

Coach's Responsibilities

Many coaches, particularly new ones, wonder about what their job actually is. Here's a list of some of the major responsibility that an Odyssey of the Mind coach should assume:

- Scheduler (how often and where team meets)
- Facilitator (helps the team stay organized)
 - determine goals and the path to reach them
 - helps them read and understand the problem
 - helps team keep track of tasks and deadlines
 - takes notes (remind them of their previous ideas)
 - leads brainstorming sessions (without injecting ideas)
 - explains scoring
 - brings in "experts" to discuss & teach skills
- Teacher (teaches basic skills)
- Asks **QUESTIONS** (to help team focus, open-ended)
- 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

Remember that someone may teach basic wiring or how to work with a sewing machine, but the team members (and only the team members) must apply those skills to their solution themselves!

Meet with parents to explain rules, philosophy and your meeting schedule. Stress the importance of each member's attendance. Oversee that all paperwork for the tournament is completed.

Distribute information on tournaments, directions and schedules to parents/relatives.

Instill the Odyssey of the Mind spirit in your team. Remember, if you emphasize the score as the only measure of their success, you could be setting up your team to feel like failures. Please emphasize that the learning process, the experience, and FUN are the worthwhile goals to achieve.