

Odyssey of the Mind



Be Creative !

What is *Odyssey of the Mind (OOTM)*?



- International Creative Problem-Solving Program.
- Based upon the idea that creativity is a skill that can be taught and further developed with practice.
- Focus is to develop divergent, independent-thinking abilities (thinking outside the box, taking the path less traveled) through a challenging, but **FUN**, learning process.
- Team-effort, based loosely upon a sports model.
- Teams usually demonstrate their solutions at a tournament. Every team presenting a solution is a WINNER!
- Participants are K- College, but compete within age Divisions OOTM develops real-life communication and brainstorming skills, and rewards creativity and “calculated” risk-taking in the solution of complex problems.

What is *divergent-thinking*?

Convergent Problem Solving

- for every problem, there is just one correct answer

Divergent Problem Solving

- for lots of problems, there may be many correct answers

Odyssey of the Mind encourages young people to explore many possible answers and to be creative in finding a solution

Because there are no wrong solutions, teams are free to take calculated risks in attempting to solving the problem

Odyssey of the Mind allows kids to use their imaginations to interpret and solve complex problems in a FUN way!



Program Structure -- Memberships

Memberships are from: schools, clubs, churches, libraries, community groups and home schools. A membership in Odyssey of the Mind costs \$135.

Membership Coordinator. This person serves as the conduit through which information flows. They receive the problems from the international organization, and communication and information from their Regional, State, and International Odyssey of the Mind organizations. Coordinate TEAMS.

Four Team Rule (NEWLY REVISED) In the Houston Area Region, a membership must field 4 competitive teams before purchasing an addition membership for additional teams.

Tournament Volunteer (NEW) is required for each four teams.

Program Structure -- Teams



Teams of 5-7 students participate in their choice of the current-year Long-Term Problems and practice Spontaneous Problems

- All Team Members may participate in the LT presentation
- 5 Team Members only may participate in Spontaneous (team choice). Others team members may observe.
- A maximum of 7 “Minds” can work on the problem
- Each team has an adult coach, judge, and volunteer.

Divisions Teams participate within a divisions. In the U.S., this is based upon grade level, NOT AGE.

- Primary (K-2)
- Div I (Grades 3-5)
- Div II (Grades 6-8)
- Div III (Grades 9-12)
- Div IV (HS degree or equiv & enrolled in College)

Memberships & Teams



Each membership is allowed to send one team per Division in their school per Long-Term Problem eligible for.

K-5 School – usually up to 5 teams + unlimited Primary Teams

K-8 School – usually up to 10 teams + unlimited Primary Teams

5-8 School – usually up to 10 teams

K-12 School – usually up to 15 teams + unlimited Primary Teams

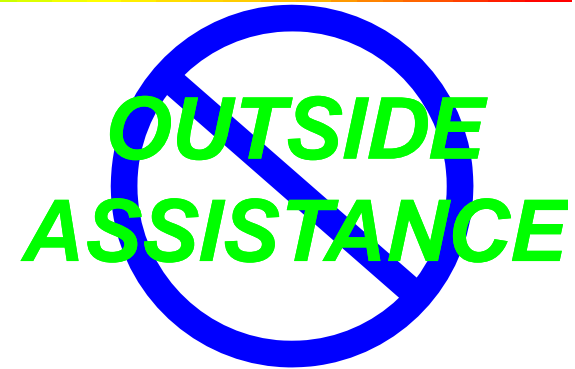
9-12 Schools – usually up to 5 teams

Non-traditional school memberships can field one team per problem (any Division) – up to a maximum of 5 teams

The purchase of additional (2nd or 3rd) memberships allows more teams to participate in the same problem (Team A, Team B), subject to 4-team rule in the Houston Area.

Outside Assistance

One of the most important parts of OOTM is that the Team MUST conceive, design, construct, and perform their own ideas. Help external to the team is termed Outside Assistance (OA).



