



LexDI Team Manager Training

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Topics

- DI in a nutshell
- Interference / Kid driven
- Volunteering
- Resource Review
- Team challenge
 - Pick a challenge
 - Agile Project Management
- Miscellaneous Tips
- Instant Challenge
- Conclusion



DI in a nutshell



CREATIVITY & INNOVATION

Open ended challenges that are designed by educators to develop original and unique solutions to foster creative thinking and problem solving skills.



TEAM WORK SKILLS

Teams work throughout the season to create solutions to central challenge as well as to think quick for instant challenge.



INQUIRY & RESEARCH

Most challenges require some level of research and inquiry. Teams are encouraged to try multiple approaches to address the problems they encounter. DI provides the opportunity to fail and to try again.

DI in a nutshell

- Tournament in March
- Present the solution to the Team Challenge
 - Usually 8 minutes
 - Max cost about \$150
 - To prep, the team builds, assembles, acts, brainstorms, resolve conflicts, etc.
- Solve an Instant Challenge
- Logistic tips:
 - There is paperwork to fill out for the tournament, look at it sooner.
 - You can get clarifications on the challenges (there is a deadline for asking)

To get started

- Every team needs two adult managers
 - There is more training available available via <http://www.madikids.org>
- Every team need an appraiser to volunteer for the regional tournament
 - 1 day of training
 - 1 day at the tournament

Interference

- Every idea for every part of the Team Challenge solution must come from the team
- Team members, Guardians, and Managers sign the interference Contract.
- Do it at your next meeting!

Contract and Quiz are in the Roadmap document.

SESSION 1

INTERFERENCE CONTRACT

TEAM MEMBER: OUR TEAM OWNS EVERY BIT OF OUR TEAM CHALLENGE SOLUTION

1. Every idea for every part of the solution must come from the members of our team. Our parents, friends, teachers and Team Manager must keep their ideas to themselves.
2. When someone offers to help us, or works on our solution in any way, we will say, "No thanks! We can do it ourselves!"
3. If we get stuck and can't figure out how to solve a problem that arises, we will create ideas and come up with another way to do it.
4. When we finish our solution, we can proudly sign the Declaration of Independence and know that the entire solution is ours.

Team Member Signature: _____

TEAM MANAGERS: MY TEAM OWNS EVERY BIT OF ITS TEAM CHALLENGE SOLUTION

1. I can facilitate the team's understanding of the Challenge and rules, as well as help them to learn skills, but I must keep my ideas to myself, and my hands off the team's solution.
2. Every idea for every part of the solution must come from the members of my team. They can figure it out for themselves even if it means that sometimes they will have to change their plans and do something another way.
3. At the team's request, I may acquire specifically requested materials for team use. At no time may I ever choose materials for the team without the team's input, and I may never select materials or take actions or ask questions with the idea of leading the team to a solution.
4. When my team does not know how to go about researching and/or acquiring information and materials, my role is to teach them the skills they will use to become independent learners for a lifetime. In other words, I may provide the team with multiple resources, but I may not select or lead the team to any aspect of its solution.
5. When my team is ready to turn its ideas into reality, I will stand by and manage. That means I may facilitate discussions and/or disagreements, help my team manage its time to meet its deadlines, make sure team members are working in a safe manner, acquire items requested by the team, and most importantly, ensure that each individual on the team is valued by the others.
6. When my team finishes its solution, I can proudly sign the Team Manager's line on the Declaration of Independence and know that the solution is the team's alone.

Team Manager Signature: _____

Team Manager Signature: _____

PARENT(S)/GUARDIAN(S): THE TEAM OWNS EVERY BIT OF ITS TEAM CHALLENGE SOLUTION

1. I must keep my ideas to myself and my hands off the team's solution. I understand that completing a DI Challenge can be difficult at times, but I believe the team is capable of handling whatever they encounter and can overcome anything. I understand that, if I interfere, I send the message to the team that I do not trust that they are capable of creating the solution on their own.
2. Every idea for every part of the solution must come from team members. They must figure it out for themselves. That means that sometimes they will do things in a way that will take longer and/or might not be the most efficient or best way (in my opinion). I understand that this is a normal part of the process and I will not interfere.
3. When my my child's team finishes its solution, I will be proud that the team members worked so hard and completed the project with their own hands and minds. I will be proud to say that they did it all by themselves!

