

ODYSSEY OF THE MIND

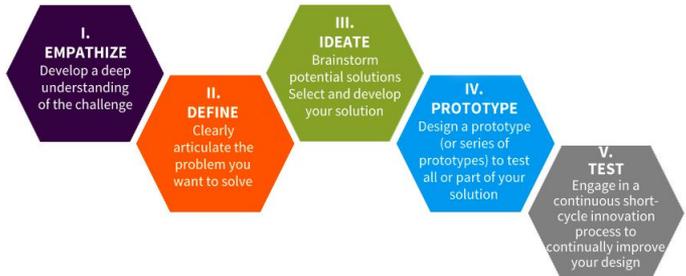
RSE Family Meeting
May 1, 2018

RSE OOTM HISTORY



WHY OOTM & OA?

OotM teaches the **Cre-ative Problem Solving Process**: Identify the problem, brain-storm ideas, evaluate the ideas, choose the best idea, then develop and evaluate it. The Odyssey education is in learn-ing the process of solving new problems using creativity and knowledge. In OotM we recognize that curiosity and original thinking should be nurtured. In OA, students apply these skills to be problem solving volunteers in their local community. The OotM & OA values compliment RSE's STREAM Lab and Coach Wooden's Pyramid of Success.



RSE OOTM FUTURE...

We are now recruiting for



Odyssey of the Mind®



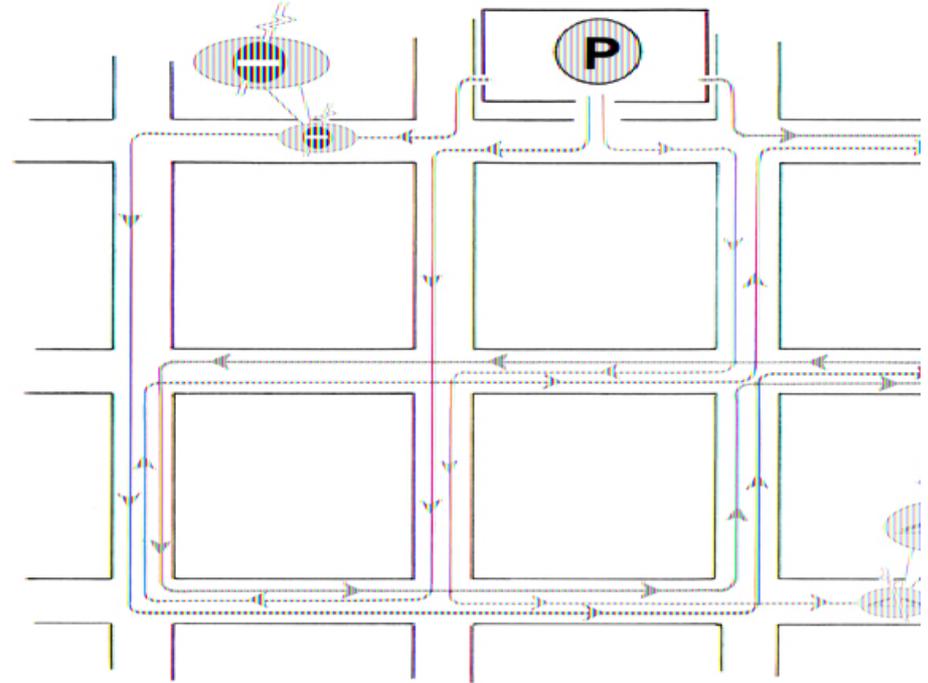
2018-2019 Extracurricular Clubs

WHAT IS OOTM
& OA?

