



## **Role of a Coach**

Here are few things that may guide you as a coach of Odyssey of the Mind.

- Scheduler (how often and where a team meets)
- Facilitator (helps the team stay organized)
  - helps them read and understand the problem
  - helps team keep track of tasks and deadlines
  - guides brainstorming sessions (without injecting ideas)
  - guides notes (notes being the teams previous ideas)
  - guides goals and the path to reach them
  - explains scoring
  - brings in “experts” to discuss & teach skills
- Teacher ( teaches basic skills)
- Ask QUESTIONS (to help team focus, open-ended)
- Assist team in developing a timeline for projects
- Spontaneous practice
  - practice OFTEN
  - gather a variety of practice problems
  - teach strategies
- Forms
  - help primary & division 1 fill out
  - make sure the upper divisions have completed forms before competition
- Go-fer (takes team members to store for supplies)
- Snack organizer (fuel for the busy brains)
- Mentor
- Communicate with the school/group director
- Communicate with parents/guardians
- Stand back and be AMAZED!

Most importantly have FUN! Your team will see the world in a way that you never even thought possible and share it with you. Be the cheerleader of creativity!