Odyssey of the Mind

2017-2018

Information Meeting

For *school name*

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OVERVIEW

- Definition
- Benefits
- Participants
- Competition/Kinds of Problems
- Sequence
- Requirements
- Team Formation
- 2016-2017 Problems
- Important Dates
- Conclusion

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WHAT IS OOTM?

An international educational program/competition which provides creative problem solving opportunities for students, K-college

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BENEFITS

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**

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PARTICIPANTS

ANY student in grades
Kindergarten through College

Primary Division: K- 2
Division I: K-5th grade — Elementary School
Division II: 6th - 8th grade — Middle School
Division III: 9th - 12th grade — High School
Division IV: College students

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COMPETITION

- Preparation begins in September (or earlier if team stays together) for the regional competition in February or March
- Consists of two parts:
  - Long term problem
    - Select one from five types; Primary Problem
  - Spontaneous problem

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LONG TERM PROBLEMS - General Descriptions

- Primary (**Primary**): Teams present performances that revolve around a specific theme and incorporate required elements
- Mechanical/Vehicle (**Problem 1**): Teams design, build and operate vehicles of various sizes and with various power sources
- Technical (**Problem 2**): Teams make innovative contraptions and incorporate artistic elements into their solutions
- Classics (**Problem 3**): Teams write and perform skit based upon the classical -- from literature to architecture to art
- Structure (**Problem 4**): Teams design and build structures using only balsa wood and glue which are weight tested
- Performance (**Problem 5**): Teams present performances that revolve around a specific theme and incorporate required elements

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LONG TERM PROBLEM GUIDANCE

- Places multiple constraints on the team which they must consider as they develop their solution.
- Examples for performance:
  - Must be done 8 minutes or less
  - Must be done in a presentation area not larger than 7 feet by 10 feet
  - Is judged in many areas
  - Could garner penalty points for a variety of infractions

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SPONTANEOUS PROBLEMS

3 Different Types of Spontaneous Problems

- Verbal
- Verbal Hands-On
- Hands-On

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SEQUENCE

- Parents/students attend orientation (May/June & August/September)
- Students choose problem/coaches volunteer
- Teams form/formed
- Meetings held (September through March)
- School registers for competition (January)
- Teams practice/dry run (February-March)
- Teams compete at Regional level (March)

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REQUIREMENTS

- School membership fee ($135/first team, $100/addl teams)
  - Five(5) primary teams per membership
- Coaches
- Places to meet
- Funds for long term problem ($125-$145/team)
- Competition registration fee ($62/team)

< $50/student to participate

- **One Judge and One volunteer from each team** **(CEUs for teachers & staff who volunteer a coaches or judges)**
- **COMMITMENT**
  - Students **TIME**
    Hard work Open mind Positive attitude Encouragement
    Creativity Punctuality Sense of humor Teamwork Respect
  - Parents: Funds Time Punctuality Planning

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TEAM FORMATION

- Teams consist of 5 to 7 members
- Teams form in many ways throughout US:
  - Gifted (as defined by the school district)
  - Try-out
  - Test
  - Lottery
  - Coaches choose
  - Coaches form
  - Coordinator forms
  - Students form
  - Teachers form

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TEAM FORMATION

Method is School's choice

NOTE: Recommend school coordinator not guarantee placement of any student on a team unless that student's parent or guardian is a coach.

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IMPORTANT DATES

- **Please check the website for more info**
- www.nwvoices.org

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Training: Coaches, Master Spontaneous, Judges

- FIRST TIME coaches must attend Coaches Training
  - Previous Primary coaches moving up to Div I should attend Coaches Training
- Coaches Training, Master Spontaneous Workshop - $31/coach or participant
- Judges Training: NO charge.
  - Check in opens @ 7:30 am; Training from 8:30 am - 1:00 pm
  - Master Spontaneous Workshop is only for coaches or assistant coaches
  - We will advise of any Spontaneous Festivals for teams to practice
- Training Pre-Registration:
  - Coordinators will send RSVP via email to Region Director.
  - Please pay via Pay Pal link on website
  - Training participants may pay by check payable to respective region and send check(s) to post office address for their respective region.
- See our website at www.nwvoices.org for neighboring Regions 9, 11, 12
  - Alternate Coaches Training Dates & Locations
  - Balsa Problem Workshops
  - Alternate Judges Training Dates & Locations

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Coaches Training - Alternate Dates

NOVA North Region 9

- Register at www.novanorth.org

NOVA Prime Region 11

- Register at www.novaeastodysseyof themind.net

NOVA South Region 12

- Register at www.novasouth.org

Please advise your Coordinator for Program Development so we can coordinate with the neighboring Region Director.

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IN CONCLUSION,

- OOTM is an excellent program given benefits realized.
- An OOTM program is only limited by the number of coaches available.
- Students who compete are all winners no matter where they place in competition.

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Questions?

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Backup Slides

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ORIGINATION

- Developed by Dr. Sam Micklus, professor at Rowan University
  - Challenged his students to create vehicles without wheels, mechanical pie throwers and floatation devices to travel across a lake.
  - Evaluated solutions not only on success but on ingenuity applied and risks taken.
  - Students had FUN, word spread and people outside the college "wanted in."
  - Led to the development of this world-wide creative problem solving competition.

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2017-2018 PROBLEM SYNOPSIS

Please visit

www.nwvoices.org

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VERBAL Example

- Name things that are "red"
- Student should think of all of the definitions of "red," i.e.:
  - an apple
  - a newspaper
  - Ready at the Switch
  - bread and butter
  - red skies at night
  - A map
  - blood
  - ready, set, go
  - Gingerbread
  - Giant redwoods
  - Readiness

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VERBAL HANDS-ON Example

- Team is given any number of group of materials/things:
  PIECE OF STRING, 2 PENCILS, COFFEE FILTER, MEAT BASTER, 6 PAPER CLIPS, 2 MARBLES, PAPER CUP, PAPER PLATE, 12" SQUARE OF ALUMINUM FOIL, 24" PIECE OF YARN, RULER OR YARDSTICK, NAPKIN (PAPER OR CLOTH), 2 RUBBER BANDS, BUSINESS-SIZE ENVELOPE, 6 MARSHMALLOWS, SHEET OF PAPER, 3 COTTON BALLS, PLASTIC SPOON, BALLOON, TENNIS BALL, TOOTHBRUSH, COIN, PLASTIC BAG, HAT, SURGICAL MASK, CLOTHES PIN, ERASER ETC.
- Each member chooses three items
- Team is told items are clues uncovered from a previously unknown civilization
- Each must describe how those objects may have been used in that civilization's way of life.
  - Example: Meat baster may have been used to water plants in a greenhouse.

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HANDS-ON Example

- Usually the most difficult
- Each team is given 40 pieces of spaghetti, 15 pieces of elbow macaroni, 25 miniature marshmallows, 10 toothpicks, 4 straws, and 5 adhesive mailing labels, 5 pounds of penny nails and a pint size plastic container.
- Team has 7 minutes to make a structure and 2 minutes to test it. They may talk during build.

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HANDS-ON Example (continued)

- Structure is scored on height and strength.
  - Must rest on the surface of the table and may not lean against a wall or be supported by anything else.
- After completed team must place the container on top of structure.
- Judges will measure height from the surface of the table to the top of the container.
  - Must be at least 8 inches high to receive score.

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HANDS-ON Example (continued)

- Once measured team must begin placing weights in container, one at a time.
  - Weight must be held for 3 seconds to count for score.
- Problem is finished when structure breaks, when all the weights have been used, or when time ends.

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