

# Odyssey of the Mind

## 2001-2002 Long-Term Problem Synopses

Problems are tentative as of **April 27, 2001**, and are subject to change. A longer description of each problem will be released on [www.odysseyofthemind.com](http://www.odysseyofthemind.com) in several weeks. All problems have an 8-minute time limit.

### The Chameleon

The team will create and drive a vehicle that, like a chameleon, changes appearance. The performance will include three team-created Environments, each with a different setting. A team member will drive the vehicle to each Environment, where it will change its appearance and blend in with its surroundings. The team member driving the vehicle will also blend visually into each Environment.

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

### OMER's Earthly Adventures

In this technical problem, the team will present an original performance about environmental preservation. The performance will include OMER, the Odyssey of the Mind mascot, who will apply his creative problem-solving skills to fix malfunctions that prevent three tasks from being completed. Fixing the malfunctions will allow others to perform the tasks needed to help protect the environment. The team will select two tasks from given lists, and one task will be team-created. Also, the team will create the illusion of OMER traveling.

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

### Center Stage

The team's problem is to create and present an original humorous performance that is based on a selection from a given list of classical literature. A host will set the tone of the performance in a prologue and, at some time during the performance, give a brief explanation of the essence of the story. The team will create a stage set and choreograph a dance that will be performed during the presentation. The performance will conclude with an epilogue that includes a character from a different work on the list.

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

### It's a Snap!

The team's problem is to design and build components of a structure and to assemble them into a complete structure. The components will be made of balsa wood and glue and will interlock without the use of glue, string or fasteners of any kind. The complete structure must stay together when lifted from any piece of wood; it will be tested by balancing and supporting as much weight as possible.

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

### The Ostrich Factor

The team is to create and present a humorous performance based on a character that possesses the Ostrich Factor. That is, when the character hides its head, it becomes invisible and remains invisible until its head reappears. However, there is another character that is not affected by the Ostrich Factor. This second character, like the judges and audience, always sees the character that possesses the Ostrich Factor. The Ostrich Factor character will hide its head at least five times during the performance. One of the times it will reappear to find that it missed a fun event and another time it will reappear in a different time and/or place. In addition, the team will create the way the character hides its head and will have a surprise for the audience during the performance.

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

### Me and My Shadow

The team will create and present an original performance about the life of a shadow. The shadow will be bound to its person when that person is in light, but when its person is in the dark, the shadow is free to leave and interact with other shadows in a fantasy shadowland. At least three times during the performance the person will go from the dark to the light, at which time the shadow will return to the person's side. The team will create a signaling system to let the judges and audience know when the person is in the light.

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