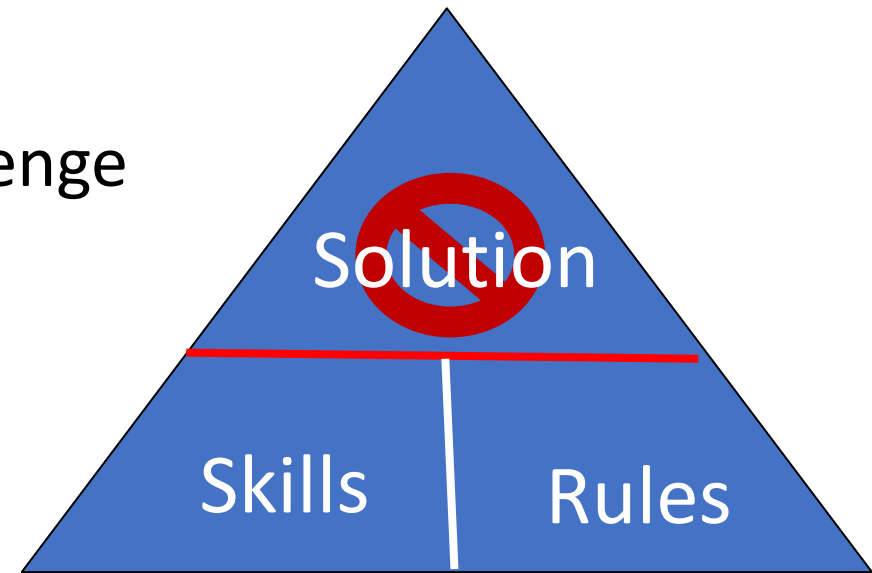
Parent/Guardian Signature: _____

Parent/Guardian Signature: _____

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Interference or not? As a manager, can I ...

- Stop an activity that is unsafe
- Help manage the team's time
- Facilitate the team's understanding of the Challenge and rules
- Go shopping with the team's list
- Help the team choose a resource to solve the Challenge
- Give an opinion on a color choice
- Teach the team skills and show them how to make something



Volunteering

- This program is run by volunteers
- You can do any job that is interesting to you

- What are the jobs? There is something to do for each line on the schedule...
- The list of roles is on <http://www.lexdi.org/contact.htm>



Resource Review

- <http://lexdi.org/>
 - Schedule (go to Website)
 - [Template for list of meetings \(xlsx\)](#) (explain benefit)
 - Instant Challenge ideas (on website + Roadmap Document)
- [Roadmap Document](#) (👍 a wealth of information 👍)

- Facebook: <https://www.facebook.com/LexingtonDI/>
- Twitter: [@LexingtonDI](#)

Pick a challenge

- Look here for the descriptions and videos:
<https://www.destinationimagination.org/challenge-program/>
- Emphasize most challenges have something for everyone (acting, writing, building, etc.)
- Pick your challenge in one session, no more than two
- The national site has videos



TECHNICAL



SCIENTIFIC



ENGINEERING



FINE ARTS



IMPROVISATIONAL



SERVICE LEARNING

Agile Project Management

What problem are we trying to solve?

For the Team Challenge, how can a team ...

- Keep track of what it has to do?
- Work on the highest priority item first?
- At a glance see its project status?
- Learn to improve?

Answer: Use agile project management techniques

Kanban's principles

The literal translation of "Kanban" from Japanese is "visual card"

