Line the Wall with Lists!!

TEAM RULES

- Have Fun
- Do what you agreed to do
- Respect each other
- Clean up your messes
- Call if you can't make a meeting
- Have fun

The Team Manager should have their own rules for their house but have the Team brainstorm their own rules at the same time. Keep these on the wall so that you can refer to them if there some type of problem arises.

SCORING

List scoring components of central challenge

Draw blank lines for Team Choice Elements. Having these blanks on the list helps keep the team thinking about the items they may want to use for team choice elements.

Keep the scoring for the challenge on the wall during meetings. This gives the Team Manager a reference to point to when the team starts getting off track. When they start spending an entire meeting discussing how they are going to make the team sign, the Team Manager can point to this and ask how this relates to the scored items for the challenges

Try drawing up a matrix of the scores listing the maximum score in the first column and then leaving blanks for each tournament that the team might compete in (not labeled of course). After Regional Tournament list the actual raw scores and use this as a starting point for things that the team might want to improve and/or change.

GENERATING AND FOCUSING LISTS

Hints for Brainstorming

- No negative comments / sounds / reactions
- No "Bad Ideas"
- Generate Lots of ideas – the best idea is probably not the 1st or the 15th but more than likely it is the 50th idea that they come up with
- Keep up with all lists so that you can refer back to them – keeps you from having to recreate the idea if the team (particularly younger teams) forget something they have thought of
- Use different colored markers / crayolas to separate ideas
- Team Manager can write down the teams ideas – just can't embellish them

IDEA BIN / PARKING LOT

The idea bin (or parking lot) is a tool that you use to keep a team on track while brainstorming. It never fails that while the team is brainstorming about the best way to "make the widget" move that someone will come up with an idea about how they can make a costume for the character and they will want to start talking about that which gets the team off of the main topic being brainstormed. When a team member does this you recognize that they have a good idea by saying something to the effect "That's a great idea but we are talking about widgets right now but we don't wont to forget this idea so we will write it down over here in the parking lot and then come back to it once we are through talking about widgets. This lets you acknowledge the idea without shutting down the creative process and helps you get back on track.

CALENDAR / TIME LINE

Make a calendar on a large sheet of paper. Run the calendar through the tournament. Show the tournament date. On the night before tournament list the that the team meets at 6:30 (or whenever) for final run through and to load up props

List all of the meeting dates. List the dates when you know that the team will not be able to meet (i.e. Team Manager goes to church on Wed night so the team can't meet). The large calendar provides another reference point for the Team Manager when talking to the team. Let a team member mark off each day. During the meeting you can refer to the calendar and ask – how many meetings do we have left before tournament? This is helpful in helping the team understand how much they have to accomplish.

Use the S – M – L technique with the team to prepare a schedule of what needs to happen and when

CHECK LISTS

We use checklists in many ways. Try large sheets of paper to create the checklists and keep them on the wall or flipchart.

It is often useful to make a checklist of major items and then to make additional checklists of how to accomplish the major items.

At the end of each meeting make a list of the things that the team wants to accomplish at the next meeting and who is going to work on these items. Team members enjoy checking things off of these lists as they complete these items.

As you get close to tournament have the team make a checklist of the things they need to pack with them. This list can be typed up and used as a checklist as the team packs for tournament.

At another time you should have the team brainstorm and make a list of things that they need to do or check before they perform – i.e. check batteries, turn the do-hicky forward, etc. This can be typed up and become the team's performance checklist.

MUST DO'S / LIKE TO DO

At times the team is going to have more things on their checklist than they can accomplish. As the team looks over their checklists you can have them divide the list into two separate lists – things that the MUST DO and things that they would LIKE TO DO. "Must Do"s are those items the team needs to have done for score. Having the scoring on the wall as mentioned earlier gives you something to refer to that will help the team decide what list a particular item needs to be placed on.

KEEPERS

Try a blank sheet of paper labeled "keepers" on the wall. The "Keepers" list is where the team puts things that they really want to do or ideas that they really like but they can't seem to find a place to fit them in. Periodically, you review the list with them and say something along the lines of "OK, lets look at our list over here" Then read off each item on the list and ask if they know a place where they can fit this in to their performance (Hopefully keeping it in line with the theme of the presentation.)
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