

New Team Manager Training Part 2

The part where it gets fun!

Tips, Tricks, and Tools of the Trade

Reminders...

Every team needs to recruit an appraiser and a tournament helper.

Please read and share the DI Youth Protection Policy.

Provide proof of an approved background check.

Training Dates:

11/6/19 7:00-8:00pm Challenge Master Meet and Greet

11/19/19 TM Instant Challenge Make and Take

12/6/19 Registration deadline

1/21/20 Tournament Prep and Paperwork



☒ *Snack*

☐ *Warm Up Game*

☐ *Instant Challenge*

☐ *Challenge Development*

☐ *Improv Game/Refocus*

☐ *More Challenge Work*

☐ *Reflection*

Feed them!

Avoid the hangry meltdowns.

If you feed them, they will think!

Getting to Know You



What is your favorite class?
What makes you feel smart?
What do you do well?



Do you have any hobbies?
How do you like to spend free time?
Do you have any pets?



What is your favorite movie or TV show?
Favorite band, song, genre, or album?
Favorite book?



Favorite time of year/season?
Favorite holiday?
Something your family does together?



Favorite food, candy, or drink?
What is your spirit animal?
Something you could not live without?



What makes you sad or scared?
What do you worry about?
Do you have any pet peeves?



Snack



Warm Up Game



Instant Challenge



Challenge Development



Improv Game/Refocus



More Challenge Work



Reflection

A chance to reconnect.

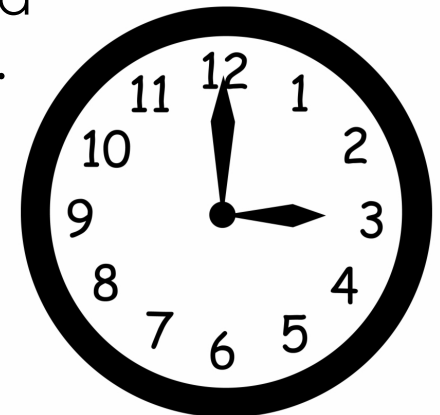
Focus attention.

Get everyone working together.

Burn off some energy.

Can happen during snack.

Set a timer for
snack and
warm up.

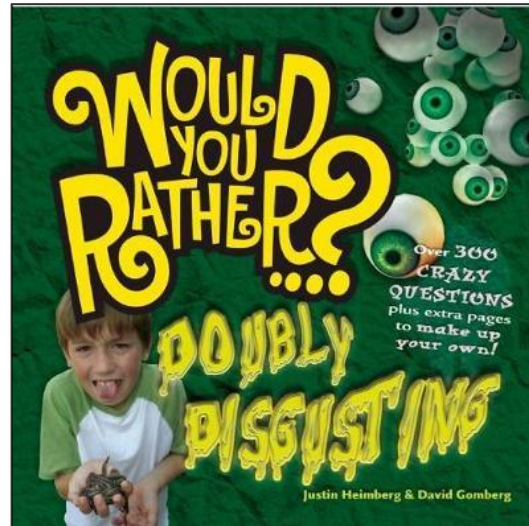


Warm Up Games-Story Games



Warm Up Games-Thinking Game

- ✧ Would You Rather
- ✧ Drawing Game-scribble, pass, write
- ✧ What is Missing? What Moved?
- ✧ Zip-Zap-Zop
- ✧ Rebus Puzzles
- ✧ Alphabet Grocery List





Snack



Warm Up Game



Instant Challenge



Challenge Development



Improv Game/Refocus



More Challenge Work



Reflection

Practice Instant Challenge at every meeting!

Practice Roles

Material Exploration

Use IC to learn strengths and weaknesses.

