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## What is Odyssey of the Mind?

- It's an international creative problem-solving competition for students K through college.
- Teams of five to seven students work together to solve one of five long term problems under the supervision of a coach who may teach skills but can NOT have any part of the solution.
- Teams can be multi-grade, but the grade of the oldest student will determine the division in which the team competes.
- Division 1: K-5
- Division 2: 6-8
- Division 3: 9-12
- Division 4: full time college
- Each membership (school) can field ONE team in each problem for the division covered by that membership.

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## This year's problems:

### 2020-21 Long Term Problem Synopsis

*All Problems have an 8-minute time limit.*

#### Problem 1: OMER the ROMER

OMers are always looking for new fun — and funny — experiences! Teams will design and build a ride-on vehicle that takes an OMer character on an adventure in search of humor. The vehicle will use stored energy as it is propelled forward and in reverse. At each stop, the vehicle and the OMer will react to something humorous before traveling to the next destination. The humorous performance will also include an unplanned stop where the OMer character takes a selfie, a creative physical representation of the selfie, and a vehicle-produced special effect.

#### Problem 2: Virtual Odyssey

Creativity is boundless as teams create a performance that includes a Virtual Reality World. As part of the world, they will design and build various technical effects, which include changing something that is two-dimensional into three-dimensional. During the performance, a character will unknowingly enter the Virtual Reality World where it will encounter a nefarious creature. It will learn the rules of collecting credits in the virtual world as the odyssey progresses. Finally, the character will escape the "clutches" of the creature and earn the last credit that allows it to journey back into the real world. The team will also create a special effect indicating to the judges and audience when the performance goes into virtual reality.



#### Problem 3: OMER and the Beanstalk

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Storybooks come alive when a special bean grows into a magic "beanstalk" that takes a youngster into a storybook land. There, a creative host will guide them around as they meet different storybook characters and encounter objects from selected stories that exist together in this mystical land. Teams will use ARM & HAMMER™ Baking Soda to create works of art relating to the stories. A set piece or prop that grows or appears to grow and an original Life Lesson learned by the youngster in storybook land will be part of the performance.

#### Problem 4: It's a Trap!

Oh no, it's a trap! Or is it? In this problem, teams will design and build a structure made of only balsa wood and glue, if desired, that holds as much weight as possible after it is used to trap a moving object. However, an oblivious character will unwittingly avoid traps it does not recognize in a humorous performance. The performance will also include a narrator character that alerts the audience to the action and the traps.

*Note: Wrecking Ball Structure II will return in the future when competitions are not in a virtual platform.*

#### Problem 5: Superhero Socks: A Cliffhanger Beginning

Get ready for a story that begins with a cliffhanger "ending." A Superhero is in peril and needs help to escape. Just as all hope seems lost, the Superhero puts on a pair of Super Socks that give the hero a special power. The Superhero uses the power to escape and fend off an adversary who caused the cliffhanger situation. Teams will also create an extreme weather setting, a humorous character, and a sound effect that occurs whenever the character activates the Super Socks.

#### Primary Problem: Animals are People Too!

People see the world in different ways. Imagine looking at one thing and seeing something else. In this problem, teams will create and present a humorous performance about a magical pair of glasses that when looked through, make people look like animals. Teams will design a costume that transforms a character's appearance from human to an animal, and another costume that transforms an animal to a different animal. A character will attempt to duplicate the glasses, but the copycat version doesn't work the same way. What is seen through the copycat glasses will be represented by an artistic representation.

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## Spontaneous Competition

- In addition to solving the long term problem, teams will work together to solve a shorter spontaneous problem which will be presented to them the day of competition.
- All seven team members will compete in the spontaneous room this year.
- Coaches and families do NOT go into the spontaneous competition with the team.
- This part of the competition is NOT recorded.
- There are three types of spontaneous problems:
  - Verbal
  - Verbal hands on
  - Hands on

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- If you want to read more about the program, go to the national website.
- If you're a first-time coach, there will be virtual training offered.
- All TEWMS coaches will need to meet virtually with Ms. Abercrombie later in October.
- All TEWMS teams must meet three times, establish team rules, and understand the rules of Odyssey BEFORE they'll receive a copy of the long term problem.

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- All teams must have at least one coach who is an adult.
- Teams who have been together in the past are encouraged to stay together.
- Any experienced teams with less than seven returning members will be asked to accept new members in order to place students new to Odyssey or those who have no returning team.
- All students wishing to be on an Odyssey team representing TEWMS must:
  - Pay \$15 to the team's coach by the third team meeting.
  - Register at the link provided at the end of this presentation.
  - Have a parent who ALSO registers as a way to give permission for the student's participation.
- The first team to COMPLETELY register at least five members (students, parents, and coach) will be able to choose their problem. Once a problem is taken, no other team can compete in that problem.

How are  
teams formed  
at TEWMS?

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## Other important info:

- ALL COACHES MUST BE APPROVED SCHOOL BOARD VOLUNTEERS.
- Teams are only allowed to meet virtually for now. In-person meetings should be able to start in a few weeks.
- Teams can compete in person or virtually, but in-person teams may HAVE to compete virtually if we are shut down or unable to have an in-person tournament.
- The Gulf Coast Regional IN-PERSON Tournament is scheduled for February 13 and 14 at TEWMS.
- The in-person tournament will be very different this year: no audiences, no tent city, no bounce houses, no food, no workers, no live awards, etc.
- The Gulf Coast Regional VIRTUAL Tournament will have a submission date after February 13, but that date is unknown at this time.
- All teams will have to decide by December 1 which way they are competing.

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## Next steps...

- Questions?
- I'll put the link in the chat for registration. It will be on the school website and Facebook pages tomorrow.

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