



For Grades K-5

Odyssey of the Mind (OM) is a terrific team-building, fun-filled, creative problem-solving experience for kids in Kindergarten - Grade 5. Teams of 5-7 students choose a problem to solve then come up with a solution and a way to present their solution in 8 minutes or less at the Regional tournament on March 29th, 2014. There are problems for all interests, including:

- ***building balsa wood structures to support heavy weight***
- ***designing, building and driving a vehicle that uses stored human energy***
- ***making a "not-so-haunted" house with special effects***
- ***re-creating a Royal Court set in a different time & place***
- ***presenting a performance about a community that feels threatened***
- ***creating a prehistoric art festival***

Besides thinking outside of the box, kids involved in Odyssey of the Mind also make creative costumes, original set designs, write scripts, make props out of recycled materials, learn how to work together as a team, perform in front of live audiences, hone their spontaneous skills and HAVE FUN !

**The success of Odyssey of the Mind depends on Parent Volunteers.
Each student must have a parent participate in the program
as a coach, an assistant coach, or as a judge or volunteer on competition day.**

**Save the date: Thursday, September 26
Odyssey of the Mind Kick-Off Meeting
from 6:30-7:30 p.m. in Kruse Media Center**

***Fill out and sign the Odyssey of the Mind
Registration form. Return completed form to the front office by
September 17th.
Questions? Contact Katherine Bunker at maysbunker@gmail.com
or 672-8771.***





Odyssey of the Mind 2013-2014 Registration Form

Return Form to Front Office by Tuesday, September 17th

Problem 1: Driver's Test (Grades 3-5)

For this problem, teams will design, build and drive a vehicle that will travel a course at least two times where a student driver attempts to complete tasks in order to pass a driver's test. The vehicle will travel using one propulsion system and then travel in reverse using a different propulsion system that uses stored human energy. The vehicle will encounter a directional signal and have a Global Positioning System (GPS) that talks to the driver. The team will create a theme for the presentation that incorporates the vehicle, a driver's test, a student, and the talking GPS.

Problem 2: The Not-So-Haunted House (Grades 3-5)

The team's problem is to create and present an original performance that includes a "pop-up-style" not-so-haunted "house" where four special effects take place. The intent of the special effects will be to scare others but, they will produce a different result instead. The performance will include at least one character that experiences the special effects and a narrator who relays the experiences to the audience. It will also include a surprise ending. The special effects will be scored for originality and engineering.

Problem 3: It's How We Rule (Grades 3-5)

In this Classics problem, teams will re-create a King's Court from history and make their own Royal Court set in an original kingdom at a different time and place. The Historic Court will issue a decree that fits in with its history, while the team-created Royal Court will issue a decree that changes an everyday behavior for the people in the kingdom. The Historic court will be composed as the team wishes, but the original Royal Court will be made up of a leader, a minstrel that performs a song while playing a team-created instrument, and a jester that makes fun of the leader. The performance will include puppets and a Peoplet (a person portrayed as a puppet) and will be scored for humor.

Problem 4: The Stackable Structure (Grades 3-5)

Teams will design and build a structure made up of separate components stacked on top of one another. The structure components will be made of only balsa wood and glue, and will be tested by balancing and supporting weights after they are stacked. Teams will be scored for the number of components they use in their final structure. Before they are stacked, the separate components will be integrated into an artistic representation of Earth. The team will include the stacking of the components, placement of the weights, and Earth into the theme of its performance. **Sponsored by NASA.**



Problem 5: Seeing is Believing (Grades 3-5)

In this problem, teams are to create and present an original performance about a community that feels threatened by something in a location it has never visited. The community townspeople will use a creative method to select one or more Travelers to visit and explore the location. While at the location, a Traveler will use a means of communication to send a message home to convince the community that there is nothing to fear. The performance will also include a narrator character, two rhymes about the travels, and a moving set piece.

Primary: The World's First Art Festival (Grades K-2 only)

The team's problem is to create and present an original humorous performance about a prehistoric art festival. The festival will include artwork, dance, music, song, and—of course—a team-created audience to experience it all. The team will also create a backdrop that is a replica of a cave painting.

Name: _____ Grade: _____ Teacher: _____

Address: _____ Phone: _____

Parents' Names: _____ E-mail: _____

Problem Choices: 1st: _____ 2nd: _____ 3rd: _____

If possible, I would like to be on a team with my friend _____

I, _____ (student's name), understand that participation in Odyssey of the Mind is a team effort. I am responsible for participating in team meetings, activities and the district-wide tournament in March 2014. If I am sick, I will notify my coaches prior to the meeting and will make every effort to make up what I missed on my own so I am prepared when my team meets again.

Student Signature: _____ Parent Signature: _____

OM Coordinator use Only: Date Received: ____/____/2013 [please turn over; important meeting information on back]