Head 1 This means how well your team represents the ideas, personality traits, and other characteristics that make the Figure Head unique.		Up to 25
2. Effective portrayal of Figure Head 2 This means how well your team represents the ideas, personality traits, and other characteristics that make the Figure Head unique.		Up to 25
3. Integration of Figure Heads into the story		Up to 20
C. Improv Element 2: The Tale (See Section I.C.)		**Up to 50**
1. Creative portrayal of the Tale		Up to 50
D. Improv Element 3: The Genres (See Section I.D.)		**Up to 50**
1. Effective portrayal of the comedy genre This means how well your team represents the characteristics of the comedy genre.		Up to 25
2. Effective portrayal of the tragedy genre This means how well your team represents the characteristics of the tragedy genre.		Up to 25
E. Improv Element 4: The Flip (See Section I.E.)		**Up to 50**
1. Integration of the Flip into the story		Up to 25
2. Effective use of the Nonverbal style after the Flip is read		Up to 25
F. Teamwork		**Up to 30**
This includes your team's ability to work together, plan, move the story along, and improvise.		Up to 30
G. Overall Presentation		**Up to 20**
This means that all elements of your team's Presentation are well integrated and executed.		Up to 20
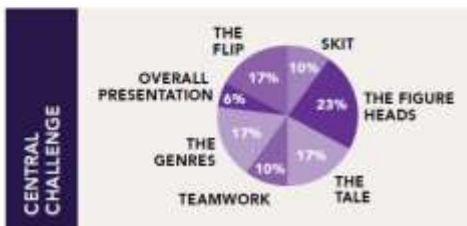
Service Learning Challenge: Escape Artists

LEARNING OUTCOMES: Social Entrepreneurship, Project Management, Theater Arts Skills, Effective Storytelling

- Identify, design, and carry out a project that addresses a need in a real community.
- Create and theatrically present a story that builds suspense about characters who attempt an escape.
- Integrate information about the project through clues that help the characters attempt to escape.
- Integrate information about the future of the project.
- Create and present two Team Choice Elements that show off the team's interests, skills, areas of strength, and talents.

A. Story of Escape (See Section II.A.)		**Up to 110**
1. Creativity of the story A story is more creative when there is novel development of the storyline and characters.		Up to 30
2. Including at least one goal of the Project		0 or 10
3. Creative integration of information about at least one Project event or activity into the story		Up to 15
4. Thoroughness of Project information represented in the story		Up to 30
5. Creative integration of information about the future of the Project into the story		Up to 25
B. Clues (See Section II.B.)		**Up to 90**
1. Integration of the clues into the story		Up to 30
2. Creative design of Clue A This includes the integration of Project information into Clue A.		Up to 20
3. Creative design of Clue B This includes the integration of Project information into Clue B.		Up to 20
4. Creative design of Clue C This includes the integration of Project information into Clue C.		Up to 20
C. Suspense (See Section II.C.)		**Up to 40**
1. Effectively building suspense about whether characters will escape		Up to 40
D. Team Choice Element 1 (See Section III.)		**Up to 30**
1. Creativity and originality		Up to 10
2. Quality, workmanship, or effort that is evident		Up to 10
3. Integration into the Presentation		Up to 10
E. Team Choice Element 2 (See Section III.)		**Up to 30**
1. Creativity and originality		Up to 10
2. Quality, workmanship, or effort that is evident		Up to 10
3. Integration into the Presentation		Up to 10

Left margin labels: Up to 240 Points (sections A–C); Up to 60 Points (sections D–E)

CENTRAL CHALLENGE: SUSPENSE 17%, CLUES 37%, STORY OF ESCAPE 46%

PUTTING IT ALL TOGETHER: INSTANT CHALLENGE 25%, TEAM CHOICE ELEMENTS 15%, CENTRAL CHALLENGE 60%

Early Learning Challenge: Pop Up (NON-COMPETITIVE)

This is an age appropriate pre-k to second grade, non-competitive Challenge.

LEARNING OUTCOMES: Technical Design, Theatrical Set & Prop Design, Improvisational Skills, Effective Storytelling

- Explore fiction and nonfiction stories.
- Create and present a story that combines elements of both fiction and nonfiction.
- Design and build a technical device.

- Create an interactive, life-size pop-up book to help tell the story.
- Integrate a randomly selected item into the story.

WHAT SHOULD WE INCLUDE IN OUR PLAY?

Story
Create and present a new story that combines parts of fiction and nonfiction stories you have read. Your play should have a clear beginning, middle, and end.

Characters
All team members should be included in the play. Your team may choose to include any fictional and/or nonfictional characters that you would like.

Costumes
Every team member should wear a costume that shows something about their character in the play.

Pop-Up Book
Create a life-size pop-up book that shows your setting and helps to tell your story. Your book should have at least two different pages. Each page should have at least one part that pops up or moves.

Technical Device
Design and build a device that moves or does something to help tell your story. Your technical device can be a prop, costume, piece of scenery, part of your pop-up book, or anything else in your play.

Improv Item
Use a randomly selected improv item in your play to help tell the story. Your team can use this item in any way you choose! In the Prep Area at the tournament or showcase, your team will randomly choose a card. The card will list the improv item your team will use in your play. The item will be a scarf, a cloth shopping bag, or a cardboard tube longer than 10in (25.4cm). Your team should bring these items with you to the tournament. Your team will not know which improv item you will need to use in your play until you choose the card in the Prep Area. Your team should practice with each of the three improv items before the tournament or showcase.