



Coaches' Training Program Information

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Today's Agenda

SECTION I

- Introductions And agenda overview
- OM Overview, Teams, Outside Assistance. Three Components. Choice of Problems. What does the Coach do? Qualifications. Questions.
- Spontaneous presentation

SECTION II

- Spontaneous Activities
- Style
- Long Term presentation

SECTION III

- Current year problems and how to read them .
- G.T. Resources. Program rules. At Tournament. Penalties. Clarifications Process. Q&A

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What is *Odyssey of the Mind (OM)*?

- International Creative Problem-Solving Program.
- Creativity is a skill that can be taught and practiced.
- Focus is to develop divergent, independent-thinking abilities through a challenging, but **FUN**, learning process.
- Team-effort, based loosely upon a sports model.
- Teams demonstrate their solutions at a tournament.
Every team presenting a solution is a WINNER!
- Participants are K- College, but compete within age Divisions
- OM develops real-life skills.

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The Role of the Coordinator

- ❖ Each school has a designated OM membership coordinator who is a conduit through which information flows between the local Chapter and the team coaches.
- ❖ The school Coordinator is responsible for the purchase/renewal of the annual School (Traditional) Membership which covers all the teams - unless there is a District coordinator.
- ❖ The Coordinator gathers interest from Coaches and Students to help put teams together.
- ❖ The Coordinator shares access to the Member's Area with coaches, for download of materials: long-term problems, program guide, logos, forms, etc. Also, for team registration under the membership.

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Program Structure -- Teams

Teams of 5-7 students participate in their choice of the current-year Long-Term Problems and practice Spontaneous Problems

- All Team Members may participate in the long-term presentation
- All Team Members may participate in Spontaneous (in the past it was limited to 5 members)
- A maximum of 7 “minds” can work on the problem, no “replacement of team members” beyond 7.

Teams participate within Age Divisions. In the U.S., these are based upon the highest grade level among the team members.

- Primary (K-2)
- Div I (every team member in 5th grade or less)
- Div II (highest grade team member in 6th -8th grade)
- Div III (highest grade team member in 9th -12th grade)
- Div IV (Collegiate & Military. All members with high school diploma and taking at least one college course or in the military)

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To Help or Not to Help?

One of the most important parts of OM is that the Team MUST conceive, design, construct, and perform their own ideas. Help external to the team is termed Outside Assistance (OA).



The long-term solution is the Team's design, their work, their performance, and their score. The Team is responsible for what they do, NOT the coach.

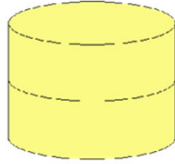
**OM is a Hands-On Program for Kids,
but a Hands-Off Program for Adults**

(It's important that parents know **OA** rules too)
Some great scenarios are provided in your Handbook

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The Three Components at competition

Long-Term



200 Points

- Specific Rules
- Open-Ended
- All Solutions Presented in Skit Form (8-min)

Style

50 Points

- Elaboration of Long-Term
- Pizzazz, Sparkle, Polish
- Team Chosen Elements

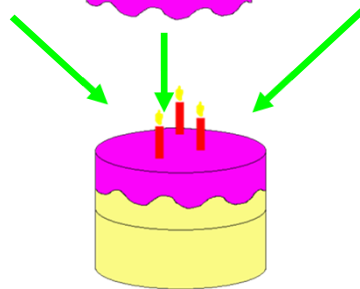


Spontaneous



100 Points

- On the Spot
- Anything Goes
- 3 Types
 - Verbal
 - Hands-on
 - Combo



Long-Term + Style + Spontaneous = Total Score

Raw Scores are "Adjusted" so the team with highest raw score (for each component) receives the full possible score (200, 100, or 50 pts for the three components). Other team scores adjusted proportionally

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The Long-Term Problems

Six new Long-Term problems are released each year (August)

The [PROBLEM SYNOPSES](#) briefly describe these:

- Vehicle – Problem 1
- Technical – Problem 2
- Classics – Problem 3
- Structure – Problem 4
- Theatrical – Problem 5
- Primary – *Demonstration Only*

All problems (except Primary) are offered to all age Divisions

There is a cost limit to each problem (usually ~\$125-145)

- therefore, solutions cannot be "bought"
- only the materials used in competition included in the cost
- duct tape & cardboard, yard-sale value, scavenging
- some "standard" and safety items are exempt from cost or have "assigned values" as listed in Program Guide.

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So What Is the Role of the Coach?

- ✓ Scheduler (how often and where team meets)
- ✓ Facilitator (helps the team stay organized)
- ✓ Assists team in developing a timeline for projects
- ✓ Spontaneous practice (practice often, variety, strategies)
- ✓ Forms (helps Primary and Division I teams fill out forms)
- ✓ Go-fer (takes team members to store for supplies)
- ✓ Snack Organizer (fuel for busy minds)
- ✓ Mentor

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Team Qualifications

To qualify for participation in an on-site tournament, each team has to :

- **Register** your team online timely.
- Pay the **tournament fee**
- Supply a volunteer who will be trained to serve as a **judge** or official for the Regional tournament and State tournament (Regional qualifications vary with regard to the State tournament).
- Based on the region, there are additional requirements to provide **untrained volunteers** and/or **Tournament Staff**.
- Each specific **deadline** is listed in the online calendar.

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SCORING

Remember the 3 components:

- ❖ 200 points long-term
- ❖ 50 points Style (scored within the Long-Term presentation)
- ❖ 100 points Spontaneous

- ❖ One team can get the highest score in long-term, another team will score highest in Spontaneous, another one in Style.
- ❖ Raw score vs. Calculated Score
- ❖ Penalties after score is *calculated*
- ❖ Coaches pick-up LT & Style detailed scores from long-term Head Judge

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CLARIFICATIONS

There is an official process to inquire about the legality of an idea or material or to clarify an ambiguous point.

- ❖ Clarification Requests are submitted by team/coach
- ❖ Deadline to submit a **team** clarification request is **Feb 15**.
- ❖ Do not ask questions covered in the program guide.
- ❖ Do not ask questions covered in the problem description.
- ❖ Do not ask if an idea is creative.
- ❖ Ask – if an idea of the team is legal, if it seems to stretch an interpretation.
- ❖ Ask – if a proposed solution is acceptable.
- ❖ Read first any clarifications submitted by others. They are an extension of the official problem description.

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Rules for your long-term problem

Hierarchy of rules for the long-term problem:

- ❖ **Current PROGRAM GUIDE**, on the TX and national websites has the general and guidelines for acceptable and prohibited items/actions.
- ❖ The Team's chosen **LONG-TERM PROBLEM** has specific rules and penalties pertaining to the execution of its solution.
- ❖ **CLARIFICATIONS** (General and team clarifications, available on the national website, through the Member Area, released throughout the season) over-ride the previous two. If you have asked a question about legality, the response you obtain over-rides general rules.

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Resources for procedural info

- ❖ Your OM school coordinator.
- ❖ Your OM Regional Director ("RD") --->
 - houston@txodyssey.org
 - central@txodyssey.org
 - north@txodyssey.org

Other resources:

- ✓ Our local website: www.txodyssey.org (dates, reminders, procedures and regional tournament information, spontaneous practice problems)
- ✓ Short Coach Training modules are also on our local website, in addition to many tip sheets that you can download.
- ✓ Odyssey Academy videos to watch with the team.
- ✓ Links to websites full of spontaneous practice problems to use or adapt.
- ✓ Printable Materials (PDF format)
- ✓ National website: www.odysseyofthemind.com for registration and problem materials.

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