

Dialogue

Hot Destination ImagiNation News from Destination ImagiNation of New York
October 2006

More tips to help you on your way...

Team Manager Training:

Attending a Team Manager Training Workshop will assure your confidence and competence in managing your teams. Please plan on attending a TM Workshop in your Region.

2006 - 2007 TEAM MANAGER TRAINING DATES

EVENT	DATE
<p>Western Region <u>New</u> Team Manager Training or What have I gotten myself into?!?! Board Room, Clarence High School <i>(Enter through District Office doors. Go upstairs and through the District Administration door. Turn left at the secretary's desk. At the end of the hall, turn right. Board Room is on the left.)</i></p>	<p>Saturday October 21, 2006 9am - 1pm</p>
<p>Western Region Team Manager Training Practical Advice, Instant Challenge & Tools for Team Managers Board Room, Clarence High School <i>(Enter through District Office doors. Go upstairs and through the District Administration door. Turn left at the secretary's desk. At the end of the hall, turn right. Board Room is on the left.)</i></p>	<p>Saturday October 28, 2006 9am - 1pm</p>
<p>Eastern Region Team Manager Training PNW BOCES Campus</p>	<p>Wednesday November 4, 2006 9am - 1pm</p>
<p>Central Region Team Manager Training George F. Johnson Elementary School</p>	<p>Wednesday November 8, 2006 6pm - 9pm</p>
<p>Brush up for returning Team Managers Board Room, Clarence High School <i>(Enter through District Office doors. Go upstairs and through the District Administration door. Turn left at the secretary's desk. At the end of the hall, turn right. Board Room is on the left.)</i></p>	<p>Saturday November 18, 2006 9am - 1pm</p>
<p>Western Region Appraiser Training Brush up for returning Team Managers Board Room, Clarence High School <i>(Enter through District Office doors. Go upstairs and through the District Administration door. Turn left at the secretary's desk. At the end of the hall, turn right. Board Room is on the left.)</i></p>	<p>Saturday February 10, 2007 8am - 1pm</p>

Additional Team Manager Training Dates may be added to this schedule, and will be added to the Important Date section of the NY-DI website (<http://nydi.org>) homepage.

For additional Training & Information contact your Regional Director:

In the **Eastern Region** please contact **Seth Davis** through e-mail at sdavis@eliasgroup.com

In the **Central Region** please contact **Jan Simone** through e-mail at joejansimone@aol.com

In the **Western Region** please contact **Dee Urban** through e-mail at deurban@adelphia.net

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Team Building Exercises to try with YOUR team:

Five easy (and fun) exercises can help you get your team moving in the right direction! There are MANY more team building exercises included in your Team Manager Training Workshop CD available ONLY at a Team Manager Training Workshop (they are free and chock full of GREAT stuff!):

1. **"Balloon Train"** -- Have each team member blow up a balloon. You then stand in a straight line and put the balloon between your chest and the back of the person in front of you -- no hands now. Give them a path to follow. The team must figure out how to move the whole line, without dropping any balloons. They can use their voice, but no hands. This exercise teaches the students how each person can impact the team, and how important the communication in a group can be.
2. **"Survivor"** -- A great game that got all my girls working together last year: Put together a basket full of goodies -- tin foil, ball, candy, water, screwdriver, etc. anything you find around the house. Tell the team to close their eyes and imagine they are stranded (shipwrecked, caught in a snowstorm, whatever your team will identify with) then each member chooses one item from the basket that they believe will help them survive. Team all gets together and has ten minutes to discuss each item and hear out why each member thinks the item they chose is important. (This really gets them listening to everyone's individual ideas) Then team has to choose together the five most important items to help them survive till help comes. (This really helps them come up with team solutions instead of individual) After they decide they perform a skit which shows how they will use these items to survive and work as a team.
3. **"Knots"** — Stand in a circle, shoulder to shoulder. Ask everyone to reach out and grab two other hands. (You cannot have both hands of one person, and you cannot have the hands of persons on each side of you.) If possible, try not to criss-cross. Now untangle so that all are standing in a round circle again.
4. **"Skin the Snake"** — Have people line up, one behind the other. Reach between your legs and with your left hand grab the right hand of the person behind you. The person in front of you needs to reach back and grab your right hand with their left hand. Once the chain is formed, you're set to go. The last person in line lies down on his back. The person in front of him backs up, straddling his body, and lies down behind him. Continue until the whole group waddles back.
5. **"Life Boat"** -- Tape a square on the floor smaller than an area where the whole team could stand. Tell the team there will be a flood in the next 5 minutes and the only safe place is in the square (lifeboat). This feat can be accomplished by each team member putting one foot in the lifeboat and holding hands with the person across the boat, everyone balancing through the use of teamwork. Don't give the answer, let the team struggle to figure it out.

Top 10 List for Getting Started with Your Team

10. Read and re-read the *Rules of the Road* and the *Team Manager's Guide* and most importantly the specific *Team Challenge*. Have the team read it and re-read until you are sure they understand it.