LONG-TERM PROBLEM #1

① Vehicle

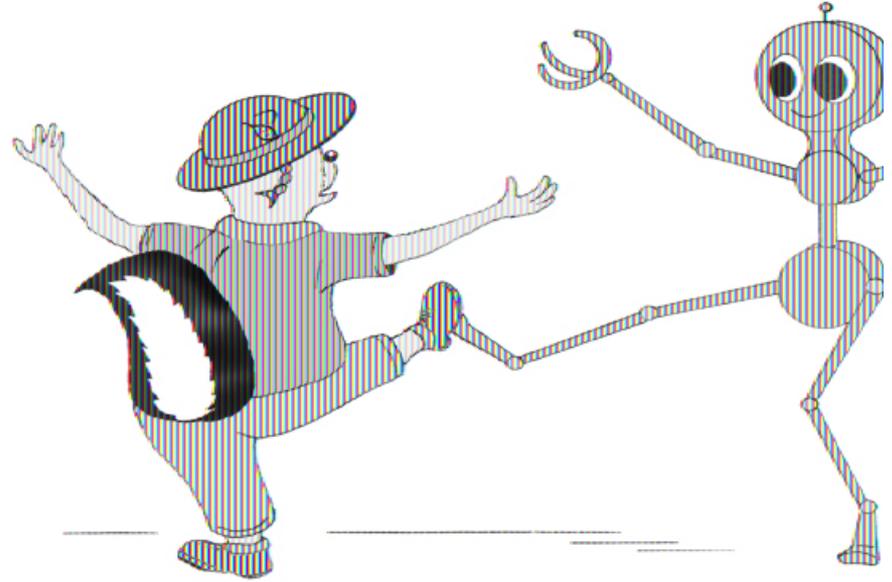
Problem #1 – Traveling through creative courses, hitting targets, delivering parts, and carrying teammates “across the sky or “under the seas” are some of the tasks completed by original team-made “vehicles. Teams use unusual sources of energy and original engineering to create vehicles that often don’t look or move like a vehicle. OMerers perform an original skit that usually includes characters and special effects but the emphasis is on the running and testing of the vehicle.



LONG-TERM PROBLEM #2

② Technical

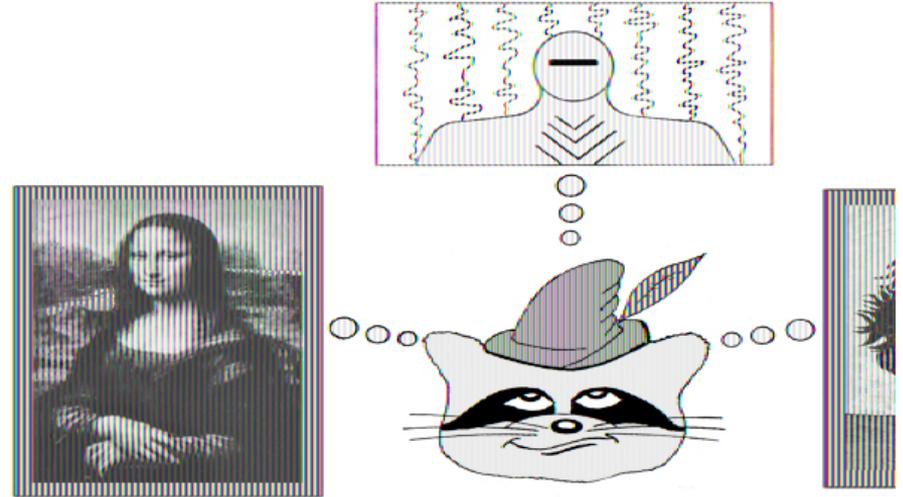
Problem #2 – Creating a robotic pet, a Not-So-Haunted pop-up House, and rubber band powered devices are technical problems our teams have solved. The level of technology is up to the team and ranges from basic engineering and electronics to more advanced robotics. Technical devices have served purposes that include producing special effects, delivering mail, and improving the lives of people in need. OMers test their devices in performances that are often hilarious.



