



Core Values: For Adults

Ungracious Behaviour: During the Season

- **Select a Project Topic for the team**

Ask questions, give feedback, but let the kids make the choice

- **Build the Solution**

The adult can help the team - but shouldn't be doing it for them.

- **Build their robot**

The Judges will know if you did too much. Guide them through the process, but let them do the work. Don't be the parent that makes decisions for the team.

- **Do the Programming for them**

The kids will NOT do well if they can't describe the code. Teach them skills, help debug, but they have to write the code themselves.

An Adult's Guide To Ungracious Behaviour

- **Argue with a Referee**

Only team members should talk to (or respectfully argue with) the referee about their robot game.

- **Speak in a Judging Session**

The Judging session is about the kids. Sit on your hands, bite your tongue, and look at the ground!

- **Fix the robot**

Hands off! Don't work on the robot with the team – or even worse, be at the practice table by yourself! Give encouragement or suggestions, run the stopwatch, hold boxes etc

- **Direct teams during a Robot Game**

Give encouragement, lead the team in cheering, but don't tell them what to do

- **Complain about results**

This isn't about you. Model Gracious Professionalism. The team needs you to focus on their successes, not complain about not getting a trophy or not progressing.

An Adult's Guide To **Gracious** Behaviour

- **Make first contact with Professionals**

Adults can do the introductions – then let the kids do the rest!

- **Teach**

Ideally, coaches should teach skills and the team should decide how to use them.

- **Admin**

Manage version control, maintain computers, help sort pieces, handle documents and paperwork.

- **Herd Cats**

Keep the team on task. Help students find a role. Make sure work is balanced and shared.

- **Ask Questions**

Inspire the students to think. "Have you thought about...?"

An Adult's Guide To **Gracious** Behaviour

- **Thank a Volunteer**

It will make a difference!

- **Practice Table Discipline**

Make sure you finish on time. Maybe even share a table?

- **Model Gracious Professionalism**

Encourage the team to cheer on others, offer help, and move on from failure.

- **Carry Things**

Sometimes a box is just too big for a 9-year-old. You can make sure things get to where they're needed – just make sure the team does the final steps.

- **Practice and Prepare!**

Get the students to practice answering questions. Find a quiet place and settle nerves. Walk them through what a Robot Game will be like. Equip them to succeed!

Documentation

Shown to Judges, but not left with them

Core Values

- One-Page Team Summary
- (Optional) Log

Innovation Project:

- One-page summary
- (optional) Project and Research Log

Robot Design

- One-Page Summary
- (Optional) Engineering Notebook

