



Odyssey of the Mind®

Volume 28

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Number 2

Microsoft®

A Call for Educators

Teachers now have a chance to widen their positive impact from their classrooms to the educational system as a whole — and it will take less than five minutes. By simply filling out a survey at the Odyssey of the Mind website, teachers can help in the first phase of the “Integrating Odyssey of the Mind Strategies into the Classroom Project.”

This project, thanks to a generous grant from Microsoft, will make classrooms more fun and efficient by incorporating OotM ideals such as teamwork, an emphasis on creative problem solving, and technology into the classroom. However, this cannot be done without help from the educators themselves.

The first step of the project includes identifying the strategies that are most successful with students. Anyone who uses or has used Odyssey-like strategies in the classroom holds the key to making this project a success. This survey asks basic questions concerning teaching methods such as: brainstorming, team-building, competition, and others. It also asks about the use of technology in the classroom.

What works best? What didn’t work? All feedback will be useful in developing the tools and strategies that will shape the rest of the project.

We will evaluate the results of the survey and use the information to create a program that will be tested in “pilot schools.”

These schools will help Odyssey of the Mind revise and perfect the program. It will then be presented to schools across the U.S. in hopes of bringing creative teaching methods to as many classrooms as possible.

Help students reach their full potential by sharing your knowledge, and by asking other teachers to take the survey. It is located on the Odyssey of the Mind homepage — look for

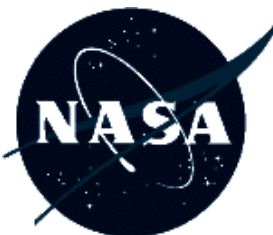
the Microsoft logo and click “Take the educator survey.”

This survey is an important part of the Odyssey of the Mind project, which ultimately, is part of Microsoft’s vision to help students develop 21st century skills.

“Anyone who uses or has used Odyssey-like strategies in the classroom holds the key to making this project a success.”

NASA Renews Sponsorship

We are proud to report that NASA has renewed its sponsorship of Odyssey of the Mind. The Jungle Bloke is the sixth problem it has sponsored and is sure to be a hit. The Earth-Sun System Mission Program has graciously provided useful learning materials about some of the applications of satellite imagery. These can be found in all membership packets and their website.



To view this satellite imagery and to explore other interesting tools and information visit NASA’s website: www.earthobservatory.nasa.gov/odysseyofthemind.

These satellite images allow anyone to view remote corners of the world, and to view changes that are occurring on earth. For example, participants can view places like the Virunga National Forest and the other jungles featured in The Jungle Bloke. NASA’s Landsat 7 is the most recent satellite in the Landsat series.

It circles the globe collecting data and generating 250 high-resolution pictures per day.



Look what else is in this issue . . .

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CLARIFICATION REMINDER

The problem clarification system is not intended to replace reading the problem and program guide. Please reread both again before submitting a clarification. Do not submit a clarification that asks: **(1)** if an idea is creative or if one idea would receive more score than another. (No comment regarding subjective scoring will be provided); **(2)** where the judges or audience will be during the performance (That is a question for your tournament director); **(3)** to confirm the wording of the problem; **(4)** if something may be different from an aspect that is specifically required (For example, if the problem requires 1/8" wood for a part you may not use 1/16" wood for that required part).

PROBLEM CLARIFICATIONS AS OF FEBRUARY 1, 2006

Stay up-to-date with clarifications by logging on to www.odysseyofthemind.com.

PROBLEM 1: THE GREAT PARADE



1. Reference: Figure A. The distance between the BL and the line (not taped) connecting the two taped "+" marks closest to the BL is 5' (1.5m) as shown in the revised diagram posted online at odysseyofthemind.com/clarifications.
2. Ref B,6a(3) — the minimum number of team members riding on the vehicle and providing hand power for its propulsion while it

travels is one.

3. Lights will not be dimmed at any competition venue.
4. Incidental touching of any part of the propulsion system by a team member who is riding on the vehicle (other than his/her hands) is allowed as long as it does not contribute to the propulsion of the vehicle. For example, when using a wheel chair, it is common for a part of a person's arm to touch the wheel while turning it by hand; however, only the hands are providing the propulsion and this would be considered incidental touching.

continued on next page



Bucky's Attempts to Save the World

Imagine a house that gets stronger the bigger it is, can withstand strong hurricanes and earthquakes, is lightweight, inexpensive, and easy to build and maintain. Picture it being constructed out of geometric shapes like triangles, pyramids, circles and spheres. This futuristic structure was invented in 1948 by **R. Buckminster Fuller**, and is called the **geodesic dome**.

