



2019 Coaches Training

8:30 – 9:30 General Session & Tournament Information – *mandatory for all coaches*

| Room | 1 | 2 | 3 | 4 | 5 |
|---------------|---|-------------------|---------------------------------|----------------------|---------------------------|
| 9:35 – 10:05 | Building & Maintaining an Odyssey Program | Style 101 | Unpacking the Membership Packet | Primary Session | Makerspaces |
| 10:10 – 10:40 | Unpacking the Membership Packet | Stepping Up Style | Intro to Spontaneous | Intro to Balsa Wood | Creative Use of Materials |
| Break | | | | | |
| 10:50 – 11:20 | How to Register & Forms | | Advanced Spontaneous | Technical Components | Creative Use of Materials |
| 11:25 – 11:55 | Scriptwriting | Style 101 | Intro to Spontaneous | Technical Components | Technology as a Resource |
| 12:00 – 12:30 | How to Register & Forms | | Scriptwriting | Intro to Balsa Wood | Makerspaces |

Required for novice

Recommended for experienced

How to Register & Forms – All the info you need to get your teams and officials registered. What forms do teams need to bring to the tournament?

Unpacking the Membership Packet – Breaking down the Long-Term Problem and the Program Guide

Style 101 – Everything you need to know about those other 50 points. What is a required element? What is free choice? When does Style happen?

Stepping Up Style – How to kick up creativity when it comes to Style

Intro to Spontaneous – Understanding the difference between Verbal, Hands-On, and Verbal/Hands-On

Advanced Spontaneous – You know what Spontaneous is, now let's dig deeper into how you can help your teams do their best under pressure

Intro to Balsa Wood – Come learn the basics of Structure

Technology as a Resource – Teaching your teams to use the Internet and television to get their creativity flowing

Creative Use of Materials – Tips for identifying and finding cheap materials. How to guide your team to think of creative ways to use common materials

Scriptwriting – Getting the performance planned on paper

Technical Components – Don't let the technical aspects of the Long-Term Problems scare you! Learn how to help your team brainstorm and identify available resources

Makerspaces – What are they? How to set one up to encourage creative thinking

Building & Maintaining an Odyssey Program – Let's talk about how to expand your program from one team to many

Primary Session – Learn about the non-competitive problem for the youngest OMERS