

Odyssey of the Mind Club

2011-2012



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://va.odysseyofthemind.org> or <http://www.odysseyofthemind.com> for more information.

Some good to know facts -

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

We need support and help from parents! We need volunteers for each team to be **coach** or **co-coach**. Training would be given to coaches. So please consider volunteering.

To register (students and volunteers) send an email to avani.saini@gmail.com and rajitha2000@yahoo.com with the following required information before Oct 31st.

Student Name, Grade, Teacher

Parent Name, Phone, Parent Email

Problem choice(s): 1st, 2nd and 3rd

Interested to volunteer as Coach or Co-Coach

Also mention preferences regarding team mates and past OOM experience

If you have any questions please send email to Avani.saini@gmail.com or rajitha2000@yahoo.com

2011-12 Long-Term Problem Synopses

All problems have an 8-minute time limit.

Problem 1: Ooh-Motional Vehicle

The problem requires teams to design, build, and drive a vehicle that will travel a course where it will encounter three different situations. The vehicle will display a different human emotion for each encounter and one will cause it to travel in reverse.

The team will create a theme for the presentation that incorporates the vehicle and the different emotions. The emphases will be on the technical risk-taking and creativity of the vehicle's engineering for travel, and change of emotional appearance.

Divisions: I, II & III. Cost limit: \$145.

Problem 2: Weird Science

The team will create and present a performance about a team of scientists on an expedition to uncover the cause of mysterious

events. The team will select the location of the expedition from NASA Earth Observatory Photographs .

The scientists

will collect two samples and will report on their findings. The performance will also include a technical representation

of the mysterious events, the appearance of actually traveling, and a team-created device that the scientists use on

the expedition.

Sponsored by NASA.

Divisions: I, II, III & IV. Cost limit: \$145.

Problem 3: Classics . . . To Be or Not To Be

In this Classics problem, teams will put a musical theatre spin on one of William Shakespeare's most famous lines: "To Be Or

Not To Be." Hamlet, the title character, ponders this question and realizes that the easy way out is not always the correct choice.

An original "Hamlet" character will face a team-created dilemma. Unlike Shakespeare's Hamlet, the team's character will take

the easy way out only to discover that it was the wrong choice. Teams will also incorporate a character that portrays Hamlet's

conscience, a creative scene change, a creative costume change, and use of a "trap door." A portion of the performance will

include musical theatre elements.

Divisions: I, II, III & IV. Cost limit: \$125.

Problem 4: You Make the Call

For this problem, teams will design and build a structure made of only balsa wood and glue that will balance and support as

much weight as possible. The structure may have a maximum weight of 9 grams and will receive 2 times the weight held, or

12 grams and receive 1 ½ times the weight held, or 15 grams and receive the actual weight held. The testing of the structure

will be presented in a performance that includes mathematics in its theme.

Divisions: I, II, III & IV. Cost limit: \$145.

Problem 5: Odyssey Angels

The team will create and present a performance where a group of students travel throughout one or more team-created places where they encounter negative situations. These “Odyssey Angels” change what they find and turn them into positive situations.

On their journey, they help two individuals with different problems and help save an entire community from a bad situation.

One Odyssey Angel cannot speak, and another has a special team-created power.

Divisions: I, II, III & IV. Cost limit: \$125.

Primary Problem: Hide and Peek

The team is to create a device that uncovers three surprise objects by lifting a team-decorated container off of each of them

from 5, 8, and 10 feet away. The containers may be raised at any time, in any order, and may be raised simultaneously. The

demonstration of the solution will be presented during a performance that integrates raising the containers and the surprise

objects in its theme. There will be a narrator character and a setting.

Grades K-2. Cost limit: \$125.

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