



Coaches Training: An Open Discussion with Jessica and Jimmy

Use of Creative Materials

HOW TO THINK OUTSIDE THE BOX ABOUT EVERYDAY OBJECTS TO TRANSFORM MATERIALS FOR YOUR TEAM'S SKIT.

What do we know?

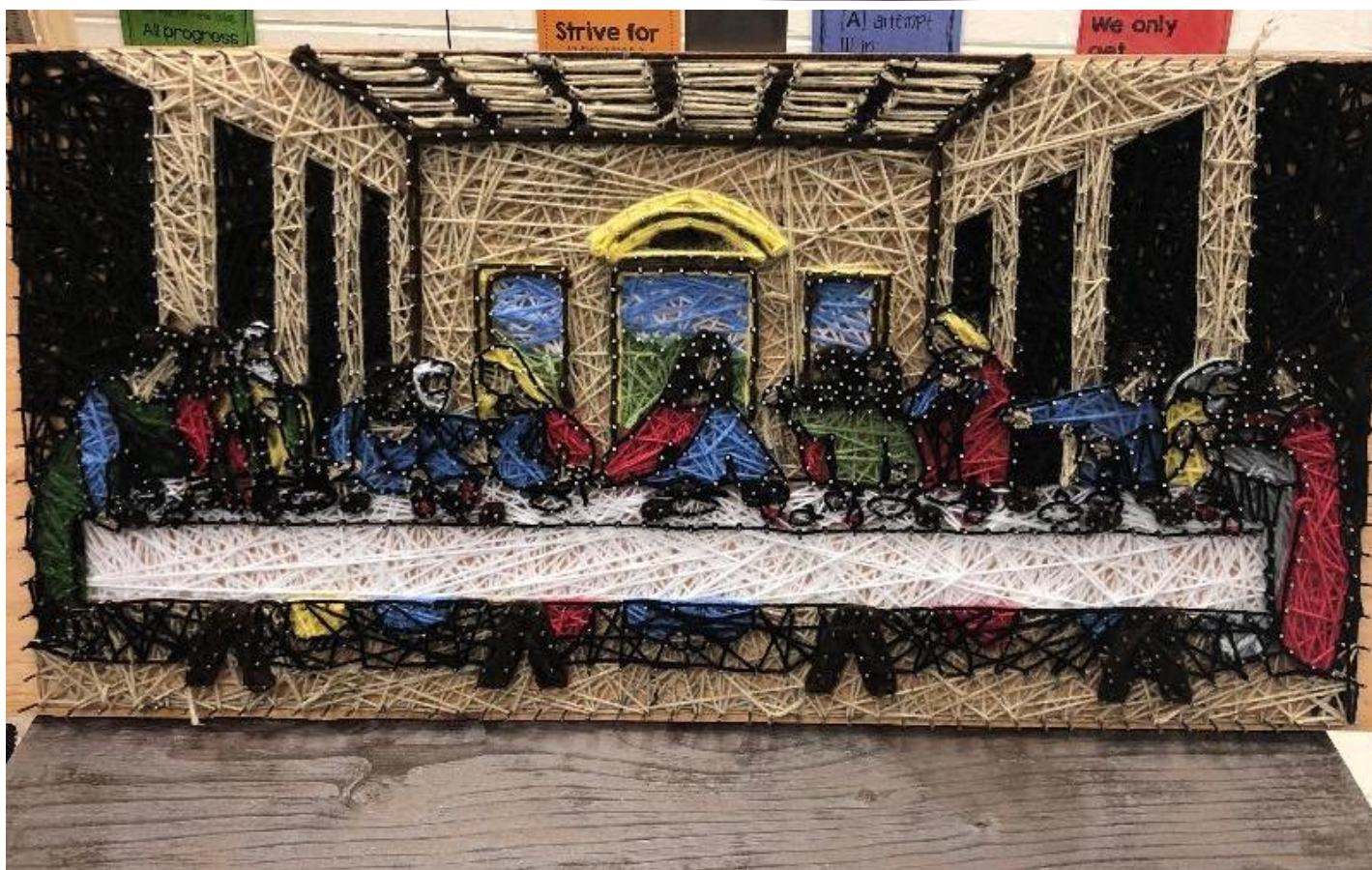
- ▶ We know Style points account for 50 additional subjective points related to the “creative use” and “overall effect” of creative enhancements, often looking at materials.
- ▶ What do judges love? Taking the everyday and transforming it!
- ▶ We know that creativity is a skill. You can practice creative implementation of materials with your team with basic everyday materials to brainstorm ways to apply it into their Style! Today: YOU will practice doing this in a group activity to be able to identify guiding your teams to do the same.

You know it when you see it!

You don't need to spend a lot of money to be able to do this. In the following slides you will see teams that have successfully executed the idea of creative use of materials with basic components such as string, macaroni pasta, masks/gloves, bottlecaps, etc.

Please keep in mind: These teams allowed permission for us as Odyssey Officials to take a picture of their work. Please admire and hesitate to duplicate 😊

String Art depicting "The Last Supper"



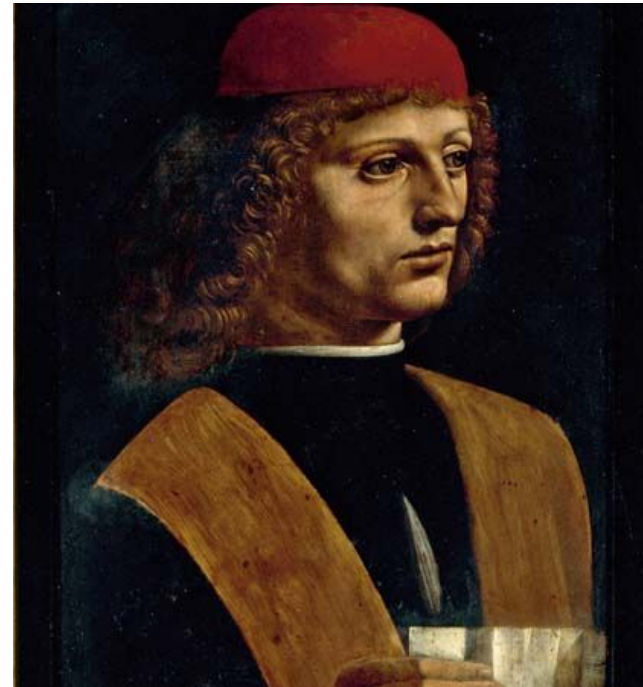
Another Rendition of "The Last Supper"



Food labels, beans, grains, rice, pasta.

Ever think to
paint a portrait
on a carpet?

We didn't- but that's what makes it creative!





You don't need to spend a lot of money! In fact, many "creative" materials were probably everyday trash/recycling.



What's the point of all this?

- ▶ We want our Odyssey kids to have the best experience in challenging the way they view the world. If we implement these skills now, today- they may one day look at something with the power and ability to adapt, embellish, or make it more “beautiful.”



It's not what you see, it's how you see it!

It's not what your team uses, it's HOW you use it!

Let's change the way we "see" the everyday!



What are your questions for us?!