



Odyssey of the Mind

Do You Love Any Of These?



DRAMA/ACTING



MUSIC/DANCE



CREATIVITY



ART



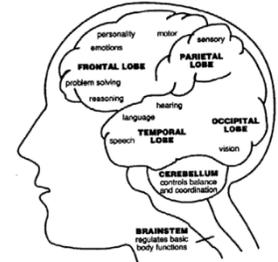
BUILDING



ENGINEERING



TEAMWORK



USING YOUR BRAIN

Then you're going to love Odyssey of the Mind!!!

What: [Odyssey of the Mind](http://www.odysseyofthemind.com), an International Creativity Competition. (www.odysseyofthemind.com)

Who: Teams of 5-7 students (facilitated by teacher or parent coaches) decide upon a challenge problem to develop a long-term solution. Some problems are theatrical, some are technical and some are both! Teams write their own plays, create their own scenery and props, and address the challenge as creatively as possible given a limited budget! On competition day, teams present their solution and also solve a spontaneous challenge. To check out amazing past-year performances, go to YouTube and search for *Odyssey of the Mind World Finals*! Check out this year's problems at <http://www.odysseyofthemind.com> or www.novasouth.org click on Synopses.

When / Where: Teams will meet at a time, day, and location that works for the team members. Generally, teams meet weekly in the beginning and perhaps twice a week as the regional competition approaches on 16th March, 2019 at Manassas Park HS. Teams winning at regional competitions advance to the State tournament in April and possibly to the World Finals in May.

Next Steps: Register for OOTM and work with your assigned team and problem.

Results: OOTM has been active in Floris ES for past few years with good results, we had 2 first place teams (i.e. [won regionals](#)) that went on to be placed 4th/8th in State finals. Simply put kids have fun, develop skills, work as a team and compete with other teams.

Video Intro: <http://youtu.be/zcvHQ5xRpQs>

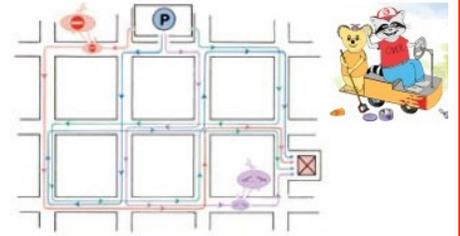
Initial Registration	September 25th through October 10th at florispta.org
Team Formation (by PTA)	October 17 th
Coaches Training (novasouth.org)	November 10th
Tournament Date	March 16 th 2019

For more information, contact Floris OOTM via floris.ootm@gmail.com.

2018-2019 Problem Summaries

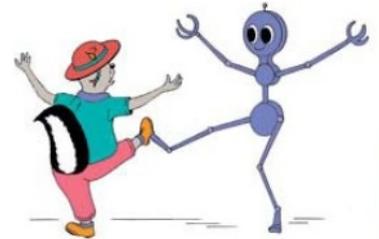
Problem 1: OMER to the Rescue, Again

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!



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.



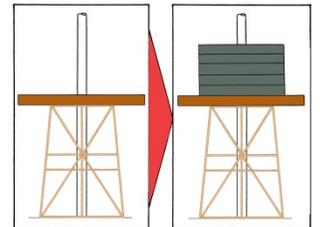
Problem 3: Classics... Leonardo’s Workshop

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 DaVinci 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.



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.



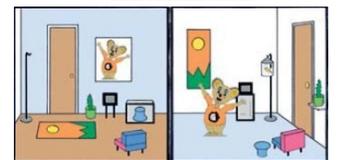
Problem 5: Opposites Distract

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.



Primary: Museum Makers (Grades K-2 only)

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.



p.s. All registrations are accepted first-come, first-served. Placement in a team is not guaranteed and is dependent on the availability of coaches and the problem choice. Parent coaches have a choice of selecting up to three children including their own. There is no cost at this time to register for OOTM, but there will be a fee for expenses after teams are formed. The team must compete in the lowest division for which it qualifies.