2019-20 BELLS MILL ELEMENTARY ODYSSEY OF THE MIND

E-mail: **bellsmillodyssey@gmail.com**

Registration URL: **https://tinyurl.com/BellsMillOM19-20**

What is Odyssey of the Mind?

Odyssey of the Mind (OotM) is an international program aimed at developing creative problem solving skills in children of all ages (kindergarten through college). There are two general categories of problems: spontaneous and long-term. For spontaneous problems, children work as a team to solve a problem in a few minutes. For long-term problems, children work as a team over the course of several months to solve a more involved problem (see back for synopses of the long-term problems for this year). The program encourages teamwork, critical analysis of ideas, learning how to listen to one another, effective conflict resolution, flexible creative thinking, and on-stage performance skills. For more info: odysseyofthemind.com, and the Maryland state program website at mdodyssey.org.

Who is Eligible?

Grades 1-2 participate in the Primary Division and Grades 3-5 in Division 1.

How does it Happen?

Success in the program depends on *innovation*, *parent volunteerism*, and *hard work*. Student members will learn creative thinking and must also expect to put a lot of effort into their long-term problem. **The program is run entirely by parent volunteers.** The OotM coaches (all of whom will be trained) will provide spontaneous problems and offer teaching in skills relevant to the program. However, work on the long-term problem is entirely team-driven – no one but the team members can generate ideas for solving the problem. Parents who do not serve as coaches may choose instead to volunteer to help with many other necessary tasks (e.g. admin team tasks) throughout the year. Teams of 5-7 students will be formed based on grade level, interests, child preferences, and balance.

When and Where

Program meetings for 2019-20 will be on Friday afternoons following bell dismissal until 5:00PM at Bells Mill Elementary. The fall meetings are tentatively scheduled for **Oct 18, Oct 25, Nov 1, Nov 15, Nov 22, Dec 6, Dec 13, and Dec 20**. Beginning in December/January, many teams will likely add a few weekend meetings at parents' homes to do additional work on the long-term problem for things like set and prop production. The Maryland State Tournament will be held at a local school in DC area in the spring, and it is essential that all Division 1 students be available to attend. Primary Division teams may participate as well, but without the competitive aspect. Plan to allocate the entire day for the event. We will also hold an assembly at Bells Mill ES roughly a week before the tournament as a "dress rehearsal" and to showcase each team's hard work in front of an audience of their classmates! For any teams that qualify and decide to attend World Finals, those will be held at Iowa State University, May 27 - May 30, 2020.

Cost

Fee is $95, payable via PayPal using the online registration form available at: **https://tinyurl.com/BellsMillOM19-20.** Fee covers team registration fees, t-shirt, materials for spontaneous problems, room rentals and other needs that arise.

Sign-up by Friday, October 11th

Please go online to register at the link provided. After that, we can only accommodate additional children if there are open slots.

Checklist:

- ☑ Contact us immediately (bellsmillodyssey@gmail.com) if you are willing to Coach or Volunteer.
- ☑ Sign up your child online (**no later than October 11, 2019**)
- ☑ $95 payment via PayPal or via mail (PayPal and address information available during registration)

Problem 1: Longshot Solution, Division I

A group of "Longshots" believe a disastrous event that threatens the world is about to occur and must stop it. Because no one takes them seriously, it is up to the Longshots to solve the problem. To succeed they must send materials from all corners of the world using vehicles that overcome obstacles and travel simultaneously into and out of a Reaction Area. As time counts down the Longshots will use the components, including baking soda, to create a reaction that produces a very special effect and saves the day!

Problem 2: Net Working, Division I

Computers, satellites, and servers work continuously to allow people from all over the world to network with each other. These networks give us access to information including communications, messages, and videos. In this problem, the networked devices are characters who work to keep the world connected. During the performance, an image, a text message, an email and other information will be transmitted between locations in a team-made system. Pop-up advertisements appear and a malware character will infect the network and take it offline. An anti-virus hero comes to the rescue and team-made instruments will be used to present an original song that explains their jobs.

Problem 3: Classics… The Effective Detective, Division I

You will be introduced to one of the greatest detectives the world has ever known as they follow clues to uncover the truth behind some of history's real-world mysteries. The detective will investigate different types of information, including a clue that is a "red herring" i.e. a distraction, and do intellectual battle with a supervillain who wants the detective to fail. Sounds will ring out and settings will creatively change to set the scene and highlight the action. The team will also be challenged to use the smallest space possible to store its solution.

Problem 4: Balsa Limbo, Division I

Teams will build balsa wood structures that are created by adjusting its interconnected parts. When the parts are not in the final form for weight testing, they must be able to pass under a limbo bar. Higher score will be awarded for how low the bar is when the structure passes under it. However, the bar is not allowed to be lower than ½"! The limbo bar test and maneuvering the structure for testing will take place during the performance time. Testing of the structure will take place during a performance with a theme about dancing and movement.

Problem 5: Gibberish or Not, Division I

Genius or not so smart, statements change from Gibberish at the start. Do the thoughts shine or miss the mark? Masses think they're being led out of the dark. A Champion arranges meetings with those in power, and gibberish ideas bloom like a flower. The crowd replaces thoughts with wisdom, and a Child sees it is all just humdrum. Misinterpreted over and again, twisted words fly in the end. Music blares and the celebration is wild, and misunderstanding is accepted by the child. The performance will explain why the child does not reveal the truth that what they believe is wisdom was really just gibberish.

Primary: The Fashion Bug

The team's problem is to create and present a humorous performance that includes a fashion show for insects. An up-and-coming designer will be highlighted as a narrator describes the odd and curious fashions as they are modeled. A team-created song, a commercial, and a critic who reviews the Fashion Show are all part of the performance.