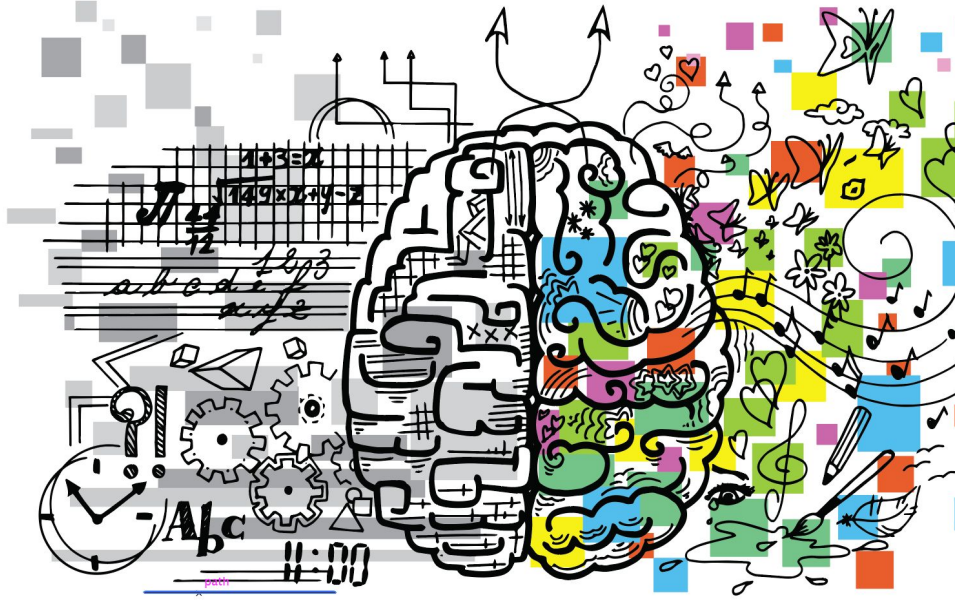



Odyssey of the Mind



Information Night



Who has ever had to solve
a complex problem, while
working on a team?

Odyssey of the Mind teaches:

How to work as part of a team.

How to approach very complicated problems.

How to be creative thinkers.

How to keep trying until you succeed.

But How Will I Find the Time???



**Creativity is a SKILL that is LEARNED
by taking on the challenge
of solving a problem.**





History

Founded in 1970s by “Dr. Sam” Micklus
at Rowan University in New Jersey

Today: Kids in 25+ countries

Nova East - Regional Nonprofit

Arlington STEAM - Local Nonprofit

What do we create?

8-minute “Long-Term” Problem Presentation

A few “Wow!” items for the Style Competition.

(Older Kids)

Prepare to have fun in Spontaneous Round!

(Older Kids)



Style Items

Who should participate?

Students who like to make things ...

Technical students ...

Artsy students ...

Students with natural “facilitation” skills ...

Any student who really wants to try it!



— Team Placement —

The goal is to create opportunity for as many kids as possible!

- Guaranteed spot for students of parent coaches and judges
- Preference for parents who are willing to volunteer
- Preference for returning OMERs who have experience

In the event we have one last spot, and multiple students, the coordinator will draw names from a hat, and then the Coordinator continues to try to find spots when a few kids may drops.

ALL players, new and old,
submit interest forms by:
Monday, October 25th



Campbell Odyssey of the Mind Interest Form 2021-2022

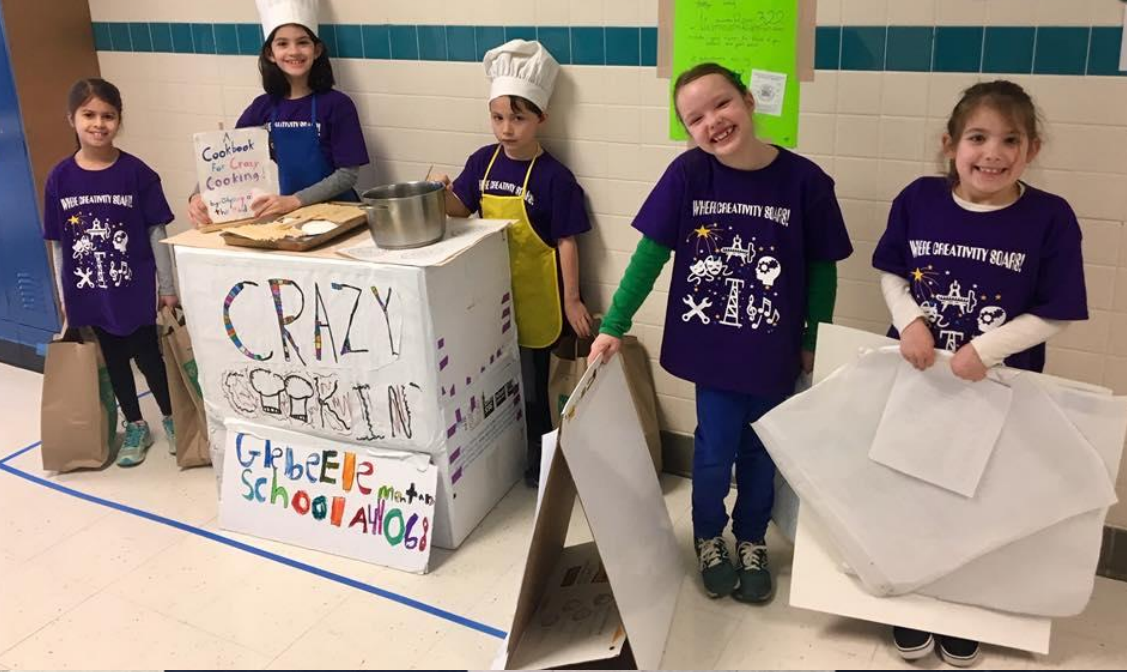
Fill out this form to indicate that you are interested in having your child participate in Campbell's Odyssey of the Mind Program. Parents volunteer to coach teams and oversee their progress toward the solution of a problem which they will then film and submit paperwork and videos to a virtual competition. Unlike other afterschool opportunities, student teams have ownership of their performance/solution. Parent coaches simply keep them safe and on track toward completion based on the problem they choose to solve. This year again, practices will need to take place outside of school (ie. Zoom, parks or backyards) You must fill out a separate form for each of your children if more than one want to participate. Please understand that no child is guaranteed a spot on a team unless their parent volunteers to coach. Also, students whose parent volunteers to serve as a judge will be given preference as will team members who have participated in Odyssey in past years.

