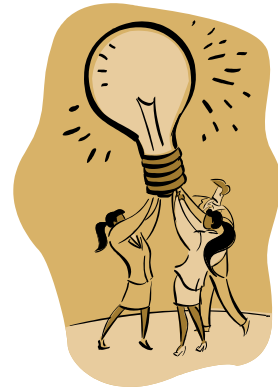


Team Organization Tips

- ✓ Brain Storming
- ✓ Moving from Brainstorming to development to practice- -
- ✓ Motivation
- ✓ Keeping on track



Brainstorming:

- The Asteroid Field vs. The Microscope (both are great in different situations)
- setting up a “No Criticism—yes, and” zone

Phases for moving from Brainstorm to Development to practice

- Overview of the problems---narrowing down to two
- Choosing between two problems: develop possible scenarios and aspects of each problem using brainstorming, to see which one yields enthusiastic discussion of possible ideas
- Beginning to Brainstorm the Chosen Problem: take different aspects of the problem, and use the asteroid field to generate as many as possible; then, ask team to choose a few of these ideas to “group” and/or to develop
- Team Activity: Using the problem parameters, have the team set up the physical boundaries and explain the set up to the coach; helpful with a facilitator who is separate from the problem reader
- Setting up an Evaluative Rubric for Brainstormed ideas as you begin to make decisions
- Periodically, have team members summarize for the group what they think the team has decided or is considering.

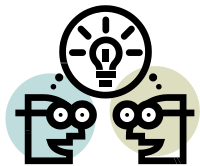


The team needs to decide what would be good, what they are going for, what they think would be generally great. These goals should be listed and posted or available for all to see. Then, as ideas are discussed and weighed, they can be compared against what it is the team had determined would be good. **The Program Guide offers a lot of useful tips!**

- Encourage the team to keep evolving and developing the problem with “yes, and”
- Develop a Working Script; keep the creative process dynamic, not static right up to the end
- Getting the performance on its feet: use improvisation and begin to work with set and props at least 6 weeks before the Tournament

Keeping on track:

- Calendar Countdown---go backwards from tournament; include Spontaneous and Long term; separate planning sessions from work sessions
- Figure out a minimum Final 4 weeks Plan—if everything is great, what is the least amount of practice you will need? ; then, add in extra times and note them as “if needed;” no one is sad to drop a practice, and it’s harder to add! Prepare families at the beginning to set aside the time you will need at the end right before the tournament. (If you already have set times “after school,” then prepare the team for this 4 week period as a “must be at practice” zone.)
- Find out your team member/team member family needs or “big dates” so you’re not surprised
- Sketch out a practice plan 6-8 weeks at a time so it can go on calendars to guarantee practice time;
- (some people like to do the “stone’s throw” method, going practice to practice; if you have the temperament for it, fine. But if you need to be sure of practice, work with the sketched plan.)
- Post goals before each practice; The coach can post the initial goals as you begin to help the team understand the problem; then, as the team works on the problem, the team should set the goals at the beginning of each practice (for that time period) and at the end of the practice (things to be worked on, and when they are due.)
- “Stopped in your Tracks”: Social and Personal Distractions that get in the way
 - Emphasize that all personal issues get parked by the door—they can be picked up on the way out after practice
 - Remind kids that Practice is about ideas and the entire team, not about any one person pulling focus---comments like “keep it positive” or “keep it about the team” can help



Motivation: Most of all, Be positive and Remind the kids about how creative they are!

- Begin each practice with a reminder of how many weeks there are until the tournament.
- Have the team make a list of what is being worked on, and what still needs to be done.
- 6 week countdown: Every practice, say to your team, “Pretend I’m the judge. Show me what you have.” Have the team place it in a physical location/pile. It makes it more concrete for them to realize what they still need to do.
- Tell the team that folding is not an option; you are going to the Tournament no matter what. Even if something doesn’t work the way that they want, they will be affirmed in other things that do work. This is a great motivator---no “parachute out” makes kids produce!