



Odyssey of the Mind®

Newsletter

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WELCOME BACK NASA!



We are pleased to announce NASA will be attending 2015 World Finals at Michigan State University. All of the fun Classroom Activities, E-theatre Presentations, and Creativity Festival exhibits are back!

“We’re very excited to be back at World Finals and be a part of this amazing display of hard work, dedication, and creativity. In the future, we fully expect to see some of these students working on NASA’s latest Earth-Observing and space missions,” said Steve Graham, NASA scientist.

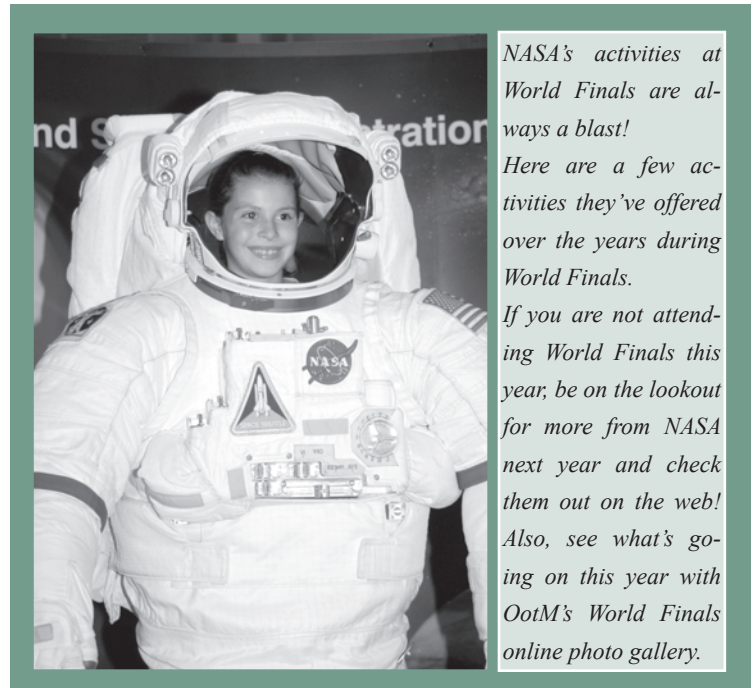
You have three opportunities to meet with a NASA scientist and learn about satellite technology and Earth sciences:

E-Theatre: See actual satellite footage and learn about NASA’s latest missions to study our home planet.

NASA Classroom Activities: Take part in the Hurricane Tower Challenge where students are challenged to build the tallest hurricane-proof tower, or they can try to engineer a satellite and discover how NASA sensors collect data from space.

Creativity Festival Exhibit: Come see a mock-up of a working satellite altimeter and learn about its newest mission. You can also have your height measured via an onboard satellite model!

Over the years, NASA has become an important part of the Odyssey family, so be sure to stop by the many offerings and say thanks!



NASA’s activities at World Finals are always a blast! Here are a few activities they’ve offered over the years during World Finals. If you are not attending World Finals this year, be on the lookout for more from NASA next year and check them out on the web! Also, see what’s going on this year with OotM’s World Finals online photo gallery.



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MAX MANSFIELD AWARD WINNER ANNOUNCED

China is this year's winning association for membership growth. It has steadily increased its memberships by building awareness of the program throughout the country.

Association Director Weixen Chen recalls the stories he hears from participants that credit the program for changing their lives, "Each story is a snapshot of thousands of OotM members in the past years. Many turned from young school kids into accomplished career professionals. We have collected testimonials from many of them and one common element is —I benefit from OotM for life."

These testimonials are one important way China expanded the program. According to Chen, "We compiled testimonials and published them in a book, followed by intensive marketing. By letting the public know how beneficial OotM is for students, more people become aware and want to be involved."

The next key to China's membership growth is the Odyssey Alumni, "Former members play an active role in influencing others: some become teachers and they enroll their students in the program; some introduce OotM to their classmates after going to university; some become parents and they bring their kids to OotM. This led to the OotM Students Club. Many former members join and become

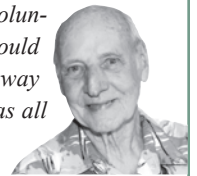
volunteers and they play significant roles in our community."