The solution is the Team's design, their work, their performance, and their score. The Team is responsible for what they do, NOT the coach.

OOTM is a Hands-On Program for Kids,
but a Hands-Off Program for Adults

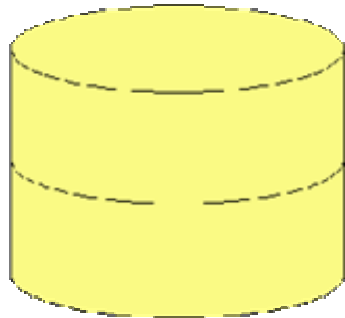
(It's Important that Parents Know **OA** Rules Too)

So What Is the Role of the Coach?

- ✓ Scheduler (how often and where team meets)
- ✓ Facilitator (helps the team stay organized)
 - determine goals and the path to reach them
 - helps them read and understand the problem
 - helps team keep track of tasks and deadlines
 - takes notes (remind them of their previous ideas)
 - leads brainstorming sessions (without injecting ideas)
 - explains scoring
 - brings in “experts” to discuss & teach skills
- ✓ Teacher (teaches basic skills)
- ✓ Asks **QUESTIONS** (to help team focus, open-ended)
- ✓ Assists team in developing a timeline for projects
- ✓ Spontaneous practice (practice often, variety, strategies)
- ✓ Forms (helps Primary and Division I teams fill out forms)
- ✓ Go-fer (takes team members to store for supplies)
- ✓ Snack Organizer (fuel for busy minds)
- ✓ Mentor

The Three Components of OOTM

Long-Term



200 Points

- Specific Rules
- Open-Ended
- All Solutions Presented in Skit Form (8-min)

Style

50 Points

- Elaboration of Long-Term
- Pizzaz, Sparkle, Polish
- Team Chosen Elements

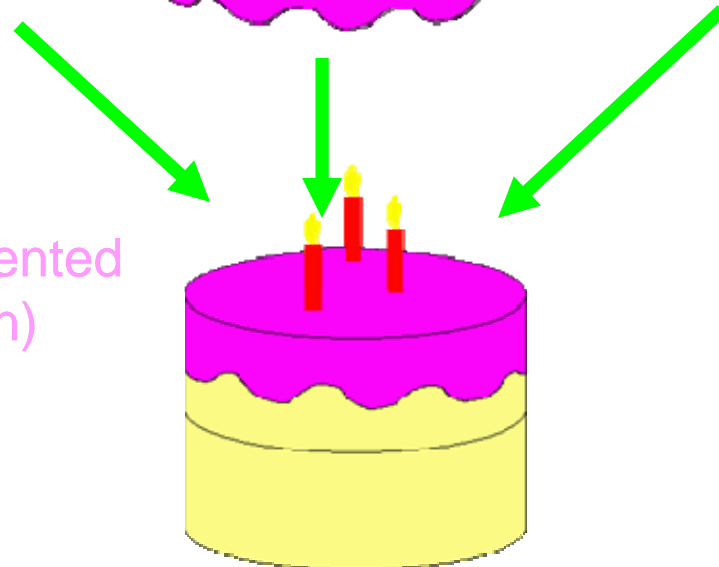


Spontaneous



100 Points

- On the Spot
- Anything Goes
- 3 Types
 - Verbal
 - Hands on
 - Hybrid



Long-Term + Style + Spontaneous = Total Score

Odyssey of the Mind Recognition

OMER's Award

In recognition of teams or individuals who demonstrate outstanding sportsmanship, exemplary behavior, and exceptional talent

Ranatra Fusca

presented to teams or individuals who exhibit exceptional creativity, either through some aspect of their problem solution, or an extraordinary idea beyond the problem solution

Tournament Placement

determined by total score

In Houston, top 6 teams advance to state per div-problem

At State, top 2 teams advance to World, per div-problem

(Ties are awarded if there is less than 1 point difference)

