



Odyssey of the Mind

Parent Information Meeting: September 20, 2011— Dawson Middle School, 7:00 pm

Odysey of the Mind is an international organization that helps students learn creative problem-solving methods while having fun in the process. For more than thirty years, Odyssey of the Mind has been tapping into creativity and encouraging imaginative paths to problem solving. Students learn skills that will provide them with the ability to solve problems – great and small – for a lifetime. Odyssey of the Mind teaches students how to think divergently by providing open-ended challenges that appeal to a wide range of interests, while asking them to think creatively to solve those problems as a team. This process rewards thinking “outside of the box.” While conventional thinking has an important place in a well-rounded education, students need to learn how to think creatively and productively.

Sponsored by: Southlake Carroll Odyssey of the Mind

Grade Level Participation and Competition Divisions

- Division I**.....**Grades K – 5: Less than 12 years of age on May 1, 2012**
- Division II**.....**Grades 6 – 8: Less than 15 years of age on May 1, 2012**
- Division III**.....**Grades 9 – 12**
- Division IV**.....**Collegiate**

Where: Depends on the Coach; although most teams meet either at school or at a Coach’s home.

When: Depends on the Coach & team members schedules; mostly after school and/or on weekends.

Dates: September through May—Year-long program

Parental Involvement Required: 1-2 parents to act as Coaches; team members’ parents will be required to volunteer at Tournaments, provide transportation, supplies, snacks & support to the Coach(s).

Enrollment Limitations: Teams up to 7 participants; number of teams limited only by the number of parents willing to volunteer as Coaches.

Registration Procedure: Students/Parents that are interested in Odyssey of the Mind should attend the **Parent Information Meeting** (see above). Coaches will register team/students once team is formed.

Need more information?

You can view the official Website for more general information:
www.OdysseyOfTheMind.com as well as the Southlake Odyssey website:
http://tinyurl.com/SouthlakeOmers or contact:

- Shauna Newman**.....**shaunaheff@msn.com****817-488-3921**
- Ann Dachniwsky****dachniwsky@verizon.net**.....**817-917-2487**
- Micki Scalzo**.....**mmscalzo@verizon.net**
- Carl Anderson****carlba@verizon.net**.....**817-915-0757**

Southlake Carroll 2011 Awards

- Carroll Elementary School – Classics Team – 1st at Regionals and 3rd at State**
- Durham Elementary School – Drama Team – 1st at Regionals and 4th at State**
- Johnson Elementary School – Technical Team – 2nd at Regionals**
- Rockenbaugh Elementary School – Vehicular Team – 2nd at Regionals and 7th at State**
- Durham Intermediate School – Technical Team – 1st at Regionals and 9th at State**
- Eubanks Intermediate School – Technical Team – 1st at Regionals and 3rd at State**
- Dawson Middle School – Vehicular Team – 1st at Regionals and State (Ranatra), 9th place at World Finals**
- Southlake Carroll High School – Technical Team – 1st at Regionals and State, 8th place at World Finals**

2011 - 2012 Long Term Problem Synopses

All problems have an 8 minute time limit.

Problem 1: Ooh-Motional Vehicle (Vehicular)

The problem requires teams to design, build, and drive a vehicle that will travel a course where it will encounter three different situations. The vehicle will display a different human emotion for each encounter and one will cause it to travel in reverse. The team will create a theme for the presentation that incorporates the vehicle and the different emotions. The emphases will be on the technical risk-taking and creativity of the vehicle's engineering for travel, and change of emotional appearance.

Divisions: I, II & III. Cost limit: \$145.

Problem 2: Weird Science (Technical)

The team will create and present a performance about a team of scientists on an expedition to uncover the cause of mysterious events. The team will select the location of the expedition from NASA Earth Observatory Photographs to be posted at http://earthobservatory.nasa.gov/odysseyofthemind/event_selector.php. The scientists will collect two samples and will report on their findings. The performance will also include a technical representation of the mysterious events, a moving backdrop that helps portray traveling, and a team-created device that the scientists use on the expedition.

Sponsored by NASA.

Divisions: I, II, III & IV. Cost limit: \$145.

Problem 3: Classics . . . To Be or Not To Be

In this Classics problem, teams will put a musical theatre spin on one of William Shakespeare's most famous lines: "To Be Or Not To Be." Hamlet, the title character, ponders this question and realizes that the easy way out is not always the correct choice. An original "Hamlet" character will face a team-created dilemma. Unlike Shakespeare's Hamlet, the team's character will take the easy way out only to discover that it was the wrong choice. Teams will also incorporate a character that portrays Hamlet's conscience, a creative scene change, a creative costume change, and use of a "trap door." A portion of the performance will include musical theatre elements.

Divisions: I, II, III & IV. Cost limit: \$125.

Problem 4: You Make the Call (Structure)

For this problem, teams will design and build a structure made of only balsa wood and glue that will balance and support as much weight as possible. The structure may have a maximum weight of 9 grams and will receive 2 times the weight held, or 12 grams and receive 1 ½ times the weight held, or 15 grams and receive the actual weight held. The testing of the structure will be presented in a performance that includes mathematics in its theme.

Divisions: I, II, III & IV. Cost limit: \$145.

Problem 5: Odyssey Angels (Drama)

The team will create and present a performance where a group of students travel throughout one or more team-created places where they encounter negative situations. These "Odyssey Angels" change what they find and turn them into positive situations. On their journey, they help two individuals with different problems and help save an entire community from a bad situation. One Odyssey Angel cannot speak, and another has a special team-created power.

Divisions: I, II, III & IV. Cost limit: \$125.

Primary Problem: Hide and Peek

The team is to create a device that uncovers three surprise objects by lifting a team-decorated container off of each of them from 5, 8, and 10 feet away. The containers may be raised at any time, in any order, and may be raised simultaneously. The demonstration of the solution will be presented during a performance that integrates raising the containers and the surprise objects in its theme. There will be a narrator character and a setting.

Grades K-2. Cost limit: \$125.