9. Make sure everyone understands Interference rules. You, the team, and their parents.

8. Have a discussion about expectations. Let the team set their own goals for the season. If you start pushing a team beyond their desire to excel, things will go sour pretty darn quick. Let them discuss and set some team rules. Make sure they understand your expectations such as how they will behave in your house and how often they can miss team meetings.

7. Remember that you don't have to solve the challenge for the team. That's their job. Understanding this can be a big relief for a new Team Manager.

6. In the early stages, concentrate on building the team rather than solving the challenge. Do a lot of improv and Instant Challenge activities.

5. Enlist your team members' parents. Have a parent meeting. Don't be shy about delegating some responsibilities. You'll go crazy if you do it all yourself.

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Top 10 List for Getting Started with Your Team (cont'd)

4. Attend Team Manager's training. They have some excellent training materials and a good training session can give you a big boost. Don't miss it!

3. Use the web. This list is a good start. Visit the New York Destination ImagiNation web site once a week for new information (<http://nydi.org>). Be sure to check out our Lending Library and Team Manager Resource pages – they are linked to our website homepage on the Website Menu – there are great things there for you!

2. Find a mentor. If you can, find a more experienced team manager who doesn't mind if you ask a few "dumb questions". If you can't find an experienced Team Manager don't worry! Your Regional and Affiliate Directors are ALWAYS available to help you! Don't be shy, ask for help!

1. Always remember to have **FUN!** If the team isn't having fun and you aren't having fun - something is wrong.

What is an Instant Challenge?

The Instant Challenge presentation is a chance for your team to show off its creative problem solving skills in a short, unrehearsed presentation to officials. At our tournament teams report to a separate competition area and are escorted to a room where officials will give the team a new challenge to solve. Only the team, one Team Manager, and officials are allowed in this room...no audience is present! The challenges are 3 to 10 minutes in length and worth up to 100 points. Each team that competes in a specific Team Challenge at a specific competition level will receive the same Instant Challenge. It is very important to keep the challenge a secret after your team has competed. You may discuss it privately among yourselves but you will be disqualified if you are overheard discussing it on competition day. Teams should not discuss challenges publicly after the tournament because regional and affiliate finals use the same challenges.

Three types of Instant Challenges:

1. Performance Based

The focus of a Performance-Based Instant Challenge is on your team working together to create and perform a theatrically-oriented solution for the Appraisers. Each team is evaluated on the creativity of their solution, presentation, and/or use of materials, along with teamwork. Your team may be asked to use words, language, conversation, and/or dramatic characterizations to solve the Challenge, or the solution may be non-verbal. Teams may be given real or imaginary materials to use for their solutions. Teams may or may not be given time to practice their solutions before presenting to the Appraisers.

2. Task Based

The focus of a Task-Based Instant Challenge is on your team working together to move, build, change, or protect materials they are given in order to complete a task. Your team may also be asked to communicate information. Teams will be scored on how well they work together to design the solution, on the creativity of their final project, and on their success in completing the task. Team members may or may not be allowed to talk during the Challenge.

3. Hybrid

The team is given materials and asked to use those materials to create a situation. The team is scored on the creativity of the situation or story line, character development, creative use of materials and teamwork.

Instant Challenge Tips:

- ☆ Speak loudly and clearly Listen to instructions carefully.
- ☆ Ask questions if the instructions are not clear.
- ☆ Know where the points are and direct your solution to gaining points.
- ☆ Listen to your teammates when doing a Performance IC – remember to work together.
- ☆ Give everyone a chance to add to the solution. Practice giving everyone a part.
- ☆ Making up a skit where team members play scenery sometimes demonstrates teamwork better than using props or only strong performers.
- ☆ Practice talking yourself out of a jam when your mind goes blank. Practice saving a teammate who cannot think of a line or reaction.
- ☆ Consider using games like Scattergories, Pictionary or Cranium to help you hone your IC skills.

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Team Rules:

I always recommend that Team Managers work with Parents and Team Members at the very first meeting to set up Team Rules for Success. When a team (and parents) fully understand expectations the journey is easier for all! Here are some suggested rules your team might adopt – be sure your team (and parents) include any rules they can all agree upon:

- You should come to meetings on time unless you have a good reason and let someone know you'll be late.
- Team members should be picked up on time – the Team Manager is not a baby-sitter.
- Keep your work place clean! The Team Manager is not your maid.
- If it's your turn to provide the snack don't forget to bring it!
- You should give everybody a turn to talk.
- Listen to other ideas, never interrupt.
- Be kind to your team members and Team Manager.
- No name-calling.
- Don't expect to always get your own way.
- Don't alter anything that you didn't build, if you worked with someone, you must talk it over before any changes are made. Both sides present their reason and the TEAM then acts as a negotiator.
- Don't speak poorly of another team member, EVER, not during a team meeting, not at school, not ever.
- Never say an idea is dumb, stupid, no good, or otherwise discourage brainstorming.

And as always....

If you need some help, some advice, a willing ear, a shoulder to cry on, someone to share great accomplishments with, or a special workshop or presentation.... Your Regional Directors and I stand ready to assist you in any way we can. Please call us or drop us an e-mail we can often help you quickly and easily.

Committed to Creativity,



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