Teach Skills

acting

staging

building

story development

TM Instant Challenge Training
November 19 in NRH



Snack



Warm Up Game



Instant Challenge



Challenge Development



Improv Game/Refocus



More Challenge Work



Reflection

Brainstorming

Story Writing

Decision Facilitating

Sticky Notes

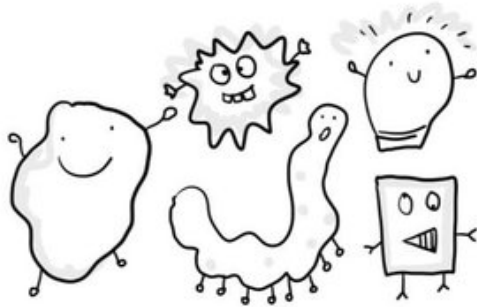
ROADMAP



FOR TEAM
MANAGERS

Brainstorming-Rules

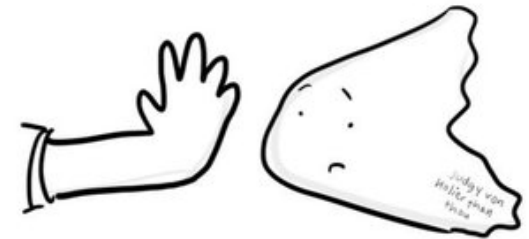
ENCOURAGE **WILD** IDEAS



BUILD ON THE IDEAS OF OTHERS



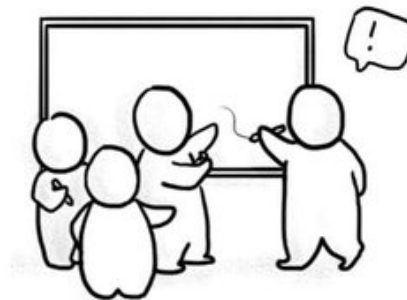
DEFER JUDGMENT



STAY FOCUSED ON THE TOPIC



ONE CONVERSATION AT A TIME



GO FOR QUANTITY



Brainstorming-Lists

Space- 2nd Grade

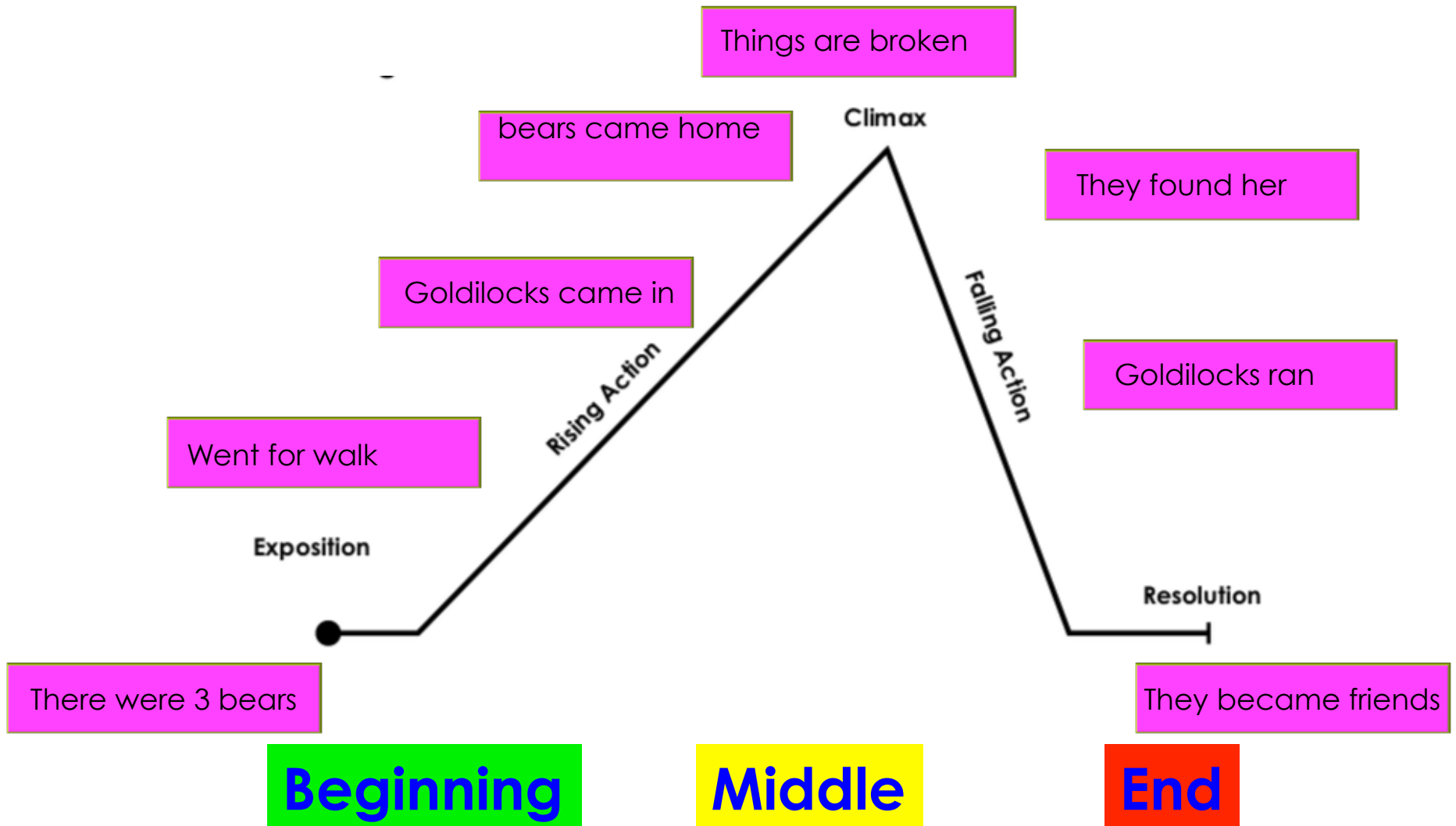
- A- Aliens, Alien tracker,
- B- blast off, balls, book, bacon,
- C- crash, cats, Candy, colors
- D- Disney Rocketship, Disk, dogs
- E- Earth, eat
- F- food, Fans, Flying pigs, friends, fidget, ^{fun}
- G- Gum, goofs, goofy planet, games, ^{spinner}
- H- honey,
- I- igloo, island,
- J- Jupiter, jetpack
- K- Kickball
- L- Luke Skywalker,
- M- Mars, Moon, Metal, Music, myself,
- N- Neptune, Nails,
- O- Octopus, ^{ping-pong}
- P- Pluto, planets, puppies, pizza, pig planet,
- Q- quick jets,
