

## Question Me Coach

When the team enters the room, tell them this is a verbal problem

Judge Reads to Teams:

You will have 1 minute to think and 3 minutes to respond. You may ask questions during your think time: however, time continues. No other talking is allowed.

You will receive 1 point for each common response. Highly creative or humorous responses will receive 5 points. This will be the subjective opinion of the judges and the judge's decision is final.

Each team member will be given 7 jellybeans. Before responding, you must place one of your jellybeans in the provided cup located at the center of the table. Time will end when each member no longer has any jellybeans, or time has expired.

Once time begins, it will not be stopped. If the judge asks you to repeat a response, or to clarify it, or to give a more appropriate response, it counts against your time. Speak loudly and clearly.

In *Odyssey of the Mind*, a coach must not give the team ideas on how he or she feels the problem should be solved. Throughout the year, the coach's position has been to ask thought provoking questions to get the team to be as creative as possible in their solution to the problems. It is now your turn to be the coach.

Your problem is: Pretend that you are the coach. Ask a question just as if you were the coach to get your team to start thinking. For instance you may ask, "Are you sure that this is in the rules?" or on the day of competition he may ask, "Do we have everything? Who has the forms?" (Repeat the problem)

Coaches: This is another perfect problem to test the teams on scoring. It should be easy to respond to this problem, but let's go for the gold medal. Since each team member can only respond once for each of the jellybeans, each response should be super creative to maximize the possible score. When you look at the possible response scores, the range can be anywhere from 35 to 175 points if all 5 members use all 7 jellybeans. This is the difference between first and nowhere near first place. Get the team to recognize the need to make the most of both the time and the points. It would be a good idea to ask how much time is left when you get towards the end. Don't start out too fast. Most teams will try and rush their responses in the beginning. Often the responses are so quick that the judges may

not quite understand the response. If they have to stop the team and ask for the response to be repeated, this really kills the momentum of the team.

Add some flare to your responses any way you can to make the response more likely to be graded higher. A creative response could be "What was I thinking when I took over the role of coach?". Yes, this is creative, but what if you were to state it while shake your head as if in playful agony? This is just one way if making sure that your responses are the most creative. Add as much personality to responses as you can. This can be done through actions, expressions, or just the tone of your voice. Another possible response would be "Do we need to include that on the Cost Form Sheet?" or "Has anybody read page 36 of the program guide? (For the Answer to this question and many more, got to [www.Odysseyofthemind.com](http://www.Odysseyofthemind.com) and click on the program guide link at the bottom of that page.)

**Practice Practice Practice..**

Today's mini Spontaneous: Name things that are measured. Name things that can be tied together.