

Odyssey Intro - Teamwork, creativity and starting the journey together

<u>Spontaneous Resources</u> <u>Creativity Practice Activities</u>

Suggested Materials:

Paper

Colored Pencils

Journals



Unit 1 of 8

Time	Activity
20 min	"Getting to Know You" activity All teams work best when members feel comfortable with one another. Take this time to have students play some ice breaker activities or make themselves a nametag outlining several different things that are important to them or things that they "like" or do. For example, a student might draw a soccer ball, a bagel with cream cheese, hiking boots, a bathing suit and a book to represent hobbies or activities that they enjoy. After they are finished with the nametags, have students present them to the group.
20 min	 Stand in a circle. Each student must say their name and do a dance move that they want everyone else to copy. As you go around the circle the student has to repeat each student who had a turn prior to them. Coaches should participate too. After going around the circle once, ask for volunteers to try to do all of the names and dance moves of the team members. Following this activity, you could play a game where the students use only their dance moves to communicate. In the game you must have someone who starts. The game starts by all of the players patting their legs or a table. The starter begins by doing their dance move, followed by another team member's dance move. The other team member whose dance move is used is now "IT" and they must do their own dance move and select another team member by doing their dance move after their own. The game continues this way until someone isn't paying attention or messes up the flow. Then it starts over again. Have students again stand in a circle. Give a hula hoop to one student. Students must hold hands and get the hula hoop around the circle as quickly as possible without unclasping their hands. The coach can use a timer to get the team motivated to beat their previous score. Discuss with the team what makes this activity challenging. (Relying on others to help move the hoop, etc.)





Odyssey 101 - Teamwork, creativity and starting the journey together

Page 2 of 2

Time	Activity
15 min	Journal writing and Talent discussion activity Team members spend a few minutes thinking about and writing down some of their main talents. For younger students you may have to speak in terms of "things they are good at." □ Give students two minutes to make a list or draw things that they are good at in their journals □ Hand the team a large piece of paper/poster to write down/design something that outlines all of their strengths and talents as a team □ The team strengths poster should be brought to each meeting so that the students remember who they might go to for help in specific areas
10 min	Build the Tallest Tower (Hands-On Spontaneous Problem): (very basic) 5 minutes to build, 5 minutes discussion afterward MATERIALS: 5 straws 20 marshmallows 4 labels You will have 5 minutes to complete this problem. Your problem is to build a tower using these materials that is as tall as possible. The team may stop at any time and be judged on the tower. SCORING: 2 points for each half-inch in height 1-15 points based on how well the team works together 1-20 points for the creativity of the structure
5 min	Closing discussion: Ask the team some follow-up questions about the hands-on problem. What was it like working together on the problem? What sort of challenges did you encounter? What did you do well? Odyssey of the Mind activities and teamwork take a lot of practice and getting to know each other. We will continue to learn about the strengths and weaknesses of each team member and our strengths and weaknesses as a team. We will practice being reflective after every spontaneous problem so that we can think about where we can improve for the pext one