LONG-TERM PROBLEM #3

③ Classics

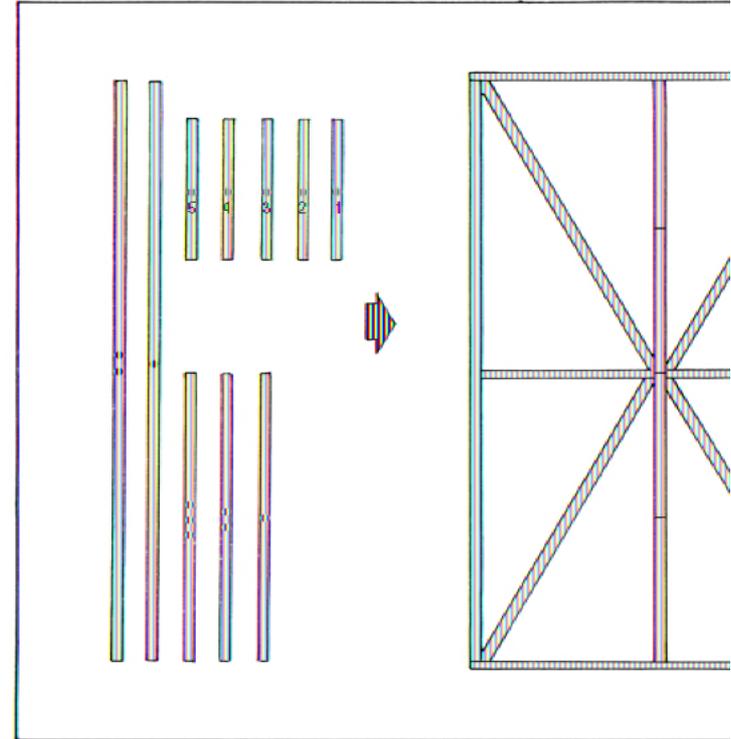
Problem #3 – Imagine turning the story of Pandora’s Box into a video game or creating an original Lost Labor of Heracles! In our Classics problem Teams write and perform original theatrical performances based on a work from classical literature, artwork, music, culture, or history. Subjects range from bringing the past to life to revisiting and rewriting history, all while OMers learn about world history. Solutions often reflect upon the majesty and sophistication of humanity’s most impactful and enduring creations.



LONG-TERM PROBLEM #4

④ Structure

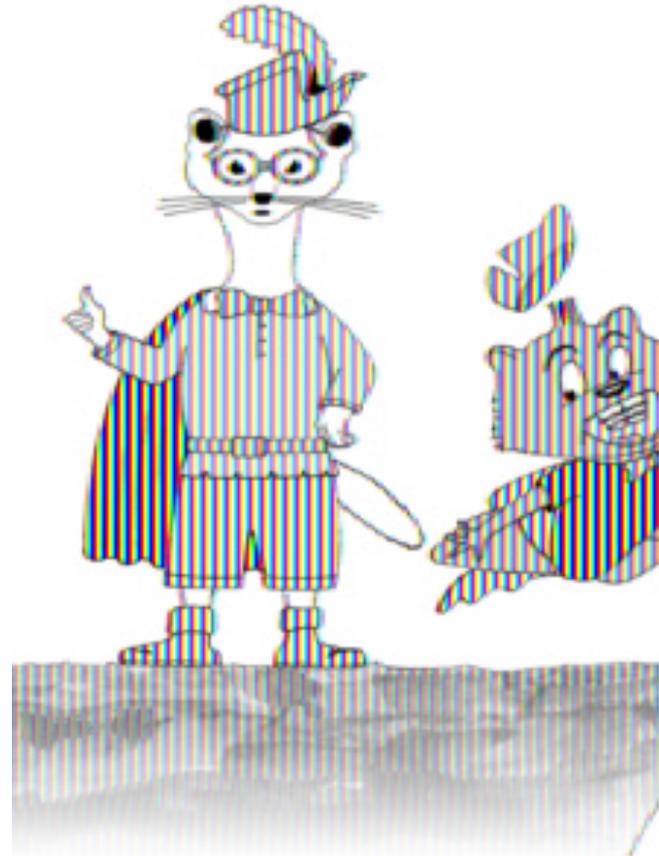
Problem #4 – Picture a 15-gram ($\frac{1}{2}$ ounce) structure made of balsa wood holding and balancing a stack of weights while getting rammed, twisted, or even broken apart. Each year a new problem requires an original structure to withstand a new test of strength as it holds weight until it breaks. It's not uncommon for experienced teams to hold over 1,000 pounds. OMers create and present performances ranging from comical to extravagant where testing their structures is part of the action.