"Bucky" Fuller believed that traditional architecture was weak because the bigger the building, the more chance it had of crumbling under its own weight. Fuller created his dome out of **tetrahedrons** — pyramids with four faces. The triangle sides create a self-bracing framework that gives structural strength while using a minimum amount of material. The more weight that is put on the structure, the stronger it becomes. Another shape that makes up the dome is the **sphere**, which encloses the most volume using the least surface space. Because there are less surfaces and angles, it retains heat and withstands high winds.

Over 200,000 domes of this kind have been built. They can be found all around the world, including Disney World's Epcot Center. The largest geodesic dome is 710 feet in diameter and resides in Kyosho Isle, Japan.

The geodesic dome was one of many inventions that Fuller envisioned would help the world. He saw the dome as a solution

for housing shortages because they were economical, energy efficient, and could be mass-produced on an assembly line. Fuller believed his mission was to help the world by "finding ways to do more with less to the end that all people everywhere can have more and more."

Buckminster Fuller wanted to change the world. In **1927**, the year he made this decision, Fuller had little to be optimistic about. He had no job, no money and a newborn and a wife to support. He was also mourning the death of his first daughter.

Through this period of depression, Fuller decided that he could not give up and would start an experiment that would "discover what the little, penniless, unknown individual might be able to do effectively on behalf of all humanity." He gave himself the nickname "**Guinea Pig B**" because, from then on, his life was going to be the experiment.

He worked on achieving his goal for the next 50 years. In return he was awarded 44 honorary doctorate degrees, the Gold Medal of the American Institute of architects, plus many others. He was also nominated for the Nobel Peace Prize. Fuller wrote 28 books and was given 25 U.S. patents.

Fuller was an inventor, engineer, architect, mathematician, designer, poet, philosopher and cartographer. His many other inventions include the **Dymaxion** car — a streamlined three-wheeled vehicle with the engine in the back; the **4D House**, and the **Dymaxion Air-Ocean Map**, which projected the world as a flat surface without any distortion. He also conceived or coined many mathematical terms that are still used today.

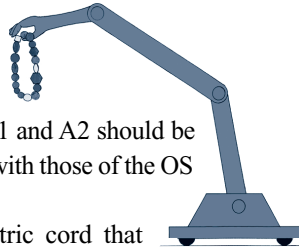
Most identify Fuller with the geodesic dome, but his impact went far beyond that one invention. He had the spirit of creativity and used it to help humanity by finding new, effective ways of building things that make everyday life easier.

PROBLEM CLARIFICATIONS (continued)

5. Safety items such as safety goggles and bicycle helmets used for safety are exempt for cost; however, decorations of these items must be included in cost.

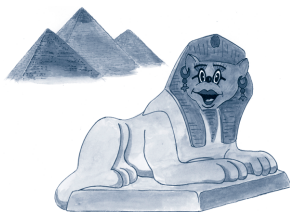
PROBLEM 2: TECH TRANSFER

1. Reference: Figure A. The areas A1 and A2 should be taped so their outer edges line up with those of the OS (revised diagram online).
2. The team may connect an electric cord that extends beyond the OS into the Tournament Director-provided AC outlet in order to power its device without penalty for violating B,6e. The only function the cord may serve is the transmission of electricity.
3. Lights will not be dimmed at any competition venue.



PROBLEM 3: ANCIENT EGYPT

1. Hieroglyphics, if selected as a required work of art/artifact, must be or appear to be carved in a stone, painted or carved on a wall. Any material may be used to simulate stone or a wall. Additional use of hieroglyphics may be produced on any surface, in any manner.
2. Although an ancient Egyptian architectural structure might have never been completed, all construction must be widely believed to have been within the time frame of not before 5000 BC and not after 1100 BC. Structures that have been restored or have decayed over time are allowed as long as the structure physically exists today regardless of its condition. (B,9b)
3. B,7c & d — Required works of art/artifacts may be worn by the required pharaoh, or king or queen. The work(s) will be scored in D,4 specifically for artistic quality and, if worn by the required pharaoh, or king or queen, will also be considered in general when scoring D,6b visual appearance of the pharaoh, or king, or queen. Visual appearance considers the total appearance of the required character.
4. B,7c & d — Required works of art/artifact may be included in the required scene with a setting that appears to be in ancient Egypt. The work(s) will be scored in D,4 specifically for artistic quality and, if they appear in the required scene, will also be considered when scoring D,3b. Every component of the required scene contributing to a sense of place and time, including any required works, will be considered when scoring D,3b.

