


Odyssey of the Mind

OOTM 2017-2018

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Websites
www.nwvoices.org
www.OdysseyoftheMind.com



Overview

- What is Odyssey of the Mind?
- Components: *Long Term, Style, Spontaneous*
- Example of a LT Problem
- Benefits to Students & Role of Coaches
- Commitment & Costs
- Calendar of Events (**When**)
- Questions

What is OOTM?

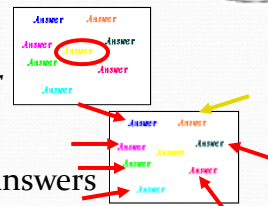


- International Creative Problem-Solving Program.
- Based on the premise that creativity is a skill that can be taught and further developed with practice.
- Focus is to develop divergent, independent-thinking abilities (thinking outside the box, taking the path less traveled) through a challenging, but FUN, learning process.
- Team-effort, based loosely upon a sports model.
- Teams usually demonstrate their solutions at a tournament. Every team presenting a solution is a WINNER!
- Participants are K- College, but compete within age Divisions
- OOTM develops real-life communication and brainstorming skills, and rewards creativity and “calculated” risk-taking in the solution of complex problems.

Divergent Thinking



- *Convergent Problem Solving*
 - Each problem has just one correct answer
- *Divergent Problem Solving*
 - Some problems may have many correct answers
- OOTM encourages young minds to explore many possible answers and to be creative in finding a solution
- There are no wrong solutions. So, teams are free to take calculated risks in attempting to solving the problem
- OOTM allows kids to use their imaginations to interpret and solve complex problems in a FUN way!



Program Structure

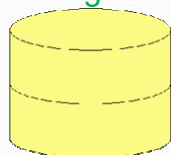


- Teams of 5-7 students participate in their choice of a **Long-Term Problem** and practice **Spontaneous Problems**
 - All Team Members may participate in the LT presentation
 - A maximum of 7 “Minds” can work on the problem
 - Only 5 Team Members may participate in Spontaneous. All members in a Primary team may participate.
- Teams participate within Age Divisions, based upon grade level.
 - Primary (K-2)
 - Div I (Grades 1-5)
 - Div II (Grades 6-8)
 - Div III (Grades 9-12)
 - Div IV (College)

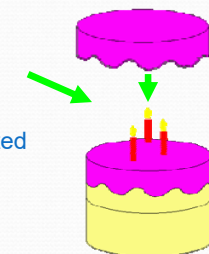
Components of OOTM



Long-Term + Style + Spontaneous = Total Score



- 200 Points**
- Specific Rules
 - Open-Ended
 - All solutions presented as a Skit (8-min)



- 50 Points**
- Elaboration of Long-Term
 - Pizzaz, Sparkle, Polish
 - Team Chosen Elements



- 100 Points**
- On the Spot
 - Anything Goes
 - 3 Types
 - Verbal
 - Hands on
 - Hybrid

Scoring is subjective.

Raw Scores are “Adjusted” so the team with highest raw score (for each component) receives the full possible score (200, 100, or 50 pts for the three components). Other team scores adjusted proportionally

Categories of Long Term Problems



Teams present performances that revolve around a specific theme and incorporate required elements

- **Vehicle**: involves building vehicles of different sizes that must perform specified tasks.
- **Technical**: involves building “innovative contraptions”.
- **Classics**: incorporates knowledge of architecture, art, and literature.
- **Structure**: requires the designing and building of a structure using only balsa wood and glue, and competing to see which structure can hold the most weight.
- **Theatrics**: requires the team to act, sing, and dance based on a given theme.

Read Problem Synopses handout to get a feel for this year's problems

Do it with *Style!*



- Style is the place for the team to showcase their strengths and talents during the Long Term Performance
- Artistic design, music, songs, choreography
- Construction, creative use of materials
- Humor, rhyme
- Overall effect (theme)

Categories - Mandatory, Team-choice, Overall

BE SPECIFIC!

Spontaneous Problems



- Spontaneous problems come in three types:
 - Verbal – problems requiring verbal responses
 - Hands on – problems requiring manipulation of materials
 - Verbal/Hands On – Hybrid of verbal & hands on components

PRACTICE... PRACTICE ... PRACTICE !

Do lots of different types.

