



An International Creativity Competition Southern California



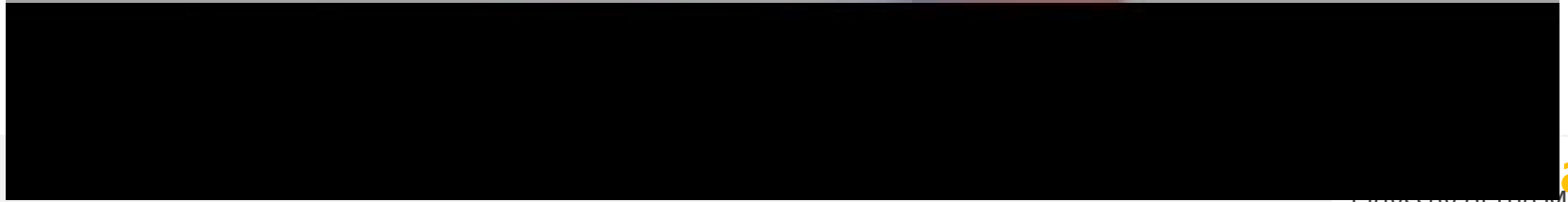
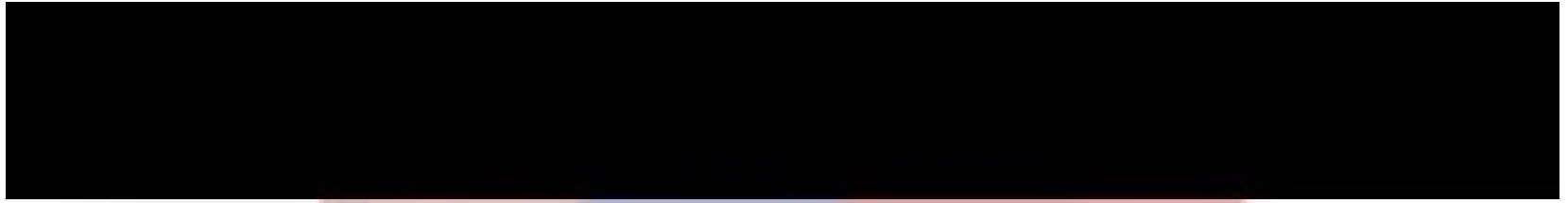
Student Achievement • Safe Schools • Positive School Climate
Humility • Civility • Service



Odyssey of the Mind®

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What is Odyssey of the Mind?



What is Odyssey of the Mind?

- **Creativity-Based Problem-Solving Competition**
 - Student-created theater with a creative problem-solving twist!
 - Teams choose a long-term problem and develop an 8-minute performance to address the problem requirements
 - Practice solving spontaneous/on the spot problems
 - On the day of the competition, teams perform their solution and solve a spontaneous problem in front of judges
- Participants are rewarded for how they **apply** their imagination, creativity, knowledge, skills, and NOT for coming up with a “right” answer (there are no right answers!!)



What is Odyssey of the Mind?

- Sample Odyssey of the Mind performances

- [High School Division](#)
- [Middle School Division](#)
- [Primary division](#)



What do students learn and develop?

- Teamwork, cooperation, and respect for others
- Decision-making
- Creative & spontaneous problem solving
- Critical thinking skills
- Creative writing
- Visual & Performing Arts



- Budgeting
- Engineering, building AND, they learn that... Process is more important than the end result and thinking “outside the box” is rewarded
- Looks GREAT on college applications!
- Students learn how to talk through their thinking with adults after their performance – judges ask them to explain their process. Students gain poise and confidence!!!

