



WELCOME TO
**ODYSSEY OF THE
MIND**
INFORMATION NIGHT

Tuesday, October 10, 2017

Presented by Ms. English

**Resource Teacher for the Gifted*

**PHES OotM Coordinator*

WHAT IS ODYSSEY OF THE MIND?

- ▶ An international creative problem-solving program started in 1978
 - ▶ Students work in teams of up to 7 to solve a problem
 - ▶ All solutions require students to perform both:
 - ▶ Sciences (building, designing, etc.)
 - ▶ Arts (acting, singing, etc.)
 - ▶ An adult coach (parent volunteer) facilitates each team
 - ▶ Regional competition on March 17, 2018
 - ▶ State competition on April 14, 2018

HOW ARE TEAMS FORMED?

A student chooses a problem that is interesting to them

All students who want to work on the same problem are grouped together

Students and adults work together to form teams of no more than 7 students

HOW ARE TEAMS FORMED?

Teams meet with their coach to work on the problem once a week* until March 17

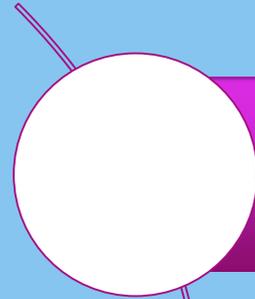
*may need to be more frequent as competition gets closer

Students develop a solution through creative problem-solving and teamwork, guided by the coach

Teams go to competition, and are judged and scored according to the OotM rules

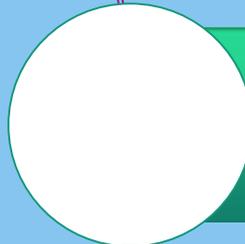
RESULTS FROM LAST YEAR

- ▶ 3rd graders
- ▶ 20 children
- ▶ 3 teams
- ▶ 9 adults (all volunteers)
 - ▶ 3 coaches
 - ▶ 3 judges
 - ▶ 2 competition volunteers
 - ▶ 1 coordinator



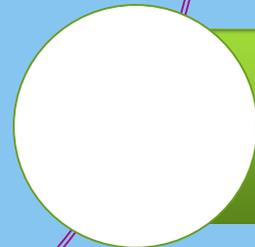
Team 1: "Catch Us If You Can"

- Design challenge for building a garage and showing a spy get captured
- 4th place



Team 2: "Ready, Set, Balsa, Build"

- Engineering challenge to have a balsa wood construction hold weight
- 5th place



Team 3: "A Superhero Challenge"

- Acting challenge to create a new superhero/villain combination skit
- 6th place

GOALS FOR THIS YEAR

1

Increase student participation by including all grade levels

2

Increase parent participation by volunteering (we can't do it without you!)

3

Improve our performance from last year while learning how to work as a team

LET'S TAKE A LOOK AT THIS YEAR'S PROBLEMS

▶ **Problem 1: Triathlon Travels**

On your mark...get set...go! In this problem, teams will ride on and drive original vehicles in an Odyssey-style triathlon. They will try to score in “curling,” hit the right targets when “jousting,” and “run track” by navigating a course in two directions. Between these events, the team will entertain the audience and the vehicle will change appearance. All of the action will take place in a team-created performance that features the vehicles’ triathlon travels, a commentator, and a coach.

LET'S TAKE A LOOK AT THIS YEAR'S PROBLEMS

► **Problem 2: Emoji, Speak for Yourself**

Three-dimensional emojis will be used to communicate the life story of a once famous, but now forgotten, emoji. Teams will create a performance where the emojis demonstrate special functions like growing, turning into a team member, and changing into a different emoji. Performances will also include a choreographed dance, a technical representation of texting, and sounds to enhance the performance. The twist? No spoken language is allowed.

LET'S TAKE A LOOK AT THIS YEAR'S PROBLEMS

▶ **Problem 3: *Classics... Mockumentary! Seriously?***

There are often two sides to the same story. In this problem, characters don't always agree as they recount the classic story where they appeared. The team will select a classic from a list and present different characters in a humorous documentary-style performance where details are added, denied, exaggerated, and disputed. There will be interviews, behind-the-scenes "clips," and voice-overs that take the audience through the story and help present the events as they "really" took place. Whose side will you be on?

LET'S TAKE A LOOK AT THIS YEAR'S PROBLEMS

▶ **Problem 4: Animal House**

Over the years, Odyssey of the Mind teams have designed structures that changed into many unbelievable shapes and sizes that balanced and held as much weight as possible. This year, teams will turn their balsa wood structures into animals! Since animals need to eat, they must be fed. The structure will have its appearance transformed and explained during an original performance. During the performance, the structure must hold the team-created food while it supports weights.

LET'S TAKE A LOOK AT THIS YEAR'S PROBLEMS

▶ **Problem 5: A Stellar Hangout**

In the outreaches of the universe, there is an Intergalactic Hangout where all sorts of creatures from different worlds stop, eat, refuel, and relax. Teams will create a humorous performance centered on this science fiction hangout that includes original creatures, foods, and a search for space treasure. There will also be a worker character, entertainment, and a futuristic map at the hangout.

LET'S TAKE A LOOK AT THIS YEAR'S PROBLEMS

- ▶ **Primary: We're Cooking Now**

Grades K-2 ONLY

Although teams are judged, there is no scoring; teams receive feedback instead.

- ▶ Creativity heats up as teams create their own cooking show where a chef gives an original cooking lesson to a special guest. The show takes place from a creative kitchen where balsa wood is used to support a cookbook, a bowl, and an object of the team's choosing. A special guest will visit and learn to cook from the chef by using team-created representations of food. Performances will also include a name for the show, theme music, and a story about the meal they are cooking.

Is

Odyssey

Right

For

Me?

STUDENTS NEED TO BE ABLE TO:

1. Be a team player...this is NOT an individual activity
2. Think “outside of the box” and be creative within the OotM guidelines and rules
3. Respect the coach and follow directions
4. Be committed by attending every practice and competition:
If a student drops out, they CANNOT be replaced and fees CANNOT be refunded per OotM rules
5. Always try their best 😊

Is

Odyssey

Right

For

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PARENTS NEED TO BE ABLE TO:

1. Commit to having your child attend every practice and competition until March 17th
2. Commit to volunteering as a coach, judge, or competition day volunteer as needed:
The more teams we have, the more volunteers we are REQUIRED to have by OotM rules; otherwise, we can't compete
3. Pay the fees required by OotM
All adults volunteer their time and services; fees are for supplies, school registration, and competition
We are estimating fees this year to be between \$50-\$100
4. Take a step back and allow the coaches to facilitate
OotM is student-centered and teams are judged on their ability to explain their solutions on their own (coaches are not present during judging)
Parents CANNOT help students come up with ideas and/or do any of the work on the solution



What questions might you have?

CONTACT ME!

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Please return interest forms
and/or emails no later than
this FRIDAY, October 13th.

