Welcome to the 2018-19 Odyssey of the Mind Competition

What is Odyssey of the Mind?

Odyssey of the Mind is a creative problem-solving competition for students of all ages. Teams of students select a problem, create a solution, then present their solution in a competition against other teams in the same problem and division.

- Students work in teams of up to seven members under the guidance of an adult coach;
- Teams spend weeks or months, at their own pace, creating solutions to long-term problems;
- Team members come up with all the ideas for their solution and do all the work themselves; and Coaches may help teach skills and educate the team on ways of approaching the problem and of evaluating their solution.
- Teams have 8 minutes to present their long-term problem solution in competition.

Teams:

St. Matthias School intends to form three teams to compete in March 2019: one for grades K-2, one for grades 3-5 and one for grades 6-8.

Interested in becoming a Coach? We need you!

If you are interested in coaching one of SMS’ teams, please contact Jhanice V. Domingo at jhanicedomingo@gmail.com. More information can also be found at: odysseyofthemind.com.

Sign Up Now

If your child would like to participate in this year-long program, please fill out the form below and submit it to the front office no later than September 21st. Please address it to: Odyssey of the Mind Steering Committee. We will have more information and details through the St. Matthias website and the Wednesday envelope.

My child would like to participate in the Odyssey of the Mind competition for 2018-2019

Student: ___________________________________________________________ Grade: ______________

Parents: ____________________________________________________________

Email: _____________________________________________________________ Phone: ______________
2018-19 Long-Term Problem Synopsis

Tentative as of April 28, 2018. All problems have an 8-minute time limit.

**Problem 1: OMER to the Rescue Again**
Who better to help those in distress than OMER? In this problem, OMER and his trusty Sidekick travel to different places with suitcases holding all of the parts of an OMER-mobile vehicle! OMER and his Sidekick will assemble and ride on the vehicle where it will function in different ways to “save the day.” Between attempts, the vehicle will be disassembled, put back into the suitcases, and taken to a different area where it will be reassembled and driven again. Finally, the OMER-mobile is thrown a hero’s parade as a show of appreciation!
*Divisions I, II & III*

**Problem 2: Hide in Plain Sight**
Teams take a cue from nature in this problem where they create and build a team-made mechanical creature that hides in plain sight. The creature will change its appearance three times to avoid being detected by a Searcher Character trying to find it. The way the creature changes will be different each time! The team will create and present a performance where its creature gets into—or out of—various situations using this resourceful skill. In the end, the creature will surprise everyone by changing its appearance a final time and reveal its true self.
*Divisions I, II, III & IV*

**Problem 3: Classics… Leonardo’s Workshop**
Imagine how inspiring Leonardo DaVinci’s (LDV) workshop must have been. Teams will portray his workplace in an original, creative performance that includes LDV, a patron, and a naysayer. The team will recreate a Da-Vinci painting, make a three-dimensional representation of one of his works, and recreate another LDV work in any form the team wishes. There will also be an original “debunked” creation that LDV “invented” but discarded because it was mocked. Ironically, the item will be shown as something commonly used in modern times.
*Divisions I, II, III & IV*

**Problem 4: Structure Toss**
Step right up and put your structure to the test! Teams must strategize risk for points and “toss” their structures in this year’s problem-turned-carnival. They will use a device to propel the structure in a carnival game. If it travels in the air it gets higher score! Once the structure has been successfully tossed, it can be tested for strength. A carnival Barker character will entice other characters to join the fun during a performance that incorporates testing the structure’s strength with creative games of skill and chance.
*Divisions I, II, III & IV*

**Problem 5: Opposites Distract**
Disagreements can distract groups from seeing the bigger picture. Teams will create and present a humorous performance about a sneaky character that distracts others while trying to take control of anything the team wishes. In the performance it will lure others into silly arguments and be successful two times. The arguments will be presented using different dramatic styles and will include attention-getting effects. In the end, the groups will learn that they have been intentionally distracted and will catch the sneaky character before it takes control.
*Divisions I, II, III & IV*

**Primary: Museum Makers**
Kids can see the extraordinary in the ordinary. Now they will use that ability to create their own museum! The team will create and present an original museum and its exhibits. During the performance, the team will reveal three creative displays that explain the theme of the museum and show off team-made items. A tour guide will take audiences on a journey through the museum to meet a humorous artist and a curator.
*Grades K-2*

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