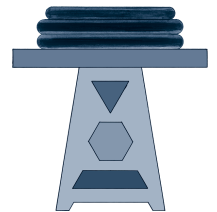


5. F. Style 3 & 4. — A required work(s) can be selected as a free choice category as long as the aspect selected for score is not scored anywhere in D, Scoring. Refer to clarifications #3 and #4 and Program Guide pages 23 and 24.
6. Scoring in D,6 should be a total of 2 to 25 points.

7. B,7c9 — Headpieces, headdresses, headbands, hairpins and combs are not considered jewelry.
8. C,3 — Page numbers from the 2005-06 Odyssey of the Mind Program Guide should be pages 37-38
9. Lights will not be dimmed at any competition venue.
10. 8. B,9 & 10 — The plot twist may be the same as the explanation about the construction of an ancient Egyptian architectural structure. However, this affects scoring D,7 and D,8a since both the explanation and the plot twist are scored on creativity. By combining the two requirements one scoring category is eliminated. Therefore, either the creativity of the explanation (D,7) or the creativity of the plot twist (D,8a) will receive a zero score.
11. Penalty E,7: If any of the three required works of art/artifacts described in B,7c is not from that list it will receive a zero score for D,4. Example: all three required works of art/artifacts are presented, two are from the list and one is not from the list. The two works from the list are scored in D,4. The work not from the list receives a score of zero for D,4. (This does not apply to the works described in B,7d.)

PROBLEM 4: GEOMETRY STRUCTURE

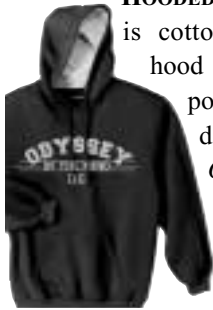
1. Please disregard C,9c. The structure will rest on the surface of the tester base during weight placement.
2. When using templates in the appendix on pages 6 & 7 of the problem to measure the duplicate paper shapes, the paper shape must completely cover the white inside shape and simultaneously must not extend beyond the outside black edge of the shape at any point. (See examples in online clarifications).
3. Lights will not be dimmed at any competition venue.
4. B,10b Overlapping — A shape is overlapping if it contacts the frame of a different shape OR extends into the opening created by another shape's frame. To be considered overlapping, the frames of two or more shapes must touch (at any point) OR one shape must enter the opening of a different shape. For example, you may not embed shapes but you may create two shapes that are aligned, provided there is a gap between them.
5. Shape frames may butt so their outside ends meet without being considered overlapping.
6. B,10 — Balsa Wood with a cross section of 1/8" x 1/8" is often slightly thicker or thinner than exactly .125 inches (1/8"). Therefore, the balsa wood used in framing the shapes must have a maximum width of not greater than .130 inches and a minimum width of not less than .120 inches.
7. Penalty E,11. Oversized Wood: The penalty for the first four oversized and/or undersized pieces of wood on a structure is 20-points for each piece. If a structure has 5 or more pieces of oversized and/or undersized wood the penalty is a weight held score of zero.



continued on page 5

Odyssey of the Mind ★ Official Souvenirs ★

HOODED SWEATSHIRT — is cotton, with a warm hood and convenient pockets. It comes in dark green with *Odyssey of the Mind 2006* imprinted in gray and white on the front. Adult sizes S, M, L, XL, XXL. **\$35**



HOODED JACKET — with a nylon shell, a 100% brushed cotton lining and traditional half-zip pullover, drawstring hood, and Velcro pocket. Available in S, M, L, XL, 2XL **\$42.95**



CAPS — These cotton caps have *Odyssey of the Mind* stitched in white, with a pre-curved bill. The sides have *OotM* in white stitching. The hats are structured. Choose the Black Cap with a banded back or the Pink Cap that has an adjustable back with a grommet. **\$12**



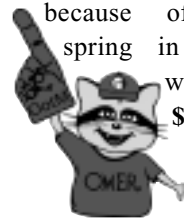
JACKET — has a talsan shell, microfleece lining, a double stitched wind flap, knit cuffs and waistband, and zippered pockets. Available in S, M, L, XL, 2 X L . **\$42.95**



TOOL KIT — includes: a tape measure, hammer, all-purpose screwdriver, and pliers. A removable shoulder strap doubles as measuring tape. It has interior, front and back pockets with button closure and PVC bottom. **\$29.95**



OMER #1 FAN PIN — This 1 1/4" OMER is photo enamel and his hand bobbles because of a spring in his wrist. **\$5**



BLINKIE PIN — Red, yellow and blue blinking lights flash on this 1 1/2" silver-plated pin. Can turn lights off and on. (Batteries are replaceable.) Also comes with *COACH*. **\$7**



2006 PROBLEM PINS!



PROBLEM PINS — Show off your favorite problems by wearing these lightweight colorful photo art pins! Each pin is 1 1/2" and shows the problem icon, title, and 2006. **\$3**

OMER ART PIN — This pin features OMER and his portrait of Dr. Sam. It is 1 1/2" with hard enamel color screen print. **\$4**



COACHES PIN — This colorful enamel pin surrounds *COACH* in smiley stars. It's 1 1/2" and silver plated. **\$3**



PARENT PIN — A parent and child form a continuous purple heart on this 1 1/2" silver-plated enamel pin. **\$3**



Minimum order of problem, coaches and parent pins is 3. Can be an assortment.