- All Primary members can participate. Only 5 members in other divisions can participate.
- Have each team member specialize in something.
- Brainstorm ways to get “unstuck”

Penalties



- Penalties are designed to prevent teams from bending or breaking the rules, creating a safety hazard, interfering with other teams, delaying competition, or misbehaving.
- **Spirit of the Problem:** To prevent teams from circumventing the intention of the rules in either Long-Term/Spontaneous (-1 to -100 Points).
- **Unsportsmanlike Conduct:** For impairing another team’s solution, disruptive behavior, inappropriate language; Intentional/unintentional damage to facilities (-1 to -100 points).
- **Outside Assistance:** If team receives help from anyone. This applies to audience as well. (-5 to -200 points).
- **Incorrect/Missing Membership Sign:** -1 to -15 points.
- **Over Cost Limit:** Materials over cost limit (-1 to -100 points)
- **Over Time Limit:** For each 10 sec or fraction (-5 points)

Outside Assistance



- Help external to the team is termed Outside Assistance (OA)
- One of the most important parts of OOTM is that the team **MUST** conceive, design, construct, and perform their own ideas. The solution is the their design, their work, their performance and their score. ***The Team is responsible for what they do, NOT the coach.***
- OOTM is a Hands-On Program for Kids, but a Hands-Off Program for Adults



Example of a long-term Problem & Solution



- Problem: **World's First Arts Festival**
 - To create and present an original humorous performance about a **prehistoric** festival; Include 3 works of art (of any time period), dance, music (some to be performed live), song (**original lyrics** & performed live) & a team-created audience (at least 10 characters) to experience it all; Create a backdrop that is a **replica** of an actual cave painting.
 - Creative emphases on performance, how music is represented & how audience reacts to the items in the festival

Examples of Creative Costumes & Props



Note the "Style" components of theme and use of colors

Benefits to Students (Why)

Participants learn:

- **Team-building skills** by working in groups
- How to **effectively brainstorm**
- How to **identify the real challenge**
- How to seek **out-of-the-box solutions**
- How to **think on their feet**
- How to **present** solutions and answers **in a large group setting**
- How to **"open up" and express themselves**
- How to **work independently**
- Hands on **STE(A)M experience**
- **New skills** – sewing, designing, carpentry, using tools
- **Values** – Giving, helping, health

Ranatra Fusca Award

- Promotes and recognizes exceptional creativity; An incentive for risk-taking and out-of-the-box thinking
- Given to teams & individuals

What role does a coach play?



- Facilitator (helps the team stay organized)
 - Determine goals and the path to reach them
 - Helps them read and understand the problem
 - Helps team keep track of tasks and deadlines
 - Takes notes - remind them of their previous ideas
 - Leads brainstorming sessions, without injecting ideas
 - Explains scoring
 - Brings in "experts" to discuss & teach skills
- Scheduler- how often and where team meets
 - Assists team in developing a timeline for projects
- Teacher (teaches basic skills)
- Asks open-ended QUESTIONS to help team focus
- Spontaneous practice (practice often, variety, strategies)
- Forms - helps Primary and Division I teams fill out forms
- Mentor

No prior experience required. Training will be provided at no cost to you.

Commitment- Students & Parents



- Students

<ul style="list-style-type: none"> • TIME Commitment • Respect • Open mind • Punctuality • Responsibility 	<ul style="list-style-type: none"> • Teamwork • Creativity • Positive attitude • Sense of humor • Encouragement
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- Parents

<ul style="list-style-type: none"> • Coach • Funds • Time • Punctuality • Place to Meet • Judge/ Volunteer 	<ul style="list-style-type: none"> • Planning • Priority • Assist Coach • Availability on practice & tournament days
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Costs



- School membership fee (\$135/first team, \$100/additional teams) – Paid by SLES
- Funds for long term problem (**\$125-\$145/team**)
- Regional Tournament Registration fee (**\$60/team**)
- Seldens / Team Shirts: \$10-15 each
- Snacks, Team Party...
~ \$60-\$75/student to participate
Additional Costs
- To participate in practice events held by other schools

Being a Cardinal OOTM



- I am **Respectful**
 - I will listen when others are speaking
 - I will follow the directions of the coach
 - I will use materials appropriately
- I am **Responsible**
 - I will do my fair share of our team tasks
 - I will contribute ideas
 - I will participate in discussions
- I am **Ready**
 - I am on time for meetings
 - I am prepared with the materials I need
 - I am ready to start and remain on task

Being a Cardinal Parent



- Be a role model to your child
 - Be **Ready** to help the team by volunteering your time as coach, volunteer or judge
 - Be **Respectful** to other parents, staff and all the volunteers at OOTM tournaments
 - Be **Responsible** to take your child to team meetings and events