- R- rocket, rings, ^{Saturn,}
- S- Space, stars, sleep, Sun, skateboard, ^{space} pirates
- T- Taffy, the sun, tea party
- U- umbrella (meteor shower)
- V- Venus, violins,
- W- watch, wings, Wallball
- X- xylophone -
- Y- yo-yo
- Z- zebra planet

- A- aliens, ~~Atadita~~
- B- ~~Beast~~ Buzz, Bo Peep, 25
- C- ~~Cinderella~~, Chip, ~~Cat~~, C3PO 24
- D- ~~Duke~~ 20
- E- Enchanted Friends, Entertainment, ~~Space~~, Ears
- F- Forky, ~~Fireworks~~
- G- Gordies
- H-
- I-
- J- ~~Jasmine~~, ~~Jafar~~, Jedis
- K-
- L- ~~Lion King~~, Light Sabers
- M- ~~Magic Kingdom~~, Moana, ~~Star Wars~~
- N-
- O-
- P- Porc-hantas, ~~Pumpkin~~
- Q-
- R- ~~R2D2~~
- S- ~~Spider-Man~~, ~~Star Wars~~
- T- ~~Toy Story~~, ~~Timon~~, ~~Timoteo~~
- U-
- V-
- W- ~~Woody~~
- X-
- Y-
- Z-

Brainstorming- Sticky Notes

Story Problem	Flashback	Characters	Setting	Invention	Impact Scenery
mutants coming to attack	before, when it was safe	mega team	Area 51		
more happen in the moon	When Earth disappeared	Alien People	space station	Reverse Nuclear reactor - Rocket Ship	→ Moon → Earth ←
Reverse for Story Problems Go to defeat Dr. Doom	Evil Gods are coming World war Reverse flash was a good guy Some is	Fairies	Dark City		