LONG-TERM PROBLEM #5

⑤ Performance

Problem #5 – Whether it is showing the world from the point of view of an animal, acting out a Food Court where all of the characters in a courtroom are food, or showing social outcasts saving the planet, you can be sure that our performance problem will be fun and unexpected. In their solutions teams integrate stage and drama elements from lighting effects to puppetry to elaborate set changes. Original characters and unusual situations give OMer plenty of opportunity to show off their creativity.



SPONTANEOUS PROBLEMS



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SPONTANEOUS PROBLEMS

Verbal

Verbal Spontaneous Problems require teams to give verbal, spoken responses to questions or prompts, and those responses are scored according to how creative (or common) they seem to trained judges in the room.

For example, teams might be asked, “Name things that are green,” or could be given random household items and asked to present a skit based on the premise, “When it rains, the strangest thing happens, I...” Teams are usually given just a few minutes to think and then asked to provide their solutions.



Combination

This type of problem combines some type of physical activity and verbal replies or prompts. Examples of “Combination” problems include each team member making a character from aluminum foil and then telling a story using those characters, having the team use props and costumes and say what a caption of their picture might be, or picking up objects and saying a creative use for them., Teams generally have time to look at any materials they are provided.

Hands-On

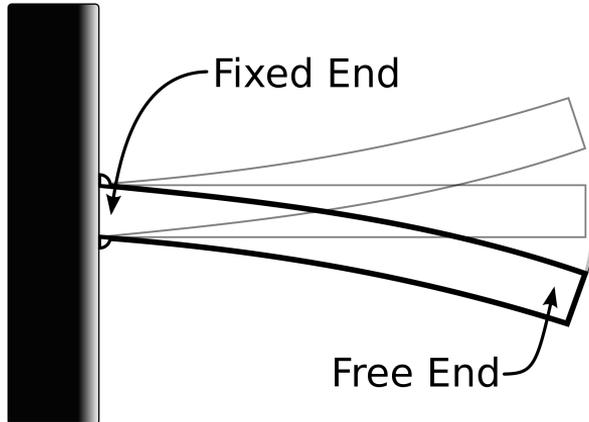
Hands-On Spontaneous Problems require different levels of physical interaction among team members to solve. Generally a hands-on spontaneous problem will challenge the teams to move, build, or to use provided items to complete a task.

Examples of “Hands On” problems range from building a bridge out of random items that extends as far as possible to creating a device to move different balls different distances and into scoring containers, and devising a system of communication using random objects. For Hands On problems, teams are often given a few minutes to devise, build, and test their solution prior to completing the task for score. In addition to points for completing tasks, teams are also often scored on their teamwork and creativity.

YOUR TURN! Quick Cantilever Structure

Challenge: You are to build a structure of toothpicks and clay that will sit on a table behind a boundary line. The structure will cantilever, or stick out, as far as possible beyond the boundary line without touching the table surface. The distance of the cantilever will determine your score.

Time: 3 minutes



Can·ti·le·ver

'kan(t)l,ēvər, 'kan(t)l,evər/

noun

1. a long projecting beam or girder fixed at only one end, used chiefly in bridge construction.

HOW DO I GET
INVOLVED?

STUDENTS...

Does OotM/OA sound like how I enjoy learning?

Am I committed to being a part of a team and putting in the hard work?

If so...

1. Complete Written Application due on or before Friday, 6/1
2. Spontaneous Problem Challenge on Friday, 6/1 @ 8:05 sharp!

PARENTS...

Is my child truly interested in OotM/OA?

Can I make the commitment to ensure my child is at team practices? Competitions?

If so...

1. Be a sounding board for your child as they complete the application due by 6/1/18.
2. Make sure your child is at the Spontaneous Challenge on 6/1 at 8:05am sharp!

Q & A