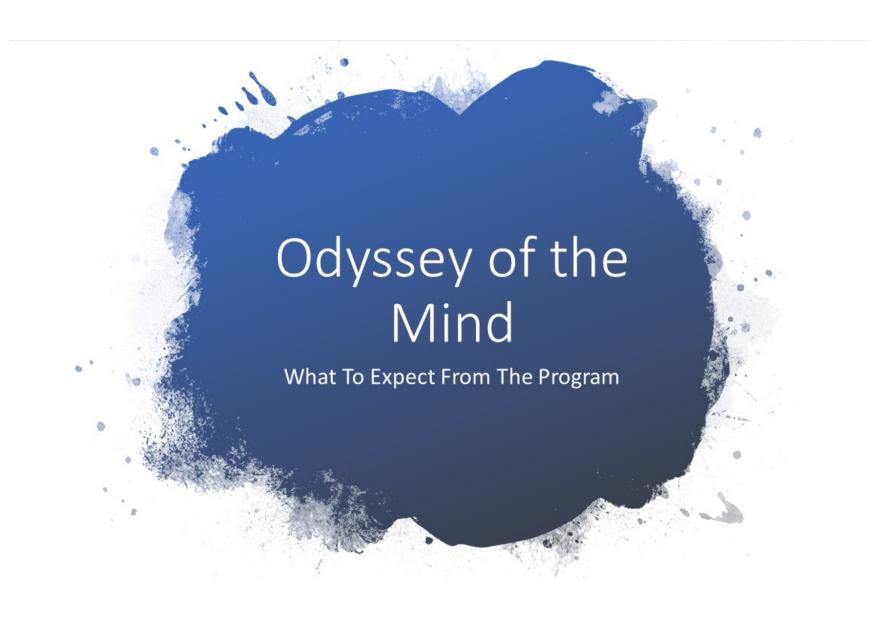




# Prepared by Glenna Mathews

Former OMER herself, now coaching her children's team

> Helms Elementary





- The intent of Primary teams is a noncompetitive learning platform for teams and coaches
  - Building skills for future success in OOTM and life
  - · Learning what it means to work as a team
  - · Building self confidence
- Adjust your expectations and timelines
- The tournament is an exhibition, not a scored competition
- · Celebrate the minor milestones



- Fall
  - · Build a team
  - · Start regular meetings (weekly or other)
- Mid-November
  - · Register for the regional tournament
  - Start recruiting your tournament judge and volunteer(s)
- December
  - · Buckle down on the long-term problem solution
  - · Register your tournament judge
- January
  - · Plan your presentation
  - · Pay tournament fee, Register your volunteer(s)
- February
  - Practice your presentation
  - · Regional coaches conference call
- March
  - · Regional Tournament early March



## Expect Chaos

- Young children at the end of the day have lots of energy to burn
- · Diversify your meeting agenda

### · Start simple

- · Do some spontaneous problems
- · OOTM Philosophy
- · Fundamentals of brainstorming
- · Chose a team name
- · Develop team dynamics
- · Baby steps

#### Plan backwards

- How much "productivity" is reasonably accomplished in one meeting
- Revise your meeting schedule or cadence if needed
- Breathe and cut yourself some slack



#### Paperwork

- · Who should fill out the forms?
- · What forms need to be filled out?
- When should the forms be completed?
- · Where can you find the forms?
- · How should the forms be filled out?
- How many copies should you bring?
- · Why are the forms needed?

## Planning logistics

- Transportation of students
- · Transportation of materials
- · Coach's call before the tournament

## · Review style and scoring guidelines

- Although Primary teams are not scored, it is worth reviewing the point assignment areas to gain familiarity in what to look for in your team and other team's presentations
- Higher point values may help drive team focus on one component or another



#### Practice

- · Setting up the displays
- Getting dressed (if costumes are a part of the presentation)
- · Speaking parts
- · In front of others
- Remember that this is not a competition
  - Tell your team how impressed you are of their work - > be proud to show it off!
  - Build up their selfconfidence
  - Remind them that they are in control of what they do or don't want to do





- · Arrive early to get the lay of the land
- Eat breakfast/lunch/snack
- Bring a bag/box with extra supplies for repairs
- Watch another team (see the room)
- Go to the bathroom before you line up outside the room
- Judges will do a walk through of procedures and prepare them before time begins
- Judges will talk to the team 1:1 after the presentation to ask questions
- Have a parent in charge of video and pictures (if the team allows it)
- Post-it note type feedback read it together



- Take a team picture AFTER the performance
  - · Look at their faces!
  - The pride pouring out of the team as they exited the presentation was just awesome
  - I still watch the video of our team performance or look at the post performance picture and beam with pride



- What was your favorite part of OOTM this year?
  - Lego challenge/marshmallow sculptures (spontaneous problems)
  - · Helping others
  - · Presenting their museum
  - · No grownups helping
- Who should get thank-you notes for supporting the program this year?
  - Coach
  - Co-coach(s)
  - Teacher of the classroom we used for meetings
  - PTA
  - · School coordinator
  - Principal
  - · Tournament judge and volunteer
  - · Snack providers
  - Teammates