There will be a Zoom Meeting about Odyssey of the Mind on Wednesday, October 20, 2021 at 7:00 p.m. The link will be posted on the PTA Website.

This form is due on Monday, October 25.

Email *

Valid email



When? Where?

Teams decide meeting times and places.

Start holding weekly meetings in NOVEMBER.

Early release, day-off, snow day, weekend work days.

Students can tackle a project at home on their own.

Expect to have a LOT of meetings in January/early Feb.

STATE Tournament - mid-FEBRUARY 2022

Will be done Virtually, with a separate regional location for Balsa teams to demonstrate and crush their structures

Long-Term Problem Presentation

Primary Problem

Divisions I, II, III, and IV

Students 3rd Grade-College:

#1 - Vehicle Challenge

#2 - Technical Problem

#3 - Classics Problem

#4 - Balsa Wood Engineering

#5 - Humor / Theatrical



2021-2022 Long-Term Problem Synopses



Primary: Tri-Cycle Transport Grades K-2

We all know where the wheels on the bus take us, how about the wheels on an OM-Mobile? In this problem teams will design and build one or more vehicles used to transport something. Teams will build a vehicle that is powered three ways: human power, gravity, and free choice (e.g. battery, wind). The vehicle will travel forward, backward, and turn to a side. The performance will also include a funny narrator, a mechanic character, a salesperson, and a song about transportation that has a lyric repeated three times.



Problem 1: Escape vroom Divisions I, II, III & IV

Odyssey teams take their problem-solving skills *inside* a box as they create a performance that includes one or more team-created vehicles that will help a group of characters escape an unusual room. The vehicle will travel to areas within the room and complete tasks. Each time it completes a task it will release a "clue" that the group will use in the next area to release the next clue, and so on. When the vehicle performs the final task, it will reveal a final clue that allows the group to escape the room and they discover the mystery behind the room!



Problem 2: Odyssey ReOMvention Divisions I, II, III & IV

Sponsored by ARM & HAMMER™

While no one knows what the future holds, it's likely OMers will have an important role in it! To prove just that, teams will present a performance that identifies an original threat to the environment that self-replicates until a team-created technical reOMvention removes the threat. The team's setting will reflect the threat and then return to its original state. The performance will also include original music, two animal characters, and must use ARM & HAMMER™ Baking Soda.



Problem 3: *Classics... (Name Here): The Musical Production* Divisions I, II, III & IV

Historical figures get an encore as OMers re-tell their stories in musical form. In this problem, teams will create a biographical musical about a selected historic figure. There will be three songs: an opening number, an emotional number whose music conveys an emotion, and one determined by the team. The performance will also include a lighting special effect, movement of scenery, and a membership sign that will appear as a marquee for the team's musical.



Problem 4: Matryoshka Structure Divisions I, II, III & IV

It's always the more the merrier with nesting dolls, also known as Matryoshka! In this problem, teams will design and build a Matryoshka Structure made of only balsa wood and glue that holds as much weight as possible. The 8+'' structure will hold additional structures nested one inside the other. The more structures that are nested, the higher the score! Before weight placement can begin, the nested structures will be removed one-by-one to reveal a tiny character nested inside the smallest structure. The performance will have a theme about storage that includes placing weights, the structures, and the tiny character.



