Strategies for FLL Success

Please open the question polling link above and let Dan or Nate know if you need Wifi access.
Breakout!

Identify a technical and non-technical goal that you hope to accomplish by the end of the season.

Post your separate goals to Socrative.
Veteran Advice and Reminders
PennFLL Speed Sharing
Question 1

How do I reinforce Core Values with my team?
Question 2

What are some fun ways to reward your team when they’re working hard?
Question 3

What is the Core Value that the students find most difficult to understand, learn, and model?
Question 4

How can you make the research project fun?
Question 5

What needs to be in place for a team to have a successful research project?
Question 6

How do I reenergize my team?
Question 7

Your team has been working on a mission for a week and chances of success look bleak, how do you direct the team to look at other solutions?
Question 8

A student on your team is acting out, how do you handle this?
Question 9

One of your students thinks they have all the answers, how do you let others enter the discussion?
Question 10

How to tell your team no.

In not so few words
Question 11

Parents want to help, how do you manage parental involvement?
Question 12

You assign homework and only a few students do it, what do you do with the rest of your team?
Question 14

You have no artistic background, how do you help your kids make a creative presentation?
Question 15

Your team flopped during their presentation at the qualifier, how do you help them cope?
Question 16

How does your team celebrate the FLL season ending?
Question 17

What are some ways to make the community aware of your FLL team? (and what are some ways you can give back?)
Question 18

What does your team do to fundraise or what do you think is a good team fundraiser?
Question 19

What are some strategies for recruiting students for your team?
Question 20

How do you prepare for snow days or other changes in the team schedule?
Build a Better Robot
Programming Efficiency
Robot Building Challenge