One SoCal OM Team's Journey



Teams and Problems

- Teams are made up 5-7 students grouped by grade level
 - Primary: Kindergarten - Grade 2
 - Division 1: Grades 3, 4, 5
 - Division 2: Grades 6, 7, 8
 - Division 3: Grades 9-12
 - Division 4: Post-secondary
- For divisions 1-4, five problems are developed each year for teams to choose from
 - Problem 1 - Vehicle
 - Problem 2 - Technical
 - Problem 3 - Classics
 - Problem 4 - Balsa Structure
 - Problem 5 - Performance
- Primary teams have their own problem



Odyssey Problems

- Teams take several months to interpret the problem and develop a solution
 - The coach is a facilitator for the process - everything in the solution is created by the students!
- Some problems are more technical in nature, while others are artistic or performance-based (or both!).
- Each long-term problem has a low-cost limit for all items involved in the solution, which encourages creativity in the use of materials. [this is a team responsibility]
- Each long-term problem rewards "Style" in the interpretation. This helps teach students that they should not simply try to solve problems but take the next step of enhancing their solutions with creativity.



What is involved?

- Teams create their own script, props, scenery, costumes, and any required technical elements for their 8-minute performance.
- Coaches and parents can provide general information about how to do things, but the entire solution must be completely created only by the team members.



Tournament Day!

- On the day of the competition, teams perform their 8-minute solution for a panel of trained judges and talk through their process with the judges.
- They then go to a separate location and the team is asked to solve a problem on the spot (spontaneous!). This problem could be verbal, hands-on, or verbal-hands on.
- The teams with the highest combined long term and spontaneous scores advance to the next tournament.



Sample Team costumes and scenery



Example of technical work on scenery



This is a piece of scenery created for a play. Behind the shower curtain scenery was a wall of individual lights that lit up different parts of each scene. The team decorated three shower curtains with different scenes.



Each water bottle was individually wired to light up different patterns during the play. This was a scored element of the play. A requirements was for something to change 3 times then change back to the original form.

Spontaneous



Sample challenges

- At the competition, team members are also asked to solve an “on the spot” problem in front of a panel of judges. There are 3 types of spontaneous problems:
- **Verbal:** If you could order anything ever created, what would you order, and who would you send it to?
- **Verbal hands-on:** You are trapped in a cave with only a plastic spoon, a piece of paper, and a paper cup. One will help you escape. Explain how in a 3-minute performance.
- **Hands-on:** Students are asked to figure out how to suspend a wooden block above the surface of the table using the materials provided.

The 2022-2023 problems!

THEIR MESSAGE NEVER FADES...





ODYSSEY OF THE MIND

2022-2023 LONG-TERM PROBLEM SYNOPSES

Which problem will you solve?



PROBLEM 1: Pirates and the Treasure

Ahoy OMers! In this problem, a group of pirates sail their "ship" to reclaim stolen treasure and return it to the Queen. The pirates will battle an original sea monster that guards the treasure. The performance will also include a pirate captain, flag, and song.



PROBLEM 2: Because iCan

Some contraptions and devices seem to make tasks much more complicated--and in this problem, that's a good thing! Teams will create a device that will perform tasks including raising a flag and ringing a bell simply because they can. Once the device starts, it will complete the series of tasks without team assistance. The setting will be a team-created laboratory, and the performance will include an inventor character and a costume that changes its appearance.



PROBLEM 3: Classics...The Walls of Troy

OMers know there is more than one way to get past any type of barrier--and, in this problem, they will prove it! Ancient Greek Poet Homer created *The Iliad*, which tells the story of Achilles and the Trojan War. Now, OM teams will put their spin on the popular concept of the "Trojan Horse" by creating one of their own. It will be used to get past a wall in a performance that also includes a character from *The Iliad*, an original Greek Chorus, and an unusual statue.



PROBLEM 4: Where's the Structure?

In this problem, teams will have audiences wondering, "Where's the structure?" Teams will design and build a structure made of only balsa wood and glue that balances and holds as much weight as possible. It will have three parts and each part will be hidden in plain sight. During the performance the team will reveal each part and assemble them into a final structure for testing. The performance will also include a poem about searching for something special.



PROBLEM 5: The Most Dramatic Problem Ever!!!

OMG! Can you believe that happened? Teams will create a humorous performance about a dramatic character that overreacts to common events. The performance will showcase different theatrical styles as the character overreacts. However, in one situation their reaction is justified, but they are ignored. The performance will also include something that grows and a costume that represents two characters. This problem is sponsored by ARM & HAMMER™.



PRIMARY: Dinos on Parade!

