



## TEAM MANAGER FALL CONFERENCE CLASS DESCRIPTIONS 2019-2020

### INTRODUCTION SESSION

This session is an introduction to the day ahead, including class recommendations based on level of experience

Instructors: **Karin Knapik-Cloutier and Michelle Winnett** (*Affiliate Directors*)

### THE DI PROGRAM – Basics for New Team Managers

#### INTRO TO MANAGING A DI TEAM

So, you've agreed to manage a DI Team! First, thank you! So, now what? Two very experienced Team Managers will talk to you about how to get started, working with your team, understanding the language of DI, what to expect through the season, and where to go for help. These are the nuts and bolts of Team managing.

Instructor: **Stephanie Maze-Hsu, John Vetere** (*Team Managers*)

#### INTERFERENCE FOR NEW TEAM MANAGERS

The DI rules about Interference, defined as help with the solution from non-team members, including the Team Manager, are a bedrock of this program. In this session we will tell you what Interference is, and what it is NOT, and some strategies to avoid it.

Instructor: **Matthew Miller** (*Affiliate Challenge Master; Town Coordinator*)

#### HOW TO READ A CENTRAL CHALLENGE FOR NEW TEAM MANAGERS

Two types of challenges are presented at a DI tournament – Team Challenges and Instant Challenges. The Team Challenge typically consists of the Central Challenge and the Team Choice Elements. This class is about the Central Challenge – how it is structured, what the different sections mean, and an explanation of its DI-specific terminology specifically for those who have little or no experience with the challenges.

Instructor: **Irene Matteucci** (*Affiliate Challenge Master*)

#### UNDERSTANDING TEAM CHOICE ELEMENTS - BASICS

While the Central Challenge has a very specific structure, Team Choice Elements (TCEs) can sometimes feel ambiguous...and perhaps *too* open-ended. But in this class, we will approach TCEs as an *opportunity!* We will explain what TCEs are, why we have them, and what can and cannot be used, allowing teams to showcase their strengths. We will also discuss how to fill out the Tournament Data Form, which is how teams tell the Appraisers what they want to be scored on.

Instructor: **Irene Matteucci** (*Affiliate Challenge Master*)

#### INSTANT CHALLENGE BASICS

DI teams are required to solve an Instant Challenge (IC), which is a Challenge that teams are asked to solve in a very short period of time at the tournament, without knowing the Challenge ahead of time. In this session, we will talk about what ICs are, how to prepare for them, and how the process works at a tournament.

Instructor: **Bryn Dawes** (*IC Affiliate Challenge Master*)

### Putting it Together – Tools for All Team Managers

#### MANAGING TEAM DYNAMICS – BEHAVIORS AND BEYOND

Whether your team is elementary, middle, or secondary level, over the year certain behaviors will occur that can be disruptive or just plain confusing. This session deals head-on with a variety of behaviors that you may come across with your team. Once identified, we will work on ways to cope with and (hopefully) curtail some of them!

Instructor: **Ken Matteucci** (*Team Manager, Middle School Teacher*)

#### PROJECT MANAGEMENT FOR DI TEAMS

For your team to present their solution at the Regional Tournament, a lot needs to happen between now and March. In this session, we will help you prioritize the many pieces of this project and give you strategies for long-term planning to implement with your team.

Instructor: **John Vetere and Stephanie Maze-Hsu** (*Team Managers; Town Coordinators*)

### **IMPROV ACROSS DI**

Improv skills are helpful for any DI team to navigate many of the requirements of any DI challenge. This is a hand-on session that will provide you with tools and activities for the developing team work and story development skills that would be helpful for all Central Challenges and Instant Challenge.

Instructor: **Ken Matteucci** (*Team Manager; Middle School Teacher*)

### **HOW TO READ A CENTRAL CHALLENGE & CATCH THE DETAILS AND NUANCES: FOR THE RETURNING TEAM MANAGERS**

This training is designed for the returning Team Manager and will focus on how to catch the details and nuances as you and your team read the Central Challenge to ensure nothing is missed and no potential points are ignored. We will share guidance from DIHQ, tips from current and former team managers, insights from team members, best practice suggestions, and the shared mutual experiences we bring.