The third way Chen increases members is by creating shorter Odyssey-like challenges that anyone can take part in. He uses them during events like *Odyssey Family Night*. These challenges have built awareness and memberships.

According to the director of Shanghai Municipal Education Commission, "OotM is beneficial to students, families, as well as the country. Our goal is to benefit the students in China, tap into their creativity and increase overall competency for their future."

We are thrilled to be granted this award. It's an honor for our association as well as for our over 400 volunteers. Twenty eight years ago, Dr. Sam came to Shanghai and planted a little seed. Over the years, nurtured by creativity and team spirit, the seed sprouted, grew, and turned into a big tree," said Chen.

This award honors Max Mansfield and rewards membership growth. Max will always be remembered as someone who selflessly volunteered for Odyssey so that as many people as possible could experience creative problem solving. This award is CCI's way to honor his years of dedication and hard work as well as all Odyssey associations attempting to do the same.



Behind the Scenes:

Edwin Porter (b. 1870 Philadelphia)

Edwin Porter is considered one of the most significant creative figures in the Silent Film era and the art of filmmaking.

He changed how movies were shot and edited. Instead of just shooting a movie from beginning to end like in a theater portrayal as was the norm, he used editing to creatively splice together different moments to form a movie and incorporated interesting shots, close-ups, and scenes for dramatic flair. What is now called **continuity editing** came from his work.

It was his time as a projectionist with traveling shows that he got a keen sense of what audiences enjoyed and what parts of films got the most reaction from viewers.

His journey to becoming a filmmaker was long. He started his career as a telegraph operator in Philadelphia. In his spare time he worked in a local theater. He joined the Navy where he became an electrician. His knowledge of electricity and interest in mechanics

and cameras is what led him into the world of film.

In 1900 Porter was hired by the Edison Company to make improvements to and redesign its motion-picture equipment, and he was soon placed in charge of **Edison's Skylight Studio** in New York City. For the next few years he served as director-cameraman for much of Edison's output.

It was with Edison's company that his film, *The Great Train Robbery* became the fledgling movie industry's first box-office hit. The film's popularity encouraged investors and led to the establishment of the first permanent film theatres, then called nickelodeons. Running about 12 minutes, it also helped to boost standard film length toward one reel, or 1,000 feet.

Porter went on to create many more popular short films. He experimented with trick photography, stop-motion animation, and split-screen shots. While he was succeeding in the film making aspect of the business; he remained a technician at heart, designing Edison's new state-of-the-art studio in 1906 and working on a further-improved movie projector called the **Simplex**.

He dedicated much of his later life developing and improving film equipment and creating a light-weight movie camera for home use. His work helped push these inventions along.

From tailor, to Navy electrician, to screen projectionist, to inventor, to an important part of cinema history – Porter proves that following your interests and using your creativity can take you far!

2015-16 Long-Term Problem Synopses*

Tentative as of April 8, 2015. All problems have an 8-minute time limit.

Problem 1: No-Cycle Recycle

Teams will build, ride on, and drive a no-cycle, recycling vehicle. It will pick up discarded items, adapt them in some way, and then deliver them to places to be re-used. The vehicle must travel without pedaling for propulsion. In addition, the driver will have an assistant worker riding on the vehicle that will help process the trash items being repurposed. They will make an unplanned stop along the way and perform a random act of kindness.

DIVISIONS I, II & III. Cost limit: \$145 USD.

Problem 2: Something Fishy

Teams will design and operate a technical solution that simulates multiple styles of fishing. A Fisher Character will work from a designated area to “catch” three different objects that are outside of that area. The catch will be on the move and will include something expected, something unexpected, and a new discovery. The performance will also include a change of weather and a humorous character that portrays a potential catch and avoids being caught by the Fisher.

DIVISIONS I, II, III & IV. Cost limit: \$145 USD.

Problem 3: *Classics* . . . Aesop Went Viral

Teams will create and present an original performance about a fable that goes “viral.” The problem will include a list of fables attributed to Aesop. Teams will select one and portray it, and its moral, as going viral — that is, being shared throughout the community and beyond. The performance will be set in a past era and include a narrator character, an artistic representation of the fable’s moral, and a character that makes a wrong conclusion about the moral and is corrected.

DIVISIONS I, II, III & IV. Cost limit: \$125 USD.

