

Odyssey of the Mind Club



2009-2010

PTA is sponsoring the Odyssey of the Mind Program at Floris!!!!

Odyssey of the Mind is an international educational program that provides creative problem-solving opportunities for students. Kids apply their creativity to solve problems that range from building mechanical devices to presenting their own interpretation of literary classics and then they bring their solutions to competition.

Please see reverse for this year's problem descriptions. Visit <http://www.vaodyyssey13.org/> or <http://www.odysseyofthemind.com/> for more information.

Some good to know facts -

- Teams of up to seven kids will be assigned on a first come first serve basis.
- Practice will begin in mid November. Time and location will be decided by the coach and the team.
- Each team will do one of the problems listed in the back based on the age group.
- The regional tournament will be held in early March.

We need support and help from parents! We need volunteers for each team like **coach, co-coach, team building coach and judge.**

The Odyssey of the Mind orientation meeting will be held on Thursday, Oct. 15, 2009 in the Little Theatre at 7 PM.

To register send an email to avani.saini@gmail.com & jrajitha2000@yahoo.com. If you don't have access to email then return this form. Please include following required information:

Student Name: _____ **Teacher, Grade:** _____

Parent Name: _____

Phone: _____ **Email:** _____

Volunteer as **Coach:** _____ **Co-Coach:** _____ **Team building coach:** _____ **Judge:** _____

1st choice, 2nd choice and 3rd choice of the problem you are interested in: _____

Past OM experience and friends you would like in the team: _____

2009-10 Long-Term Problem Synopses*

Problem 1: Nature Trail'R

This problem requires teams to design, build and drive a human-powered vehicle and camper that will go on a camping trip. When the vehicle arrives at the Campground, the camper will be disconnected and the vehicle will travel on a team-created Nature Trail. On the Nature Trail, the vehicle will overcome an obstacle, clean up the environment, encounter wildlife, and undergo a repair. The performance will include a character that is in or near the camper that explains the experience as part of its role. *Sponsored by NASA.*

Divisions I, II, III & IV

Problem 2: Return to The Gift of Flight

Teams will make and operate a series of aircraft that will complete a variety of flight plans. The flight plans include flying straight, making a target spin, traveling slowly, dropping something into a target, touching down and taking off, and a mass launch of multiple aircraft. The aircraft in the solution will be made of a variety of materials and will have a variety of power sources. The testing of the aircraft will be presented in a team-created performance that will include a character that serves as a creative "air traffic controller."

Divisions I, II & III

Problem 3: Classics . . . Discovered Treasures

Teams will create and present an original performance that includes the portrayal of the discovery of two archaeological treasures. One portrayal will be a team-created version of the discovery of an actual historical treasure. The other portrayal will be the team's depiction of a modern sculpture or structure that exists today but is discovered in the future. The performance will include an artistic representation of the two discovered treasures and characters that are part of the discovery teams.

Divisions I, II, III & IV.

Problem 4: Column Structure

The problem is to design and build balsa wood columns that will function together to balance and support as much weight as possible. The columns must not be connected to each other in any way. The team will test its Column Structure by placing weights onto it. The team will add weight until its Column Structure breaks or time ends. Bonus score will be awarded for the number of columns used. The team will incorporate the testing of its columns in an original team-created performance.

Divisions I, II, III & IV.

Problem 5: Food Court

The problem is to create and present a humorous performance where a food item is accused of being unhealthy and must defend itself among its food peers. All characters are food items and will include "the accused," "the accuser," a jury that is not portrayed by team members, and additional team-created characters. The jury will reveal its decision to the audience.

Divisions I, II, III & IV.

Primary: Surprise Party

The team is to create and present a humorous performance that includes a Surprise Party for a team-created character. The theme of the party is a surprise because it is being given for something that is not normally celebrated. Partygoers will give three gifts that help symbolize the theme of the party. The performance will also include an original party "noisemaker" that makes an unusual sound instead of a loud sound.

Grades K-2.