Brainstorming- Sticky Notes



Challenge - Decision Making

IV. SCORING

The Central Challenge: Up to 240 Points

A. Story (See Section I.A.)		Up to 30
1. Creativity of the story about the first encounter between an Outsider Species and a Habitat A story is more creative when there is novel development of the storyline and characters.		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. Outsider Species and Habitat (See Section I.B.)		Up to 100
1. Integration of research about the Outsider Species into the story		Up to 30
2. Dramatic portrayal of the Outsider Species		Up to 20
3. Integration of research about the Habitat into the story		Up to 30
4. Visual impact of the Habitat This includes the use of imagery, themes, color, shapes, and/or other methods to create the physical appearance of the Habitat.		Up to 20
C. Outsider Species Morph (See Section I.C.)		Up to 20
1. Theatrical effect of the Outsider Species Morph An Outsider Species Morph is theatrically effective when the change in the Outsider Species is interesting, entertaining, and/or memorable.		Up to 20
D. Habitat Morph (See Section I.D.)		Up to 60
1. Theatrical effect of the Habitat Morph A Habitat Morph is theatrically effective when the change of the Habitat is interesting, entertaining, and/or memorable.		Up to 20
2. Technical Design of the Habitat Morph 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 20
3. Technical Innovation of the Habitat Morph Technical Innovation includes how new, unique, original, or creative the methods are for carrying out or accomplishing a task.		Up to 20
E. Theater in the Round (See Section I.E.)		Up to 30
1. Effective use of Theater in the Round This includes the use of Blocking and Staging to enhance the effect of Theater in the Round.		Up to 30

Team Choice Elements: Up to 60 Points

F. 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
G. 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

Huey



Dewey

Daffy



Tweety



Louie



Tweety



Donald



Daisy



Assign team members to scoring elements by their strengths and skills.

Those team members will make the final decision if the team can not agree.

They will be experts on that section of the rules.

They will be responsible for that section of the Tournament Data Form.



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Use when everyone is restless

Team Building Games

Improv helps develop IC skills

Good for character development

Refocus-Improv Games

- ✧ Story, Story, Die
- ✧ Taxi Driver
- ✧ Four Scenes
- ✧ Alphabet Waiter
- ✧ Alien, Tiger, Cow
- ✧ What are you doing?
- ✧ Cross the Circle
- ✧ One Word at a Time

There's an app for that!

- StoryLine
- Improv Toolbox
- Improv Hoedown
- Improv Game Dictionary

Refocus Games-Team Building

- ✧ Marble Run—Pipeline
- ✧ Pass the Banana
- ✧ Hula Hoop
- ✧ Blind Fold Maze
- ✧ Cup Stack
- ✧ Line Up, Don't Talk
- ✧ Flip the Blanket
- ✧ Make a...

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Adhesives

Tools

Cardboard

Hot Glue

Safety First

Pro Tip: Use rubbing alcohol to remove acrylic or latex paint from clothing. If it needs to soak, use hand sanitizer that is mostly alcohol. You might need to scrub lightly with a brush.

Tools-Adhesives

All you want to know about CRAFT ADHESIVES



Glue Dots



E6000



Super Glue



Glue Sticks



Blue Gel Glue



Mod Podge



Glue Pen



Fabric Glue



Tacky Glue



Wood Glue



Foam Tape



Tape Runners



Duct Tape



Spray Adhesive



Glue Gun



Washi Tape



Double-Sided Tape

U Create

Craft Adhesive Guide

	PAPER	PLASTIC	WOOD	METAL	FABRIC	GLASS	PERMANENT	REMOVABLE	ACID-FREE
GLUE GUN	X	X	X		X		X		
SCHOOL GLUE	X							X	X
MOD PODGE	X	X	X		X	X	X		X
GLUE DOTS	X	X		X			X	X	X
WOOD GLUE			X				X		
SUPER GLUE	X					X	X		
TACKY GLUE	X	X	X		X		X		X
SPRAY ADHESIVE	X				X		X	X	X
E6000	X	X	X	X	X	X	X		
EPOXY	X		X	X		X	X		
TAPE RUNNER	X						X	X	X
WASHI TAPE	X	X	X			X		X	X

