MEETING EDUCATIONAL STANDARDS

In 1978, Dr. Sam Micklus created Odyssey of the Mind. Odyssey of the Mind is the original creative problem solving organization, which provides students an opportunity to learn teamwork, creativity, and the ability to think outside the box, to solve problems, and reach STEM, 20th Century Skills, and Common Core standards.

WHAT DOES THIS MEAN FOR A PARENT OR A COACH?

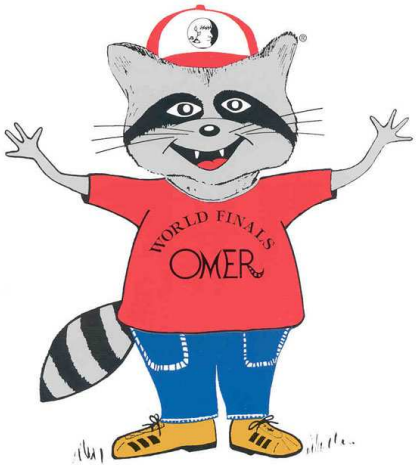
Parents and coaches are not always aware of the educational requirements necessary in their child's and/or team member's school system. As a parent or a coach, you may be asked to explain to the school how Odyssey of the Mind reaches educational standards. Here is some language and information that may help:

STEM: **S**cience, **T**echnology, **E**ngineering, & **M**ath

Common Core is aligned with college & work expectations

21st Century Skills: Global awareness, intellectual curiosity, communication, critical thinking, self -direction, and accountability and adaptability

All Odyssey of the Mind problems, both long term & spontaneous, achieve 21st Century Skills & Common Core Standards, and reach the STEM initiative.



Odyssey of the Mind
is offered through
Creative Competitions, Inc

For more information:
www.odysseyofthemind.com

Odyssey of the Mind...
BEYOND the Box©

Odyssey of the Mind

A Guide for Parents

and/or Coaches:

Meeting your school system's STEM, Common Core, and 21st Century Skills requirements

PROBLEMS:

Problem 1: Runaway 'Train'

The team's problem is to design, build and operate one or more vehicles that will travel on tracks and make stops at different stations without touching the floor. While traveling between stations, the vehicles must overcome obstacles — moving uphill, towing something, and more. The theme of the performance will explain the vehicle's difficulties on the track and will include a 'conductor' character. Once the vehicle reaches its final destination it will display a flag or banner during a victory lap!

Problem 2: Experiencing Technical Difficulties

The problem is to design, build, and demonstrate various devices that complete specific tasks. The team will create a theme where technical failures must be resolved through completing the tasks. There will be a list of tasks to choose from including ring a bell, change the wording on something, sound an alarm, move an object, etc. There will also be a mysterious engineer character. Of course, there's a twist — all of the devices must be powered by rubber bands!

Problem 3: Pandora's Box

In this classics problem, teams will put a video game spin on the story of Pandora's Box. A gamer character will take on this multi-level game inspired by the Greek myth. The game will include a prologue that depicts the original story of Pandora's Box, three characters representing different evils that escaped the box, and a power meter that represents the gamer character's health. To beat the game, the player will advance to the final level where it will release hope into the world.

Problem 4: Lose Your Marbles

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. The structure will also hold five marbles that will be released during weight placement as a result of a team-created device removing a piece of the structure. After the crusher board and one additional weight are placed on top of the structure, the first marble will be released. After the next weight is supported, the team will use its device to release another marble, and so on. The team will incorporate weight placement and "losing your marbles" into the theme of the performance.

Problem 5: Silent Movie

Lights, camera...action! In this problem teams will create and present a performance depicting a Director character that produces and presents a silent movie featuring a humorous villain character that commits three silly acts of "villainy". Characters that are in the movie may not speak as part of the presentation of the movie. Instead, like classic silent films, the team will use music played on a team-created instrument and creatively displayed subtitles to convey its story to the audience and judges. Also, teams will use a signal to indicate when the movie begins and ends. .

Primary Problem: Wacky Weather Warning

Teams will create and present a humorous performance where a meteorologist makes three predictions of "wacky weather". The meteorologist will speak in rhymes and use a team-created forecasting device and a backdrop that serves as a weather map. The community will "tune in" to get the weather report in any creative way the team wishes.

Spontaneous

Spontaneous is the "short term" portion of Odyssey of the Mind, in which students are given a problem and must solve it in a given amount of time. Some spontaneous problems build verbal skills, some build mechanical skills, and some build both; all help improve problem solving skills. Spontaneous problems vary from hands-on problems (ex., use materials to build/design/change an item), to verbal problems (ex., name types of trees).

Examples of just some of the STEM standards met by Odyssey of the Mind:

Science:

- Use of the scientific method
  - Researching information- whether energy, material properties, or propulsion

Technology:

- Research different methods, for example developing a vehicle, or building a structure
- Use technology to enhance learning & promote creativity
- Use productivity materials
  - Collaborate in constructing technology
  - Produce other creative works

Engineering:

- Apply a structured approach to solving problems: define problem, brainstorm ideas, research, identify criteria, explore the possibilities, make a model, evaluate, communicate results, and revise to improve performance.
- Apply contemporary engineering tools in the application of science, mathematics and technology to define analyze, model and build prototype solutions to problems.

Math:

- Utilize estimation, measurement, computational skills, and spatial relationships in order to:
  - Work within budgetary, time, and space limitations.
  - Analyze scoring criteria to prioritize problem elements

Odyssey of the Mind fosters life skills:

Creative and Divergent Thinking: The philosophy behind OotM is that creativity can be learned.

Teamwork: Students recognize value in the strengths and diversity of others to benefit the solution.

Self-Confidence: Students do the work themselves and celebrate the results of their work.

Problem Solving: Problems are examined and limitless solutions are explored.

Project Management: Teams learn to manage their budgets, timelines, and work within rules and limits.