

ODYSSEY OF THE MIND

Odyssey of the Mind is a non-profit, international association. It was developed by Dr. Sam Micklus during an Industrial Design class at Rowan University in New Jersey to challenge his students & encourage creative problem-solving. Odyssey of the Mind believes that creativity can be taught, and that it must be nurtured in order for us to reach our full potential. Arizona Odyssey of the Mind provides opportunities for students to develop creative problem solving skills. By working in a team, participants learn teamwork, self-respect, the appreciation and understanding of others, and that a group is a more powerful thinking force than an individual. All students from grades kindergarten through college are invited to participate in the Arizona Odyssey of the Mind program. Competitive settings are available to allow teams to demonstrate their critical thinking and problem solving skills. To learn more, visit Odyssey of the Mind on their state & international web sites @

www.azodyyssey.org & www.odysseyofthemind.com.

2010-2011 LONG-TERM PROBLEM SYNOPSES

full details released in early September

Problem 1: Extreme Mouse Mobiles

Divisions I, II, III, & IV

This problem requires teams to design, build, and run vehicles that use mousetraps as their only source of energy. The Mouse Mobiles will travel a course that has segments with different challenges. The team can choose from assorted tasks such as driving through a tunnel, raising a flag, hitting a target, changing direction, making a delivery, and will also perform two team-created challenges. The running of the Mouse Mobiles will be presented in a performance with a team-created theme.

Cost limit: \$145 USD.

Problem 2: As Good as Gold...berg

Divisions I, II, & III

Teams will present an uncomplicated existing item that is used in a simple and effective way to complete a real life task. The teams will also create their own solution, a device made out of an unnecessarily complex series of components that will perform the same task as the existing item. The performance will include an inventor character and a marketing plan/sales pitch for its creation.

Cost limit: \$145 USD.

Problem 3: Le Tour Guide

Divisions I, II, III & IV

Teams will create and present an original humorous performance where a classical character acts as a Tour Guide. The tour will make three stops including one that will be a team-created location. During the tour an inanimate object will show signs of life, the Tour Guide will give the wrong explanation about something, and will give a creative explanation about why it is important to guard and secure a worthless item.

Cost limit: \$125 USD.

Problem 4: Unhinged Structure

Divisions I, II, III & IV

The problem is to design and build a solution using only balsa wood and glue that folds into the team's structure without coming apart. The team may use material other than balsa wood and glue to serve as a hinge. The team will test its "folded" structure by placing as much weight as possible on it during a performance that also includes three different objects that change appearance by being folded or unfolded.

Cost limit: \$145 USD.

Problem 5: Full Circle

Divisions I, II, III & IV

The problem is to create and present a humorous performance where something changes form or appearance at least three times and eventually undergoes a final change where it returns to its original form and appearance. The team will signal the audience each time there is a change. The performance will include a very silly character, a very serious character, a song and dance, and a surprise ending.

Cost limit: \$125 USD.