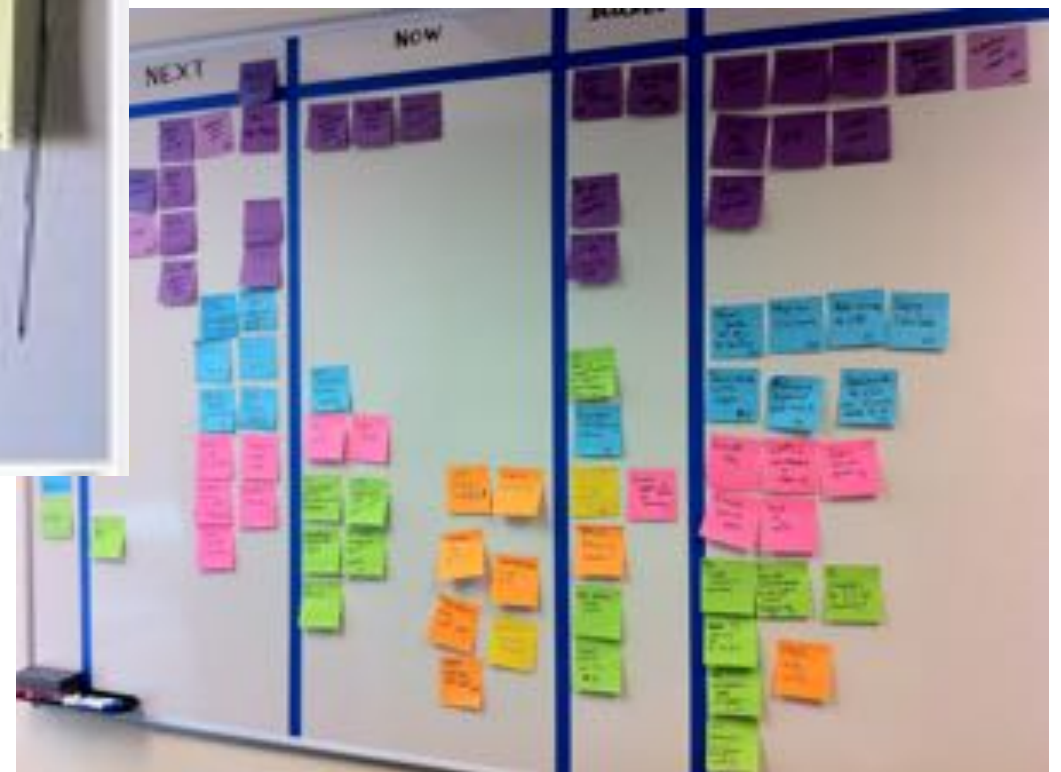


1. Visualize the workflow

- a. Split work into pieces, write each item on a card and put the card on the wall
- b. Use named columns to illustrate where each item is in the workflow