#### TxOOTM Site

- Problems/Handbook/Contracts
- · Calendar of events
- Forms
- Registrations

#### Coaches Handbook

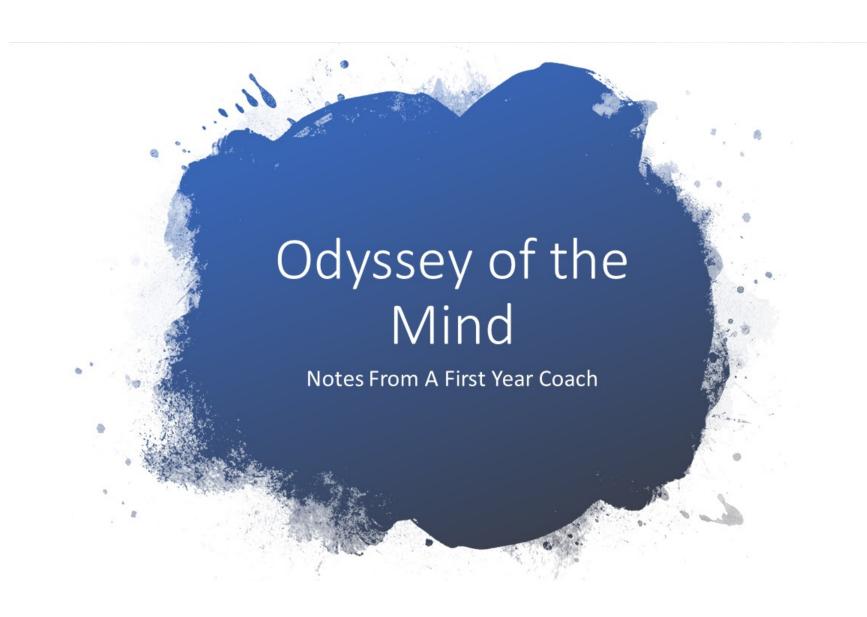
- · Roles/Responsibilities
- · Techniques for teaching creativity
- · Sample meeting agendas
- · Sample spontaneous problems
- Section 13 Particularly Primary

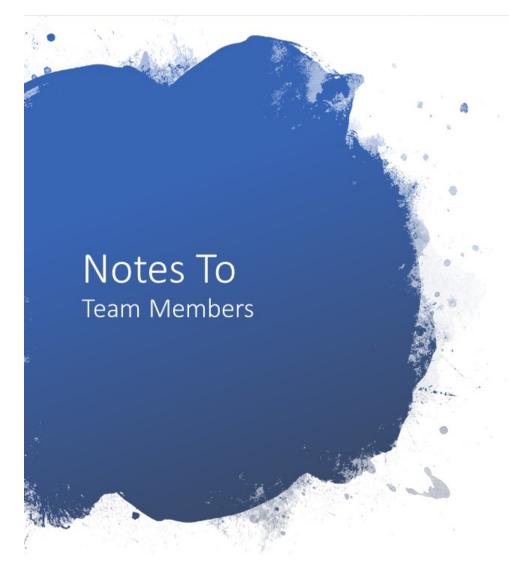
#### Parent Guidelines

- · How to support the team
- · Do's/Dont's

#### · Other OOTM websites

· Google is your friend

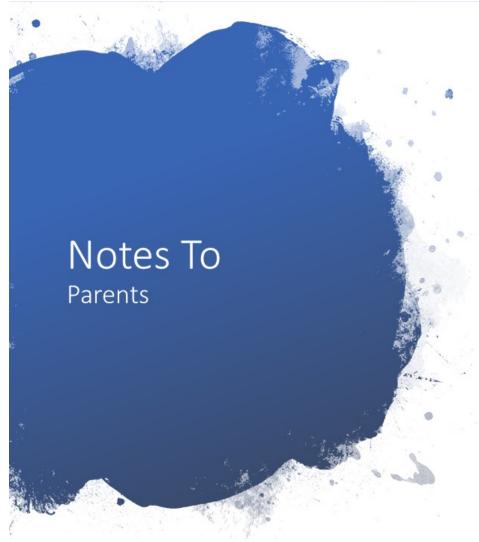




- First and foremost, we want to have fun. If we are not having fun, we are not doing it right
- You are going to solve a problem and create a presentation
  - · Let your imagination run wild
  - Don't limit yourself to things you already see and/or know how to do
  - Set a goal and figure out the steps to achieve it
- Be respectful (team members, coaches, area, ourselves)
  - Listen
  - Acknowledge
  - Support
- Things are not always going to go your way
  - Communication, compromise and negotiation are a part of learning to work as a team
  - · Didn't get your way?
  - · Can you creatively incorporate your ideas?