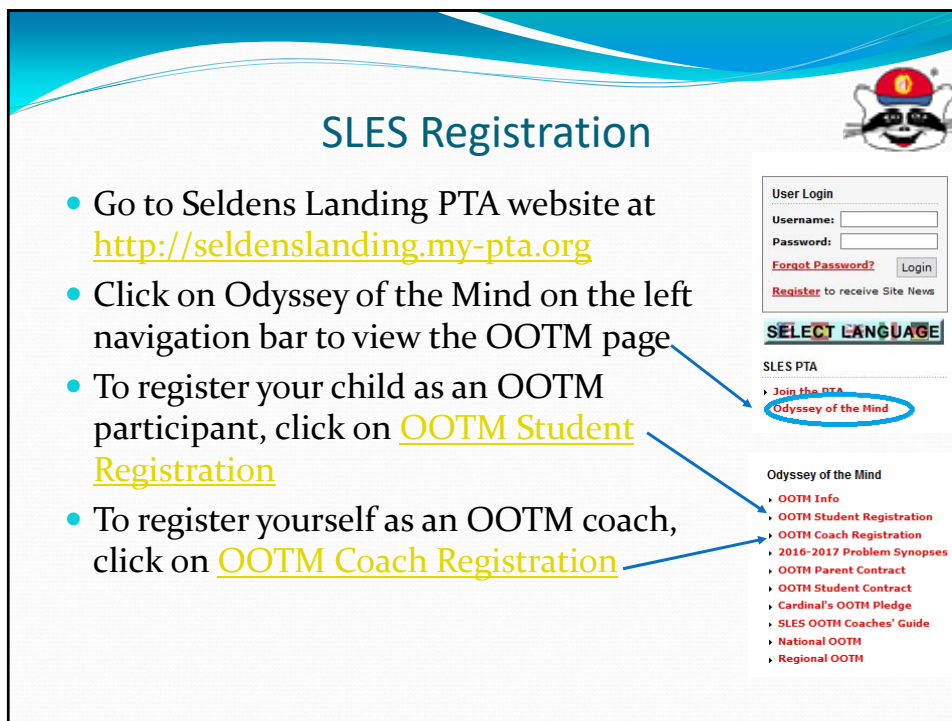
Mark your calendars



Date	Event	Venue
Sep 17-Oct 8	Team Signup & Creation	Seldens Landing ES
Oct 14, 2017	Coaches Training	Freedom HS, South Riding
Dec 2, 2017	Spontaneous Coaches Workshop	Freedom HS, South Riding
Dec-Jan (exact dates TBD)	Tournament Registration	Check payment via mail only
Feb 10, 2018	Judges Training*	TBD
Feb 24, 2018	Region 16 Tournament	Park View HS, Sterling
Apr 14, 2018	State Tournament	(Menchville HS, Newport News)
May 23-26, 2018	World Finals	Iowa State University

**If you are unable to attend our region's Judges training, all attempts will be made to let you attend a training in a neighboring region.*

SLES Registration



- Go to Seldens Landing PTA website at <http://seldenslanding.my-pta.org>
- Click on Odyssey of the Mind on the left navigation bar to view the OOTM page
- To register your child as an OOTM participant, click on [OOTM Student Registration](#)
- To register yourself as an OOTM coach, click on [OOTM Coach Registration](#)

Tournament Registration



- Tournament Registration - Opens (Dec-Jan)
 - Each Coach will register the team (Primary – see below) at the nwvoices.org website
 - Specify **ANY** scheduling conflicts (e.g., MS Band Assessment)
 - **Register Judge - Mandatory**
 - **Register Volunteer - Mandatory**
- **NEW** The School OOTM Coordinator will register **all** of the Primary teams for the tournament with the Region Director
 - Designate each team A, B, C, D, E
 - Provide Coach's name, mailing address, email address, phone number, school name, and team members' names and ages
 - Register Team Judge
 - Register Team Volunteer
 - Specify **ANY** scheduling conflicts

Other Resources



- Problem Detail Descriptions
- Odyssey Program Guide
- OdysseyOfTheMind.com -National website
- NWVoices.org – Regional website
- Google search for long term performances on past problems; spontaneous problems; supplies

*In general... if it doesn't say you can't do it ...
you CAN!*

Conclusion



- OOTM is an excellent program with many benefits to be realized.
- An OOTM program is only limited by the number of coaches available.
- All Students who participate are winners.
- Teachers & Parents can provide a boost to this program by volunteering their time.

Synopsis of 2017-18 problems



- Primary (K-2)
 - “We’re Cooking Now”: Creativity heats up as teams create their own cooking show where a chef gives an original cooking lesson to a special guest.
- Problem 1 (Div I) - Vehicle/Mechanical
 - “Triathlon Travels”: On your mark...get set...go! In this problem, teams will ride on and drive original vehicles in an Odyssey-style triathlon.
- Problem 2 (Div I): Technical
 - “Emoji, Speak for Yourself 🤖”: Teams will create a performance where the emojis demonstrate special functions like growing, turning into a team member, and changing into a different emoji.
- Problem 3 (Div I): Classics
 - “Mockumentary! Seriously?!”: The team will select a classic from a list and present different characters in a humorous documentary-style performance
- Problem 4 (Div I): Structure
 - “Animal House”: This year, teams will turn their balsa wood structures into animals!
- Problem 5 (Div 1): Theatrical
 - “A Stellar Hangout”: Teams will create a humorous performance centered on this science fiction hangout that includes original creatures, foods, and a search for space treasure.