



# 2002-2003 Odyssey of the Mind Long-Term Problem Synopsis

Problems are tentative as of **April 24, 2002**. All problems have an 8-minute time limit.

## A Scene From Above

The team's problem is to design, build and run three small vehicles to transport items from an Orbit Area to an Assembly Station. The items will be added to a three-dimensional representation of a scene of the Earth as viewed from space. As the items are added the scene will change. The scene may be real or imaginary and may be zoomed in to any degree. The team will present a humorous performance about the scene and its changes. The vehicles will be powered by different types of energy sources: one will have an internal power source that it carries while moving; the other two power sources will be external.

*\*\* This problem is sponsored by NASA. \*\**

*Divisions: I, II, III & IV Cost limit: \$135*

## The Know-It-All

This technical performance problem requires teams to design and build a character that possesses "artificial intelligence" (A.I.). The A.I. character is believed to be all-knowing, and people come from near and far seeking its wisdom. However, the advice A.I. gives is unrelated to the questions asked. People read into A.I.'s advice and interpret it into brilliant pieces of wisdom. During the performance the A.I. character will speak, move and perform two team-created tasks.

*Divisions: II, III & IV Cost limit: \$135*

## Classics . . . Put a Spin On It

The team's problem is to create and present an original performance about the development of a classical work of great human achievement, chosen from a given list. The performance will include a scene showing an original reason for the creation of the work. During the performance the team will hold a "spin session" to devise a more acceptable reason for the creation of the work. Ultimately, the spin session generates the reason that is accepted today as fact. The performance will also include a team-made representation of the chosen work.

*Divisions: I, II, III & IV Cost limit: \$125*

## Odd Pod Structure

This problem requires teams to design and build a structure of balsa wood and glue that will rest on an odd number of team-made pods while holding as much weight as possible. The team must have a minimum of three pods and will be awarded score for using additional pods. The pods can be made of any material but must measure no more than 2" x 2" x 3/4". The team may place the pods anywhere outside of an 8-inch circle on the tester. Once the structure is placed on the pods, it will be tested by balancing and supporting weights.

*Divisions: I, II, III & IV Cost limit: \$125*

## Fooled Ya!

The team is to create and present a performance that includes two characters who perform at least five "illusions" that entertain other characters in the performance. One of the illusions will turn out to be not an illusion at all -- it will actually happen! The team will also include a special effect in its performance.

*Divisions: I, II & III Cost limit: \$100*

## Music Lessons

In this musical problem, teams will create and perform a song with lyrics that help to teach something. The team will make and play two musical instruments to accompany the song. The team will show how learning the song helps a character in the performance.

*Primary: Grades K-2 Cost limit: \$50*