SPONTANEOUS TIPS

PRACTICE, PRACTICE, PRACTICE!

SOME HOW TO’S:

Use spontaneous to generate ideas for the long-term problem. For example, if your long-term problem includes a requirement of a creative mode of transportation, start your team off with naming ways to get from here to there. For a problem that involves a magic, power- brainstorm types of magic powers. Or, other types of spontaneous that may help to kick off thinking for the long-term problem, could be: ways to be humorous, what types of materials can be used to create X, what are different ways to hold things together, etc…The problem specifics give great options for brainstorming.

Virtual Tournament: 20 minutes
- Practice coming up with X # of responses- 20, 50, 100- see what the team can come up with, and work to increase amount- of course, this may vary depending upon experience of the group, age, and if the problem clicks with them or not
- Have a sense of time that can be spent on thinking, once # of max responses is known
- Practice all types of verbal problems (straight verbal- name things that are shiny, or may have to look at a picture and involve that in response, or may be shown an object to include in a spontaneous response)
- Allow for time to assess after practicing a problem, allow extra time when practicing- at least initially, let team talk about how they could have done better- piggybacking, theme, etc…
- As Tournament gets closer, practice under Tournament conditions as closely as possible- recording answers- will co-coach help with making sure coach catches all of the answers, how will team deal with members trying to talk at once- will you assign an order for response and have team members pass if do not have an answer that round
- Do the practice problems that were posted

Think of about five scenarios or categories, such as Disney movies, monsters, summer vacations, family events, Odyssey practices or memories, food, sports, animals. These can be go-tos for when stuck in responding. For example, if the problem is to name things that are red, they could answer “Twizzlers” (food), “the laces on a baseball” (sports) or “a lizard’s puffed-out throat” (animals).

Have each team member remember 5 words for each finger on one hand. Strange words. Have them try to work these words into their response if they get a verbal type problem. It will help the team move along and possible generate a creative response.

Piggyback, so can quickly expand on another answer
Practice answering to a beat, set goals of numbers of responses per minute and increase goal, make sure answers are relevant and answer loud and clearly, so will be able to be recorded without repeating.

Make working on spontaneous a part of every day life! Have index cards (or creative way of having problems- popsicle sticks, etc...) with verbal problems in multiple locations- at dinner table, in car – as a passenger, by bed, etc...- get the family involved for extra practice. And, with virtual situation, can even work on own or with others to develop speed and creativity skills when not able to work as a team.

“Name things that” problems, offer excellent opportunities to practice the brainstorming process, and are biased towards verbal ability speed.

For a “fill in the blanks of a sentence” problem, team members should be encouraged not to repeat the entire sentence, but to just say the relevant words. For example, in the problem, “Name things that are superior and what are they superior to”, say, for instance, “Life to death” instead of “Life is superior to death”.

**Speed Spontaneous (Submitted by Whet Moser)**

Split the team in to groups of four, or preferably three. Let two or three team members compete, and the others judge. Give the competing team members a verbal problem, with the usual rules. When they are done, rotate members so the judges get a chance. This not only builds speed, but forces team members to focus on the thinking time, as there is almost no time to think between answers.

**Remember, spontaneous ability grows with practice, coaching, experience, etc... it is a process. Look for development in your team, that is the goal! And, enjoy the effort- a few friendly laughs along the way go a long way towards team-building!**

*Good luck!*