X = version available

<https://www.u-createcrafts.com/craft-adhesive-guide/>

by U Create

Tools-Cutting

ZIPSNIPTM



Ratcheting PVC Pipe Cutter



Harbor Freight Scissors



Always wear gloves if using a knife.

Tips-Cardboard

Find large pieces at furniture, appliance, and hardware stores.

Know how to use the channels in the cardboard to your advantage.

Do NOT cut a one ft. square from the center of a 5 ft. square of cardboard!

<https://theartofeducation.edu/2016/03/17/tapping-declarative-procedural-knowledge-art-room/>

<http://www.ikatbag.com/2011/03/how-to-work-with-cardboard.html>



Tips-Hot Glue

- ◆ Always put the glue on the bigger object.
- ◆ Trace smaller object to know where to put the glue.
- ◆ Have little kids wear a heat resistant glove.
- ◆ Always supervise the hot glue gun.
- ◆ Know burn first aid. Have burn cream on hand.
- ◆ It can be used safely!



Tips-Other Tools

- ◆ Don't be afraid to let them use real tools.
- ◆ Find a parent to teach tool skills.
- ◆ Safety is top priority. You must have an adult to supervise tools at all times.
- ◆ Have the hardware store cut the wood. Must be exactly as the team has instructed.
- ◆ Drills are easy and fun to use.
- ◆ Measure **TWICE**, cut ONCE!



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Check the timeline/calendar

Assign homework

What went well/failed?

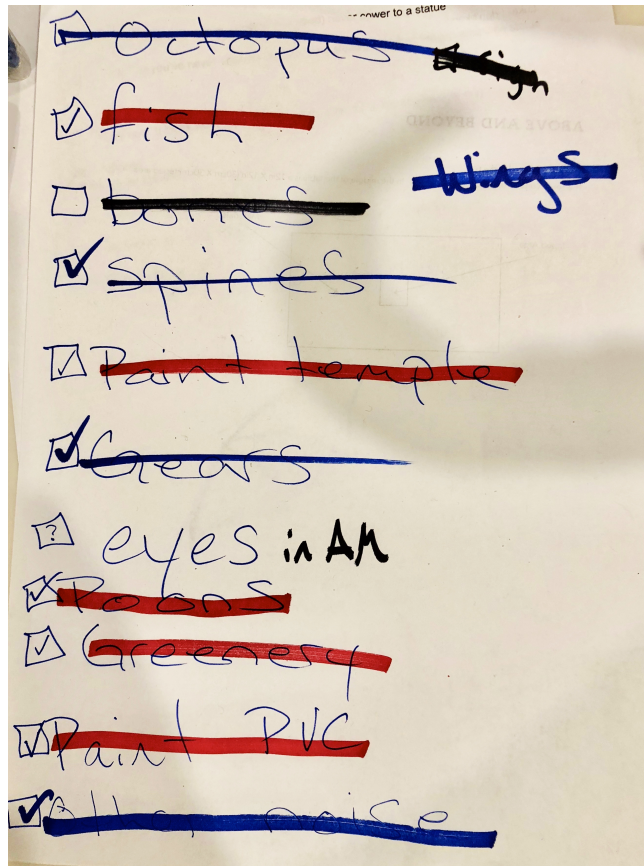
What will we work on next week?

Materials list

Check lists are fun!

Check lists and Calendars

Mark it off as you go along!
Show your progress!



The Creative Process

1. This is going to be awesome
2. This is tough
3. This is garbage
4. I can't do this
5. OK, maybe I can do this
6. This is starting to look cool
7. This is awesome