Computer Science
Tips for Coaching

REMEMBER . . .

Primary communication with Coaches and Sponsors is done through e-mail provided with the School/Group Registration done online. If a coach or sponsor is not receiving e-mail information about the contest, he or she should check Spam/Junk folders on the computer and contact Academic Rodeo for assistance with getting the current information.

Deadlines exist for a reason. Please be aware of them and follow them. The **Academic Rodeo Calendar** in a true calendar format is on the Getting Started and General Info pages. The **Computer Science Timeline** is on the Computer Science page**.** If you have a problem with a date or deadline, please contact Academic Rodeo, realizing that usually it is not possible to make a change or give "grace" for deadlines. Often judging is scheduled close to the due date. To be sure students get to participate, follow deadlines.

Registration of students for the contest occurs immediately after the Christmas and New Year holidays. Confirm commitment of your students BEFORE the break begins and set a reasonable deadline for them to bring projects to you to get them to Academic Rodeo by the submission deadline.

Label everything properly and provide the number of copies requested.

Be sure that the project is saved correctly and check that the project can be opened after removing the CD or flash drive and inserting it in another computer.

For Computer-Generated Art, be sure that the work is mounted correctly on posterboard and labeled on the back. Artwork is displayed for several weeks and humidity in the building will cause artwork to fall if it is not attached with an adhesive that holds firmly.

Discourage student putting personal information in the project. Projects are displayed for many individuals to see. We want to protect student privacy while showcasing the work.