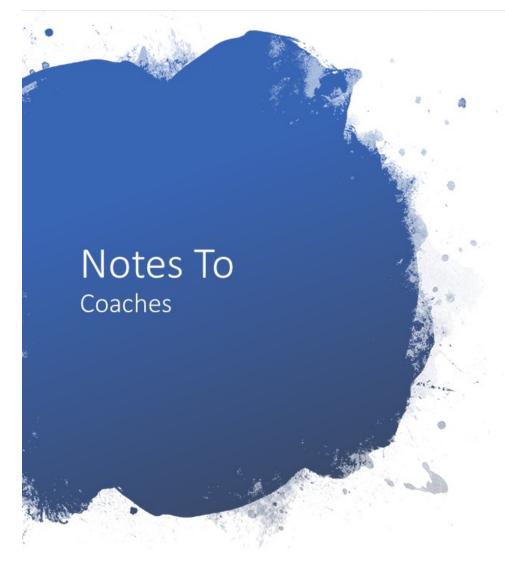
- This is your project
  - Be a contributing team member
  - Take ownership
  - Acquire supplies
  - Setup/cleanup
- Remember that adults are for support, not to do it for you
- Have fun!



- · Discuss the commitment
  - · Read the contract
  - · Ask your child if THEY want to do OOTM
  - Prepare them for when decisions might not go their way (what does it mean to be on a team?)
- · Read the problem
  - · Review the vocabulary
  - · Ask them what aspects interest them
  - · Ask them what challenges they see
- Communicate with the coach(es)
  - Ask if they need snacks, supplies, storage space for projects, organizing a carpool
  - Volunteer to help with a skill, be a tournament volunteers or judge, transport props
  - Ask what concept/project is currently being worked on and if there is any homework
  - Answer emails



- Get creative with your kids (as a habit)
  - Encourage them to use more descriptive language
  - · Encourage out of the box thinking
- Always be aware of how you "help"
- Be prepared to work where/when needed, especially as the tournament gets closer
  - May need more work sessions in the weeks leading up to the tournament
  - May need to be flexible on meeting locations due to materials, prop storage, etc
- Remember, your child's coach is a volunteer



- Communicate with your parents
  - · Ask for a co-coach if you have a young team
  - · Ask for Volunteers
  - · Tell them what the kids are working on
  - Let them know about schedule changes or other needs (materials, clothes, etc.)
  - Ask early about the competition dates
- Pace yourself
  - · Start early
  - · Let go
  - Focus on building skills they will use for years to come
  - · Remember the end goal
  - · Consider options for tournament
- Emotions and touchy situations
  - · Kids may drop out
  - Crying/upset child leaves
  - Disruptions
  - · Let the team help
  - · Communicate with the parents



- Make sure your team has a snack or dinner
  - Use that time to talk or transition into a productive session
  - Define terms, talk about challenges they are having, brainstorm, do some roll playing, do a verbal spontaneous problem, etc.
- · Get the wiggles out
  - Change of scenery get outside!
  - · Dance or other physical challenge
  - · Increase/decrease focus
- You may have to teach some skills
  - Teamwork
  - Organizing
  - · Brainstorming
  - Listening
  - Voting
  - · Conflict resolution
  - · Whole brain thinking
  - · Not stomping snacks into the carpet ;-)

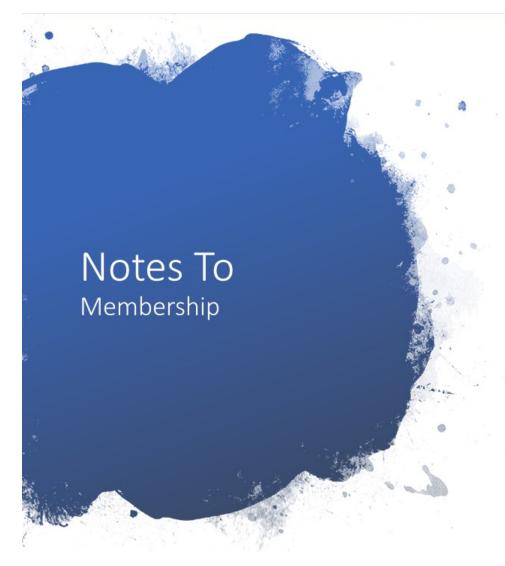


- Create other learning challenges
  - · Channel YOUR creative ideas
  - Teach vocabulary
  - Trigger their thinking about the longterm problem

## • Spontaneous Problems

- · Yes, even Primary teams
- · Great way to build team
- · Quickly gratifying and sense of accomplishment
- Warm up and stretch our creative thinking skills
- Improve communication and forward thinking
- Do it again harder iteration and/or more creative solutions





- This is an extra curricular activity, not an after-school program (nor is it free babysitting)
- Start the recruiting process early
- What does the team make-up look like?
  - Grade levels
  - Gender
  - Friends
  - Pre evaluation
- How will you handle logistics
  - Recruiting
  - Scheduling
  - Costs
  - Locations