2. Limit WIP (work in progress) – assign limits to how many items may be in progress at each workflow state

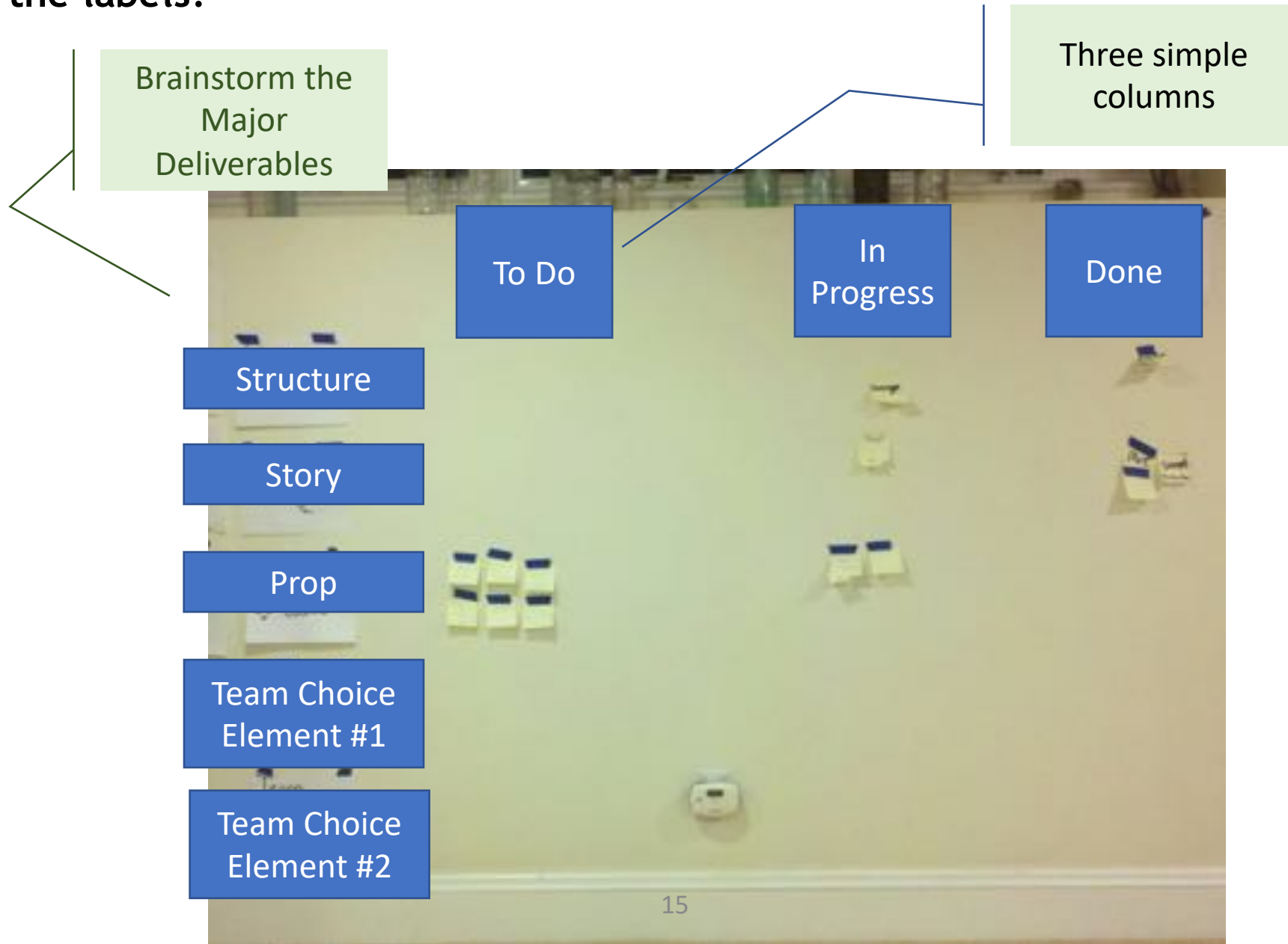
Example Kanban boards



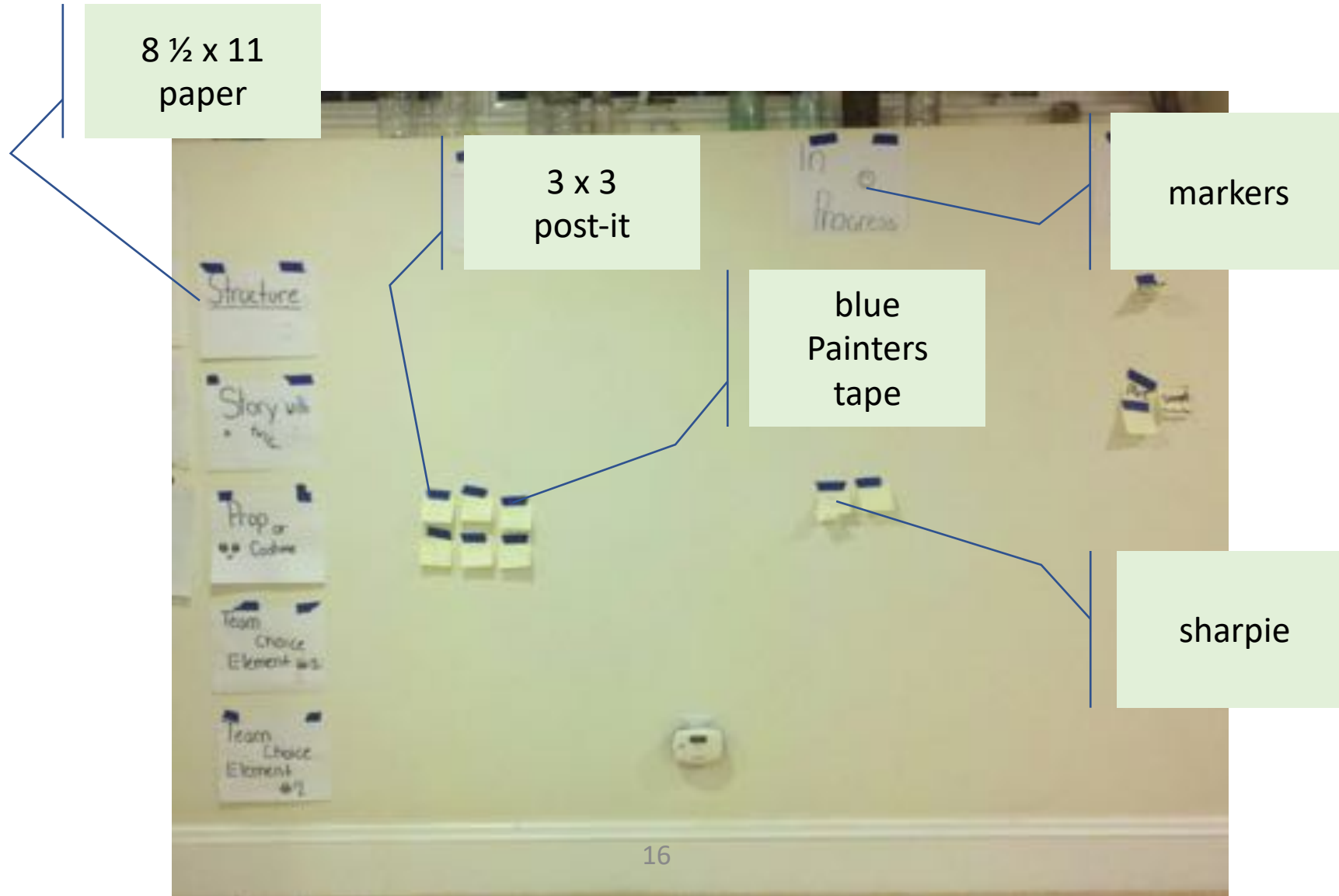
What did ours look like?



