ODYSSEY OF THE MIND
INFORMATION MEETING
Tuesday, September 13 at 7:00pm, Cedar Lane Cafeteria

What is Odyssey of the Mind? Odyssey of the Mind (OOTM) is an international educational program that provides creative problem-solving opportunities for students from kindergarten through college. For more information and to see how OOTM meets STEM, STEAM and 21st Century Education objectives visit www.odysseyofthemind.com

So, what makes Odyssey different? Odyssey of the Mind is a competitive program, but it’s nothing like your typical sporting event. It’s all about creativity, an often overlooked element in the growth and development of many students. Kids are rewarded more for how they apply their knowledge, skills and talents, and not for coming up with the right answer. In fact, in Odyssey of the Mind problems, there isn’t one right answer. Ever.

How does Odyssey work? Teams of 5-7 students meet weekly and are formed to solve a Long-Term problem and work to solve Spontaneous problems. Parents and coaches serve to provide facilitation, meeting sites, and transportation, but are NOT involved with the solution of the problem. There are always five types of problems: Mechanical/vehicle, Technical, Classics, Structure, and Performance. In addition, there is a problem designed specifically for Primary (grades K-2). This year’s Long-Term problems are:

Problem 1: Catch Us If You Can
This is your Odyssey, should you choose to accept it...your team will design, build, and run vehicles from a multi-level Parking Garage to a secret meeting place without being stopped. Vehicles will travel different routes to reach the same destination. During their Odyssey, the vehicles will do something that prevents them from being followed. The performance will include the reason for the meeting, someone that wants to prevent the meeting, a simulation of a scene taking place inside a vehicle as it travels, and a soundtrack to accompany the vehicles’ travel.

Problem 2: Odd-a-Bot
For this problem, teams will create a humorous story about a family that brings home an “Odd-a-Bot.” Instead of being programmed to perform tasks, this Odd-a-Bot robot learns from watching others. Teams will design, build, and operate an original robot that demonstrates human characteristics when performing tasks. In the performance, the Odd-a-Bot will move and learn human actions from watching characters perform activities such as household chores, creating art, and dancing. The Odd-a-Bot learns more than it was expected to learn, and will confuse its actions with humorous results.

Problem 3: Classics... It’s Time, OMER
The future and the past collide in this problem about important works of art - both existing and yet-to-be-created. Teams will create and present an original performance about time travelers looking to discover the inspiration for great works of art, little did they know - it was OMER every time! The travelers go back in time — twice into our past and once into our future. They will see OMER inspire two classical artists and a team-created artist from our future. The performance will include how the three works of art positively impact the world, a visual and audible effect that indicates when time travel is occurring, two re-creations of the classic works of art selected from a list, and a team-created work of art.

Problem 4: Ready, Set, Balsa, Build!
Creativity can be defined by using only what you have to get a job done. In this problem, teams will design, build, and test a structure made of only balsa wood and glue that will balance and support as much weight as possible. The structure must include sets of balsa pieces of predetermined sizes and quantities as listed in the problem. Some sets must be parts of the structure while others, if incorporated, will receive additional score - the more sets of pieces used, the higher the score! Teams will present a performance with a theme about using what’s available and that incorporates weight-placement and assembling original team creations.

Problem 5: To Be Continued: A Superhero Cliffhanger
Creativity is being taken away from the world, and it is up to Odyssey teams to rescue it! Teams will create and present a humorous performance about an unexpected superhero that encounters three different situations where it must save creativity in some way. The superhero will change appearance when it displays its superpowers and go back to blending in with society when not. The performance will also include a clumsy sidekick, a nemesis character, a choreographed battle, and a cliffhanger ending.

Primary: Movin’ Out!
Teams will create and present a performance about a group that is moving out of one place and into another. In one scene, team-created props and scenery will make up the first setting. To transform into a new setting, team-made devices will move the scenery and props to a new location. Everything in the setting for the next scene must be made from the transported items. The performance will also include a humorous Moving Character, a reason for the move, and a lost item that is rediscovered in an unusual place.

Please come to our meeting to find out more about this wonderful program! Parents and students are welcome.
2016-2017 Odyssey of the Mind Registration Form

Please complete the following: (PLEASE PRINT)

Student name: ______________________________________ Circle: Male/Female DOB__________
Grade: __________ Teacher: __________________________________________________________
Parents’ Names:_____________________________________________________________________
Address:____________________________________________________________________________
Phone: _____________________________________________________________________________ Cell/Work Phone: ___________________________
Email: _____________________________________________________________________________
Allergy/Health concerns:________________________________________________________________

Long-Term Problem Preference(s)
(Please specify your top choices: 1, 2, 3. Preferences will be accommodated where possible.)

________ Problem 1: Catch Us If You Can
________ Problem 2: Odd-a-Bot
________ Problem 3: Classics... It’s Time, OMER
________ Problem 4: Ready, Set, Balsa, Build!
________ Problem 5: To Be Continued: A Superhero Cliffhanger
________ Primary: Movin’ Out!

Meeting Time Availability
On what days and times is the student available for team meetings?

______________________________________________________________________________

Note: Teams will be formed based on 1) meeting time availability and then 2) problem preference. Students may not receive their 1st choice problem if the meeting time does not match their availability. Want a guaranteed spot for your child? Volunteer as a coach or co-coach!

Parent involvement is key to OOTM’s success! How can you help with OOTM?
Please check all that apply.

| _I can coach (facilitate weekly meetings) | _I can recruit or serve as a judge (judges donate time - one half day of training & one day of judging at competition) |
| _I can co-coach (assist the head coach at meetings) | _I will host weekly meetings or provide an alternate occasional meeting site |
| _I can volunteer at competition (donate 2 hours of time on competition day) | _I will take photos and/or videotape the team for showcasing Odyssey at Cedar Lane |

Registration Fee: $50 to cover materials and tournaments. The fees will be collected at first team meeting.

OM Season: Starts: October 2016; Regional Tournament, March 4, 2017** Season may be extended and additional costs incurred if teams move to the States/World Tournaments.

Parent/Guardian Signature:_______________________________________ Date______________

FORM DUE TO THE MAIN OFFICE (PTA OOM MAILBOX) BY: September 23. THE FORM MAY ALSO BE TURNED IN AT THE 9/13 MEETING. (Teams need to be formed in a timely fashion so coaches can attend training on November 5, 2016
For more information or if you have questions, please contact Brenda Doan at bcdoan@gmail.com or Lori Lovejoy at lovejoylori@yahoo.com