Instructors: **Mike Druding** (*Affiliate Challenge Master*);

### **DESIGN PROCESS AND TIME MANAGEMENT FOR TECHNICAL ELEMENTS**

This class will tackle technical elements – items that teams are required to build within all challenges except for the Improvisational. We will discuss where to start, how to research, and what makes for good design. How much time does a team need to design, build **and test** a technical device that actually works over and over again? A lot more than most of us think! Learn about all the steps it takes to pull this off and how to incorporate that time into the very busy DI season.

Instructor: **Doug Walker** (*Regional Challenge Master, Former Team Manager, Former Regional Director*)

### **GENERATING AND FOCUSING TOOLS**

In this class, we will discuss the use of Creative Problem Solving (CPS) Tools in combination with the '4 Cs' – Creativity, Critical Thinking, Collaboration, and Communication – to help your teams go from imagination to innovation. Adding these skills to your toolkit will help your team move more easily from the Challenge to ideas to assessment to solution.

Instructor: **Karin Knapik-Cloutier** (*Affiliate Director*)

### **HOW TO MANAGE THE TEAM THAT HAS GONE ENGINEERING**

If you have a team considering taking on the Engineering Challenge (and you're not an engineer yourself), then this session is for you. One of MADI's Challenge Masters for Engineering will share some of the tools, materials, and procedures specific to this type of challenge, and, specifically, for this year's challenge, laying the groundwork for your team to literally *build on!*

Instructors: **Mike Druding** (*Affiliate Challenge Master*)

### **SIMPLE MACHINES**

Simple machines can be regarded as the elementary building blocks of which more complicated machines are formed. Understanding simple machines can help your team when building technical devices and other mechanical devices in their presentations. The presenter also plans to tie this into the Electricity session, so it might be fun to attend both, though it is not required.

Instructor: **Bethany Carlson** (*Affiliate Challenge Master; DI Alum*)

## **Leveling Up – Skills for Experienced Team Managers**

### **RETHINKING RESEARCH – FINDING NEW AND SURPRISING IDEAS THROUGH PLAY**

In this class we will use the viral music videos of the rock band Ok Go to explore a method of discovery and creative problem solving that every DI team can and should embrace. Here, research becomes a type of play that encourages kids to explore and discover new and creative ideas that work every time.

Instructors: **Ken Matteucci** (*Team Manager*)

### **UNDERSTANDING TEAM CHOICE ELEMENTS**

While the Central Challenge has a very specific structure, Team Choice Elements (TCEs) can sometimes feel ambiguous...and perhaps *too* open-ended. But in this class, we will approach TCEs as an *opportunity!* We will explain what TCEs are, why we have them, and what can and cannot be used, allowing teams to showcase their strengths. We will also discuss how to fill out the Tournament Data Form, which is how teams tell the Appraisers what they want to be scored on.

Instructor: **Irene Matteucci** (*Affiliate Challenge Master*)

### **PROPS/COSTUMES/SCENERY USING UNUSUAL MATERIALS**

DI Solutions for most Challenges require the presentation of an 8 minutes 'play', which often means props, scenery, and costumes. DI Challenges also have very limited budgets, so we're going to talk about ways of creating props using recyclables, 'trash', and unusual materials to stretch the team's budget and creativity.

Instructor: **Donna Snover** (*Regional Director, Town Coordinator, Former Team Manager*)

### **SET DESIGN**

So, a teams' 8 minute 'play' also includes sets. We're going to give you information on some basic set design and building, including some techniques to help your team build backdrops that don't fall over!

Instructor: **Allison Collins** (*Regional Director; DI Alum*)

### **ELECTRICITY**

This session is about the safe use of electricity in Challenge solutions, including using basic wiring techniques so your teams can up their game in things like technical devices, but also to avoid getting electrocuted or shorting out the school!

Instructor: **Andrew Macaluso** (*Regional Challenge Master; DI Alum*)

### **BRIDGE THE GAP - MOVING FROM ONE COMPETITION LEVEL TO ANOTHER**

As team progress in DI, they are required to move from one competition level to another – from Elementary to Middle Level, from Middle Level to Secondary. In this session we will talk about how to successfully manage that transition, including what the new expectations might be.

Instructor: **Donna Snover** (*Regional Director; Town Coordinator, Former Team Manager*)