What better way to celebrate a new discovery than with a parade? Teams will create a performance all about dinosaurs. There will be a paleontologist character that discovers a "new" dinosaur that is invented by the team, an artistic representation of an already discovered dinosaur, and another portrayed by a team member in costume. These will all be presented in a fun parade!

Problems 1-5 are open to all age divisions. Primary is open to Grades K-2.
For more information visit www.OdysseyOfTheMind.com.

Typical OM practices

- Start with practicing a few spontaneous problems
- Then do long term problem work
 - Brainstorming, writing and improving script, practicing the play, building props/scenery, making costumes
- Team building activities
- End with another spontaneous
 - Talk about how to come up with creative responses and what are creative vs. common responses



Commitment Required



- **Practices:**

- held weekly from team starting time through December - at a time convenient for all team members
- Practices last as long as the team decides and is appropriate for their age/grade
- January through May practices are usually twice per week
- A model for a 10-week plan to be prepared for the regional tournament is being developed by the state.
- **Students must fulfill their assigned roles and responsibilities**



Commitment Required (cont.)

- Household items for spontaneous
- Items for props/scenery/costumes
- Fundraising – travel costs



- Expertise – Brain Power!
- Each team must provide volunteer judges for the competitions (they must attend training)
- ***Commitment for the entire season!!***

Parental/Coach Involvement

- Strict rules about “outside assistance” - only the team’s minds and hands can contribute to their performances
- There are many things parents can help with: teach a skill, bring snacks, provide items from home, encourage commitment, fundraising, finding volunteers, trips to thrift stores, visit venues for ideas



Perspectives

- **As a Coach**
 - Rewarding
 - Wrangling Cats
 - Learn patience
 - Learn to be hands off
 - Help with problem-solving
 - Experience the students' excitement
- **As a Parent**
 - Maturity
 - People skills
 - Independence
 - Problem-solving
 - Ingenuity



Important Dates

- **Coaches' Training**
 - Complete online training
 - Attend live webinar (only 1)
 - October 18 @ 6:30 pm, or
 - November 19 @ 9:00 am, or
 - January 11 @ 6:30 pm (in person), location TBD
- **CVUSD Coaches Meeting**
 - November 16, 6:30 pm @ Cattle
- **CVUSD Spontaneous Practices (whole team events)**
 - December 6, 6:30 pm @ Cattle
 - January 18, 6:30 pm @ Cattle
- **Inland Empire Regional Tournament [must attend]**
 - Moreno Valley HS, February 25, 2023
- **SoCal State Tournament - Moreno Valley HS, April 1, 2023**
- **World Finals, end of May, probably Michigan State University**
 - held over several days



Starting a Team!

- **Complete the online CVUSD Interest and Application Form (see the last slide of this presentation)**
- **Gather friends to create your own team, find a coach**
- **OR: wait to be placed on a district team as coaches become available (teams formed by grade level, interest, available coach)**
- **Have coach complete required training**
- **Get your problem instructions and team number from Mr. Buss**
- **All membership fees are paid for by CVUSD**
- **Parents/teachers - get involved as a volunteer – being a judge/official really helps you understand the program and makes you a better coach 😊**

Useful Resources

- **National Odyssey of the Mind website**
 - www.odysseyofthemind.com
- **SoCal Odyssey website**
 - www.socalodyssey.org
 - Lots of helpful resources for teams, coaches, and volunteers
 - Regional Contact information
- **Inland Empire OotM website**
 - www.ieodyssey.org

Tip: Check out OM performances: search for Odyssey of the Mind World Finals on YouTube.



Important Contact Information

- Steve Buss – Howard Cattle Principal
 - steve_buss@chino.k12.ca.us
 - 909-591-2755
- Website (CVUSD – Elementary Curriculum)
 - www.chino.k12.ca.us/Page/48738
 - Visit this page for more information or to sign up
- Beverly Lockman – Elementary Curriculum office
 - beverly_lockman@chino.k12.ca.us
 - 909-628-1201, ext. 1335



All interested
students/parents
MUST scan this
QR code to sign up
on the OotM
Interest and
Application