Problem 5: Life is a Circus! Divisions I, II, III & IV

Sometimes life seems like a circus! Teams will create a performance about a young person enjoying a regular life in our world who wakes up one day to discover they somehow were transported into a circus world. In the circus world there will be original animals performing unexpected tricks, a clown, circus acts, and a ringmaster that announces the activities. The young person returns to the regular world thinking it was all a dream until they see a mysterious figure that turns out to be from the circus.

Problems 2021-22

Search YouTube for examples and look online
at our coaches Facebook group
to get an idea of what kids have done.

Always inspiring to look up Ranatra Fusca Winners
who are featured in the videos of the international
award ceremonies, to see the wonderful creativity
that is being honored every year!

BECOME A MEMBER AND SOLVE ONE OR SOLVE THEM ALL!



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Divisions I, II, III & IV

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The big difference between the K-2 Primary Teams and the teams that do Problem 1-5 is that teams that do the Primary Problem are non-competitive.



The Primary Problem K-2nd Grade

3rd grade students and up MAY NOT do the Primary Problem, but K-2nd grade students MAY do any of the 5 competitive problems.

Style



Spontaneous Problem Solving

During team meetings, teams also work on spontaneous problem solving.

They are given a task and must work as a team to creatively solve it together within a short amount of time.

Spontaneous Problems may be **verbal**, **verbal/hands on**, or **hands on**.





Spontaneous

Teams go into a room without parents or coaches and solve a creative problem, working together.

Kinds of Spontaneous Problems:

Verbal

Hands-on Verbal

Hands-on

STATE TOURNAMENT: Will be held Virtually!





Sample Online Spontaneous Answers

Question: Why did the crabs cross the road?

1. They were feeling crabby about their old home.
2. They are on the move because they got sunburned at the beach.
3. They're walking because they couldn't find a "crab" driver.
4. They were finally able to retire because they got a pinch-ion. (Sounds like "pension.")
5. They are moving because the Realtors were just too "shelfish" for them. (Sounds like "self")
6. They're sneaking out because someone broke a "claw" and the police are right behind th
7. The crabs are traveling to go get a Crabby Patty because it's such a "crab-ulous" day.
8. Their old home was just "crawlful." They are trying to find a "crab-tivating" home.
9. They are leaving to try to find to the "prawn" shop.
10. They're on the move because "Salmon Says" walk a mile.
11. They're moving to get better "shell-phone" service. (Can you hear me now?)
12. They're on the move because they got a "kriller prom-ocean.:"
13. They're moving because the water at the beach was too annoying; it was always waving.
14. They're traveling because they needed to "shrimp-lify" things.
15. They're moving just be-claws. (Sounds like "because.")
16. They're moving because they want to get "to the other tide."
17. They're on the move, because... "Oh Crab! I think we're lost!"
18. They were let out of work because they pulled a "mussel."
19. They are on the go because they were about to be boiled for dinner, and they're steaming!
20. They're traveling because they weren't feeling fine and sandy.
21. They're moving to find a new bar — hopefully this time it's a sand bar.
22. They're moving, because, "Tis' sea-son" to move. They want to "sea-se" the day.
23. They're traveling because they want to "keep palm and carry on."
24. They're moving because crabs "just want to have sun. Because crabs - just want to have
25. They're leaving because their old house was driving them "cray-sea" and they didn't wan
26. They're moving because the forest has more to offer. Who "wood" not want to move there
27. They're walking because "life's a beach" and they don't have a ride.
28. They were feeling salty, so they walked to prove they could.
29. They are moving to someplace where they will feel better about coming out of their shell.
30. They want to go "make their way to the rip tide." (Singing to the song by Vance Joy.)
31. They're traveling because their predators, the sea gulls, were getting a little too squawky.
32. They are heading to go move in with Sebastian from "The Little Mermaid" and be "Under t
33. They are traveling because they really want a va-cray-tion.
34. They're traveling, because their life was unraveling, and they kept getting hit by people w
35. They're on the move because they won spontaneous and now they're going to Disney W



What does it cost?

\$30 per participant
Campbell PTA Sponsors it, but
team members help recoup some of
the costs.

Fee Waivers/Scholarships
are available!



What do coaches do?

- Create structure: Standards, Meeting Times, etc.
- Teach process, not solution: Brainstorming techniques and the Engineering Design Process. Team building and group decision-making. Help them learn tools such as SCAMPER and Edward de Bono's problem-solving thinking hats.
- Encourage risk-taking, discussion to decide the most creative ideas. (Creative = Original, Useful/Effective, and Surprising!)
- Keep them on track. (Time management!)
- Keep them safe.
- Provide encouragement.
- Facilitate practices for "Spontaneous" problems.



Support for Coaches

- Spontaneous Problem- Solving Workshops/Weekly Problems to help you and your teams learn about this aspect of the competition.
- Coaches' Training on Saturday, Nov. 13th at St. Louis Catholic School, Alexandria from 8 am - 1 pm (ONLINE trainings ALSO posted!)
- Coaches' Problem-Specific Q&A - January Date TBD at Campbell Elementary school or via ZOOM here in Arlington
- One-on-one help from Coordinator and experienced coaches

What will you create?

