

ODYSSEY OF THE MIND



What is Odyssey of the Mind?

Odyssey of the Mind is an international educational program that provides creative problem-solving opportunities for students. Team members apply their creativity to solve problems that range from building mechanical devices to presenting their own interpretation of literary classics. They then bring their solutions to competition on the local, state, and world level. Thousands of teams from throughout the U.S. and from about 25 other countries participate in the program.

http://www.odysseyofthemind.com/learn_more.php

Important Information

For Coaches

- Teams are composed of up to 7 students in grades 2-5 and coached by one or two parents.
- A judge is also needed for each team. This can be a volunteer who is not coaching.
- Coaching a team takes place outside of the school environment.
- Teams set schedules and locations that are mutually agreeable for the team.

Volunteering to coach Odyssey of the Mind is an exciting and rewarding experience for our children and coaches. Our coaches make this opportunity possible....**THANK YOU!!!**

For Parents & Students

- Participation requires regular team meetings from approximately November to March.
- A fee of \$25 per child is required to reserve a place on a team. *Team placement is not guaranteed unless we secure enough coaches.
- We encourage families to pay this fee online using <http://osp.osmsinc.com/cms>. If you would like to pay the school directly, we will accept **exact cash** only on **Tuesdays and Thursdays**.

Important Dates!

**Basic 2015- 2016
Central Region
Dates to Remember**

Event	Date	Venue
Coaches Training	Saturday, October 17, 2015	Carmel Middle School
Spontaneous Fair	Saturday, January 16, 2016	Charlotte Country Day School
Judges' Training	Saturday, February 13, 2016	TBA (Trinity??)
Central Region Tournament	Saturday, March 05, 2016	Wingate University
State Finals Tournament	Saturday, April 9 or 2, 2016	TBA Western (Wingate Back-up)

Problem Choices & Sign-Up

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Problem 1: No-Cycle Recycle

Teams will build, ride on, and drive a no-cycle, recycling vehicle. It will pick up discarded items, adapt them in some way, and then deliver them to places to be re-used. The vehicle must travel without pedaling for propulsion. In addition, the driver will have an assistant worker riding on the vehicle that will help process the trash items being repurposed. They will make an unplanned stop along the way to perform a random act of kindness.

Problem 2: Something Fishy

Teams will design and operate a technical solution that simulates multiple styles of fishing. A Fisher Character will work from a designated area to "catch" three different objects that are outside of that area. The catch will be on the move and will include something expected, something unexpected, and a new discovery. The performance will also include a change of weather and a humorous character that portrays a potential catch and avoids being caught by the Fisher.

Problem 3: Classics... Aesop Gone Viral

Teams will create and present an original performance about a fable gone "viral." The problem will include a list of fables attributed to Aesop. Teams will select one and portray it, and its moral, as going viral - that is, being shared throughout the community and beyond. The performance will be set in a past era and include a narrator character, an artistic representation of the fable's moral, and a character that makes a wrong conclusion about the moral and is corrected.

Problems Continued

Problem 4: Stack Attack!

This problem requires teams to design, build, and test a structure, made only of balsa wood and glue that will balance and support as much weight as possible--twice. During weight-placement, teams can "Attack the Stack" where they will remove all of the weights except for the bottom one and the crusher board. Teams will also receive score for removing weights! After Attacking the Stack, the weight placement process can be repeated to add to the total weight held. Teams will incorporate weight-placement, repetition, and Attacking a Stack into the theme of the performance.

Problem 5: Furs, Fins, Feathers & Friends

The team's problem is to create and present a humorous performance depicting problem solving from the perspective of three different animals. The animals will help a stranger, help each other, and solve a problem that threatens the survival of all animals. During the performance, the animals will sing and dance. They will also show curiosity, sympathy, frustration, and joy.

Primary: Stir the Pot

Grades K-2

Teams will create and present a humorous performance about an object that comes to life when touched by an item that turns out to be magical. While it is alive, the animated object will encounter three other objects that will result in a dramatic change of behavior. There will be a narrator character that explains what is happening and a character that becomes friends with the object. The performance will also include a team-created poem, song, or dance.

Questions????

Thank you for joining us!