Problem 4: Stack Attack!

This problem requires teams to design, build, and test a structure, made only of balsa wood and glue that will balance and support as much weight as possible —twice. During weight-placement, teams can “Attack the Stack” where they will remove all of the weights except for the bottom one and the crusher board. Teams will also receive score for removing weights! After Attacking the Stack, the weight placement process can be repeated to add to the total weight held. Teams will incorporate weight-placement, repetition, and Attacking a Stack into the theme of the performance.

Divisions I, II, III & IV. Cost limit: \$145 USD.

Problem 5: Fins, Furs, Feathers & Friends

The team’s problem is to create and present a humorous performance depicting problem solving from the perspective of three different animals. The animals will help a stranger, help each other, and solve a problem that threatens the survival of all animals. During the performance, the animals will sing and dance. They will also show curiosity, sympathy, frustration, and joy.

DIVISIONS I, II, III & IV. Cost limit: \$125 USD.

Primary: Stir the Pot

Teams will create and present a humorous performance about an object that comes to life when touched by an item that turns out to be magical. While it is alive, the animated object will encounter three other objects that will result in a dramatic change of behavior. There will be a narrator character that explains what is happening and a character that becomes friends with the object. The performance will also include a team-created poem, song, or dance.

Cost limit: \$125 USD.

COACHES & OFFICIALS
PROBLEM

Under The BRIDGE



A. The Problem

Your problem is to design and build a bridge made out of paper that extends as long as possible. The bridge will be made out of paper and tape and must be constructed during competition time. The team will also create a “troll” costume for a character that lives under the bridge.

B. Limitations

1. The Bridge:
 - a. must be built completely out of paper and tape. These materials:
 - (1) will be supplied at the competition site. No other materials can be used.
 - (2) will include 8 ½” x 11” paper. Each team will receive 25 pieces before start time begins.
 - (3) will also include one roll of clear tape (approx. ¾” wide). The tape will only be used to connect pieces of paper. Each entry will receive one roll of tape to be used in all rounds.
 - b. may be built and supported by multiple people. Any assistants, not including the troll, must be able to fit in a 10’ x 10’ taped square. Everyone’s feet must touch the floor inside the square.
 - c. during construction: only the beginning piece of the bridge can touch the floor. It will be placed at the Start Line. Any other parts of the bridge past the Start Line must be supported by the troll or an assistant. Should the bridge touch the floor or break at any time, construction must be stopped until the break is repaired and the bridge is not touching the floor.
2. The troll character:
 - a. must be helping to support the bridge when the bridge is completed.

- b. can be made up of multiple people. All will be judged as the troll for Style.
3. The Competition Site:
 - a. Will have a 10’ x 10’ assistant check-in area.
 - b. Will have a Start Line for bridge placement and a Finish Line at the other end of the site. The competition site will span the width of the room, approx. 45’ long. The final round will use the length of the room, allowing for longer bridges.

C. The Competition

1. Entries will be assigned a number when registering at the competition site.
2. When an entrant’s number is announced it must move to the Start Line with its provided bridge supplies.
3. A judge will blow a whistle to indicate that it’s time to begin construction. The first bridge that reaches the Finish line will advance. If all entries run out of paper before reaching the Finish Line, the longest bridge will advance.
4. Qualifying rounds will run as needed. During the final round, entries will be given 40 pieces of paper and have the length of the room for bridge building. The longest bridge will win.

D. Awards

1. Trophies will be awarded for 1st, 2nd, and 3rd place.
2. A trophy will be awarded to the team with the most outstanding STYLE. In this problem, Style will be awarded to the entry that has the most creative/popular troll costume. Every contestant is eligible, even those who place 1st, 2nd, or 3rd.



ODYSSEY OF THE MIND 2015-16 MEMBERSHIP APPLICATION

Questions? Email info@odysseyofthemind.com or call 856.256.2797

For new memberships or renewals, complete this form and return it with a check, purchase order, or credit card information below.

Check one:

Divisions I, II, and III:

- _____ Individual school: Must register in the school name. May enter one team per problem per division in competition.
- _____ Two or more schools: Must share the same principal to be under the same membership. Use school district name on application. May enter one team per problem per division in competition.
- _____ Home-schooled students: Must include at least four home-schooled students. May also include up to three members from one school. May enter one team per problem per division in competition.
- _____ Community Group: May enter one team per problem per division in competition. May not be an organization established solely for the purpose of participating in Odyssey of the Mind. Please submit by-laws if this is a new membership.

