

Coaches Training: Movin' Out!

Looking Through Your Copy of the Problem

Introduction: Using Creativity to find new ways to arrange belongings and to move things better, easier, and faster.

Section A: The Problem

- This gives the overview of skit that your team will create and present.

Section B: The Limitations

- Note that the specific requirements for many aspects of the problem are defined. For example: Two or more devices that are used to transform the scenery and props.
- Use this information to guide your team as they develop each part of the solution.
- *Helpful Hint:* make these into a list that your team can check off.
- The 8 minute performance is to include: a group that moves, prop & scenery, devices, humorous Moving Character, a reason for the move, & lost item to be found.
- Cost limit of \$125 that can show up on stage.

Section C: Site, Setup, & Competition

- The competition performance area minimum of 7'x10'.
- Team will remain in the Staging Area until the judge says "Team Begin". The team must give a signal when it is finished.
- Prop disassembling and cleanup can be done after the performance has ended.

Section D: Scoring

- Primary teams are not scored numerically. Instead they are given feedback in the form of a checklist which judges fill out. Teams are also given sticky note comments from the judges.
- The items in the scoring section of your problem make up the items which will be on the checklist on competition day.
- Helpful to coaches so they know what the judges will be looking for.

Section E: Penalties

- Unsportsmanlike conduct
- Outside Assistance
- Again this is mainly helpful to coaches so they know what the judges do not want to see.

Section F: Style

- Although we will still allow your team to compete should you not have your style items identified in your paperwork, it is a good experience to prepare as if your team is a division 1 team and is required to prepare all of the paperwork mentioned below including four completed style forms.

- On your team's style form, your team will identify specific items or areas of their solution which will be considered in particular. You will pick:
 - Creative use of a trash item to make the lost item
 - Creative use of sounds in the performance
 - Free choice!
 - Free choice!
 - Note: the overall effect of the four style elements you have chosen will also be judged.

Section G: Tournament Will Provide & Section H: The Team Must Provide

Please be sure to come to competition with the items in this section completed, especially the list which is referred to in B11 **which assists the judging team immensely.**

- Note that the team must include a membership sign with the membership number and school name which should be visible to the judges during the whole performance.
- Four copies of the Style Form, Cost Form, & Outside Assistance Form (these forms can be found at the ncome.org website under the membership area) & List of item found in B11.

Welcome to Primary (K-2nd Grade)!

- Get in the habit of letting the children think of and make everything on their own.
 - They will be so PROUD
 - You can schedule the meeting activities
 - Keep the children SAFE
 - You can teach skills
 - Guide them by asking open ended questions like,
Who has ever moved before?, Name things in a house?, Name different ways to take items from one place to another?, Name groups that move?
 - Break them up into manageable groups, ask for parent volunteers
 - Read the Intro, part A: The Problem, & part B: Limitations to the team and any other sections you feel are important to the team's performance
 - Brainstorm Ideas about the 8 min skit, the group that moves, prop/scenery, etc..
 - Remember in Odyssey of the Mind, "If it does not say you can't the you can"!
- To prepare before competition
 - a membership sign
 - The list in B11 to provide to the judges
 - Paperwork for judges
 - Spontaneous – Verbal, Hands-on, & Combination Verbal/Hands-on
- Competition Day – Saturday, February 18th
 - check-in
 - certificates
 - Be aware that the judges are watching all the time.

- We are passionate about the competition and how your team is encouraged to learn.
- We will defend fairness with penalties.
 - Don't cause your team to get a penalty (especially in Division 1 and higher)
- Instruct your team that after their performance the judges will approach and ask them a few questions about their solution. Tell the judges what you are proud of and how you did it!
- There will be a short awards ceremony.

If you have any questions, please let us know on the NCOM-E Board. You may email me, Rita Welsh, at rita@monsterjam.org. Familiarize yourself with the ncome.org website.

THANK YOU!