What are the labels?



What materials (besides an open wall or poster board)?



Swim lanes



Apply to DI

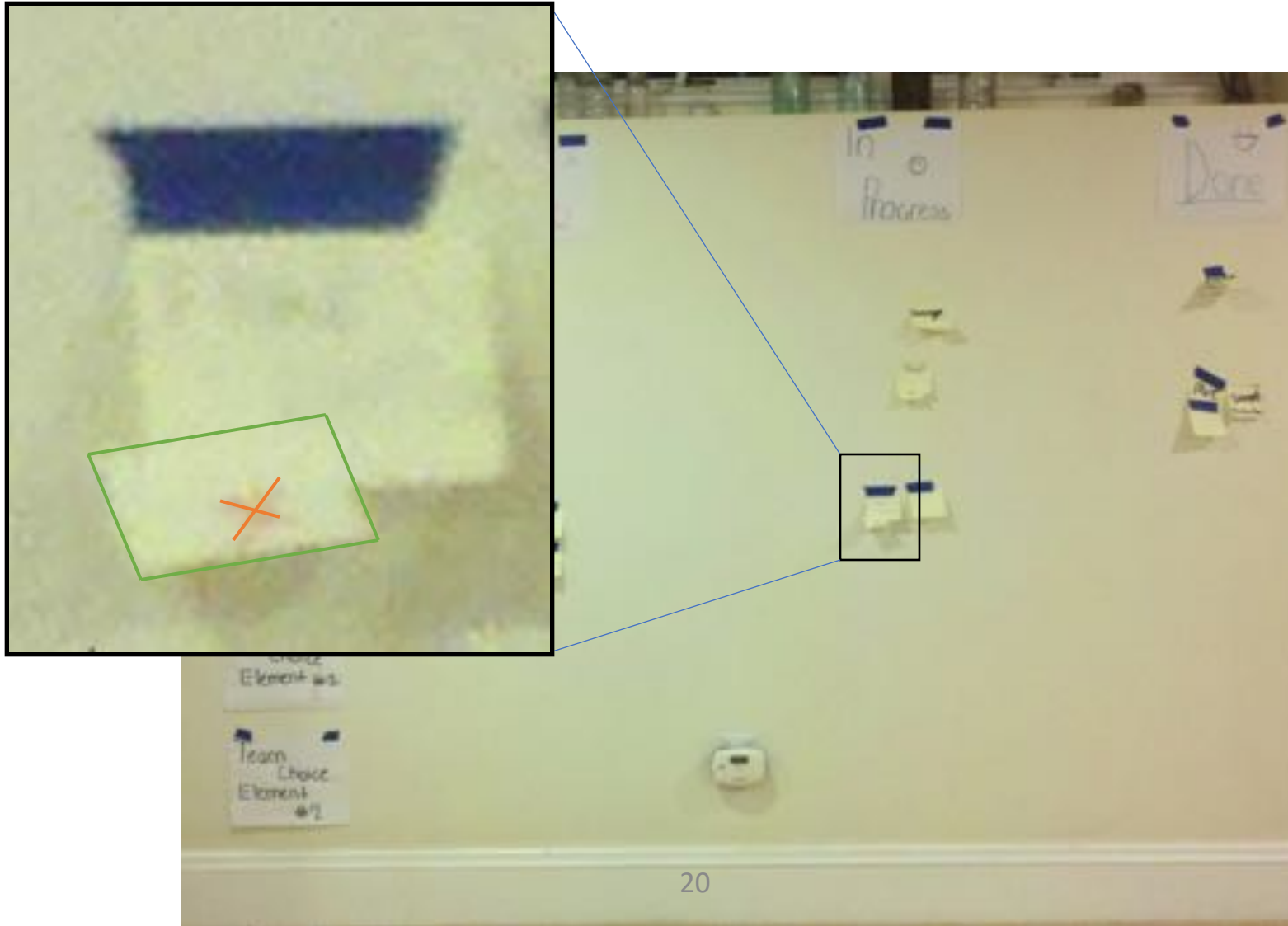
Swim lanes



What can you tell me about this project at this stage?



The team limited WIP with three small post-its with an x on them.



Agile principles for DI

Have a retrospective.

1. What worked (that we want to continue)
2. What did not work (that we want to stop)
3. What should we try (that we should start)



What about globals?

- Globals is costly (\$2,500+ per team member)
- Teams are not required to go to Globals if they qualify and that decision is left to the discretion of the Team.
- Given sufficient funding LexDI may provide up to \$2,000 per team
- Our full policy: <http://www.lexdi.org/globals-policy.html>

Tips (1 of 2)

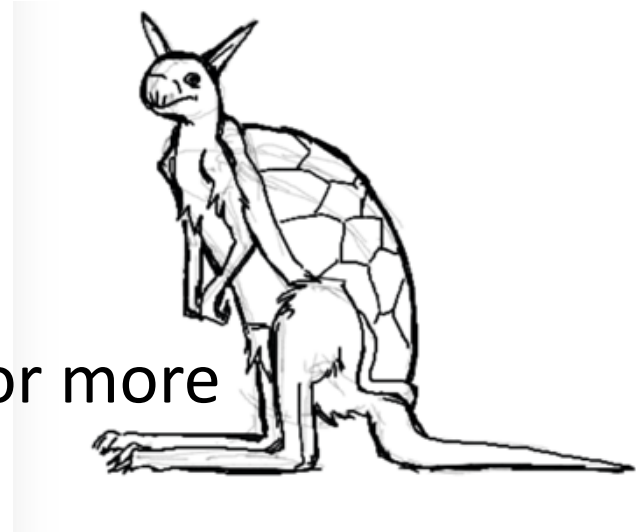
- Insist on good behavior, especially during the first few meetings
- Brainstorm a code of conduct as an IC – “Lets write as many ideas we can on how we want to conduct ourselves”
- Establish a norm of “positive & productive” comments
- Don’t just talk to the team for too long – keep them active
- Use instant challenges to brainstorm parts of the solution
- Have an activity ready for the kids as they arrive (e.g. spaghetti and marshmallows)
- Have an agenda prepared for each meeting that is too long and do the activities in priority order

Tips (2 of 2)

- Have the kids clean up and time them (then play beat the last time)
- Help the kids “unpack” their requirements (e.g. read together over several meetings and put the bullet points on a flip chart)
- Snacks (along w/ ICs) make good breaks too where the group can just talk and be social and brainstorm.
- For supplies: Home Depot, Michaels, Jo-Ann Fabrics and Crafts
- DO NOT go shopping ahead of time
- If it doesn't say you can't, then you can

Instant Challenge: Combo Animals (2.5min)

1. A combo animal is made of the combination of two or more different animals
2. In the 2.5 min, time you should
 - a) organize your group
 - b) brainstorm as many “Combo Animals” as you can
 - c) select the most creative Combo Animal
3. You will report to the group
 - a) The number of “Combo Animals” in your list (10 points each)
 - b) Your most creative Combo Animal (up to 20 points)



In your meeting, ask

1. What worked (that we want to continue)
2. What did not work (that we want to stop)
3. What should we try (that we should start)

Run the same Instant Challenge again

We have two
structure
testers.

Need one?



Housekeeping

1. Each manager needs to fill out a CORI form
2. Access the full problems using your team number on the destinationimagination.org site
3. Find an appraiser for your team
4. Manager's tea at , 7:00 PM, November 10, 2019

Concluding Remarks

- DI is messy and rewarding
- Most of the work on the Team Challenge gets done in the last few meetings
- Winning vs. Journey
 “It is not my problem”