Division IV:

- _____ All team members must be high school graduates and registered for at least one class at a college or university. They do not have to attend the same institution. May enter one team per problem. May proceed directly to World Finals.

Membership name _____ Membership number (for renewal, if known) _____
 Grades covered by membership _____ School district _____ County _____
 Contact person (may be a coach) _____ Mailing address (for correspondence) _____
 City _____ State/Province _____ Zip _____ Country _____
 Daytime phone _____ Email _____ FAX _____

Each individual membership costs \$135, but you will receive discounts if you purchase more than one membership. For each membership purchased, you get five **competitive long-term problems, one **primary problem**, one copy of the **Program Guide**, and more!*

_____ **Individual 2015-16 Odyssey of the Mind Membership @ \$135**

_____ **Additional membership(s) for the same school or community group @ \$100**

_____ **6-10 memberships for the same school district (must register at the same time) @ \$120**

_____ **11 or more memberships from the same school district (registered at the same time) @ \$100**

ODYSSEY OF THE MIND SUPPORT MATERIALS

_____ A Creative Experience @ \$9.95 *Odyssey of the Mind promotional DVD*

_____ ** Lots of Problems. . . And Tips to Make You More Creative @\$17 *Tips on problem-solving*

_____ ** Creative Interaction @ \$17 *Discusses the importance of interaction between students*

_____ **Applying Your Creativity @ \$15 *Discusses different types of human creativity*

_____ The Spirit of Creativity @ \$15 *Anecdotes about OotM written by Dr. Sam*

_____ **Spontaneous Combustion @ \$7.50 *Booklet of spontaneous problems and tips*

_____ Odyssey of the Mind Program Guide @ \$7.50 (one is automatically included with membership)

_____ Coaches Training Video @ \$20 *DVD with tips and techniques for coaches*

_____ packs of Balsa Wood (premium grade AAA 36" x 1/8" x 1/8") @ \$20 per bundle (50 pieces)

Spend \$40 or more and get free shipping! Under \$40 contact our shipping dept. to get your Shipping & Handling quote: michael@odysseyofthemind.com

** These are books with a collection of long-term and/or spontaneous problems from past years.

Subtotal _____
 S&H _____
 Total _____

Payment Methods (Sorry we do not accept phone orders.)

- **U.S. Mail:** Send this completed form along with a check or Purchase Order, payable to CCI, or with your credit card info to: **CCI: 406 Ganttown Road Sewell, NJ 08080**
- **FAX:** Send this form along with a copy of your Purchase Order or credit card information and fax to (856) 256.2798.
- **Online:** Pay by credit card at www.odysseyofthemind.com.

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Hey Teams,
It's time to renew! Be among the first
to receive next year's Long-Term
problems.

Your friend,
OMER

The *Odyssey of the Mind Newsletter* is published by Creative Competitions, Inc.

Siblings Need Pins too!

World Finals is a time for team members to meet and connect with others from around the World. What is the most common venue for this? Pin Trading of course!

Angela Wilkerson, one of OMER's best friends, has a special job at World Finals. She started a booth at the Creativity Festival that takes donated pins and gives them to siblings attending World Finals so they can be in on the fun!

"We have averaged giving away 400-500 lanyards for the past two World Finals with 3-5 pins on each. They go to 'little' brothers and sisters of team members who did not bring pins to World Finals," said Angela.

She would like encourage everyone to look through pin collections and donate duplicates, or find a stash that may be collecting dust and put them to good use.

The children are delighted to receive these vintage pins, and it makes their World Finals experience even better.

If you'd like to show that Odyssey spirit and donate pins, here's how:

Before World Finals: mail pins before May 8th to:

Creative Competitions, Inc. 406 Ganttown Road, Sewell, NJ 08080.

Attn: Sibling Booth.

Donations will be accepted at the booth during World Finals as well.

"The joy on even one child's face when receiving a lanyard to become a member of the largest team at World (not limited to 7 members!) says it all. No one needs to feel left out at World Finals," said Angela.

