

Helpful Tips for Avoiding Interference

Interference – General Concept:

Refer to Interference in the *Rules of the Road*. (pp 13-15)

The team **MUST** conceive, design, construct and perform their own ideas.

The solution is the team's design, their work, their performance and their score.

Resources – General Concept:

Resource people/materials are definitely allowed and are a good way to teach basic skills/concepts as long as they teach basic concepts and NOT how or what to do with the team's props, script, acting, etc.

Activity: Interference

Use the following list. Name the Interference, and ask participants to determine the Not Interference compliment to that situation.

- | | |
|----------------------|---|
| Interference: | Parent demonstrating a skill on team prop |
| Not Interference: | Parent taking a team member to a power tool demonstration at a local hardware store for hands-on training and experience |
| Not Interference: | Team Manager or resource person teaching a basic skill |
| Interference: | Team Manager telling team members where to place props in Launch Area at a Tournament |
| Not Interference: | Team Manager facilitating team to develop a floor plan for where props go not only in the Performance but also in the Launch Area |
| Interference: | Parent asking “Why haven’t you tried ‘so and so’?” to a team member about the team’s solution |
| Interference: | Team Manager asking “leading” questions to the team members toward a predetermined solution |
| Not Interference: | Team Manager using CPS Tools and questions to generate or focus that help round out solution |
| Not Interference: | Team Manager teaching <i>Instant Challenge</i> techniques |

Helpful Tips for Avoiding Interference (con't)

Helpful tool: *Interference: A Contract for Teams, Team Managers and Team Parents.*

Refer to *Team Manager's Guide*(.pg 6)

Gently emphasize the importance of diligence and patience in relation to avoiding Interference.

Helpful “Sentence Stems”: Encourage team members and team parents to use the following sentence stems. Stems are phrases that encourage participants to look at the positive side of the option or situation and encourage multiple responses, not one answer. They encourage a positive, desirable focus.

Examples:

Wouldn't it be nice if....WIBNI

How to....H₂

In what ways might we...IWWMW?

How might we ...?

List ways to ...

Think of ways to ...

What if we ...?

- Do you suppose we could ...?
- I wonder if...?

Stress to team parents to answer a team member's question with a question.

For example:

Q: How can I get this propeller to stop sticking when it spins?

A: How might you find out why it is sticking?

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