Turn the page for complete pricing and ordering information.

Order on-line with a credit card and receive a 10% discount on your total order!

You can find our entire line of souvenirs and support items at

www.odysseyofthemind.com/shop/

(Sorry, no phone orders.)

PROBLEM 5: THE JUNGLE BLOKE

1. The sentence in B,7 “This can take place at any time” refers to the time in the performance when the Bloke talks with the animals, not the jungle setting. The selected jungle must be depicted as it currently appears.
2. The animals that the Bloke talks with must speak to the Bloke in any audible way the team wishes. However, to all other human characters the animals sound and move like normal animals of that species.
3. The animal(s) that the Bloke speaks with must come from the selected jungle portrayed in B,9a. and scored in D,4.
4. Lights will not be dimmed at any competition venue.

5. B,8 b — Clarification # 3 remains unchanged AND Limitation B,8 b regarding amphibian, bird, reptile or mammal only pertains to the animals the Bloke talks with in the jungle setting. Other types of animals may appear in the jungle setting as long as they exist in one or more of the three jungles. In addition, any scenes that do not take place in the jungle setting may include any animals.
6. B,11 — Only the animals that appear in the jungle setting must be documented.
7. Costumes will not be considered when scoring D,4 (jungle setting).



ODYSSEY OF THE MIND PRODUCT ORDER FORM

SUPPORT MATERIALS

- _____ packs of **Balsa Wood** (premium grade AAA 3/8" x 1/8" x 1/8") @ **\$20 per 100 pieces**
- _____ **A Creative Experience** — Odyssey of the Mind promotional video ___ VHS @ \$9.95 ___ DVD @ 12.95
- _____ **Creative Interaction! @ \$19** Includes tips on building effective teams
- _____ **Applying Your Creativity @ \$18** Discusses different types of human creativity
- _____ **Creativity + Teamwork = Solutions! @ \$18** Includes tips on building effective teams
- _____ **Spontaneous Problem Competitions @ \$7.50** Booklet of problems and tips
- _____ **Odyssey of the Mind Program Guide @ \$7.50** (one is included with membership)
- _____ **Coaches Training Video @ \$20** Tips and techniques for coaches

SOUVENIRS & PINS (Order on-line and receive a 10% discount!)

- _____ **Awareness Wristband @ \$2**
- _____ ***Blinkie Pin @ \$7** (specify number of each type) Blinkie _____ Blinkie Coach _____
- _____ ***OMER #1 Fan Pin @ \$5**
- _____ ***OMER Art Pin @ \$4**
- _____ **Caps @ \$12** (specify number of each type) Black Cap _____ Pink Cap _____
- _____ **Tool Kit @ \$29.95**
- _____ **Hooded Sweatshirt @ \$35** _____ S _____ M _____ L _____ XL _____ XXL**
- _____ ***Hooded Jacket @ \$42.95** _____ S _____ M _____ L _____ XL _____ XXL**
- _____ ***Jacket @ \$42.95** _____ S _____ M _____ L _____ XL _____ XXL**
- _____ ***A minimum of 3 of the following pins in any assortment @ \$3 each** (specify number of each)
- _____ *The Great Parade* _____ *Tech Transfer* _____ *Ancient Egypt* _____ *Geometry Structure* _____ *The Jungle Bloke* _____ *Spontaneous*

_____ *Parent* _____ *Coach*

* Spend \$40 or more and get free Shipping & Handling. Orders under \$40, add \$6 Shipping & Handling.
 ** Add \$2 for each XXL
 There are no S & H charges for pins. Contact CCI for shipping costs outside of the U.S.

Subtotal _____
S & H _____
Total _____

Payment Method (Sorry, we do not accept phone orders.)

- **U.S. Mail:** Send this completed form along with a check, money order or purchase order, **payable to CCI**, or with your credit card info to:
CCI, 1325 Route 130 S, Suite F, Gloucester City, NJ 08030
- **FAX:** Send this form along with a copy of your purchase order, or include your credit card information and fax to **(856) 456-7008**.
- **On-line:** Pay by credit card at **www.odysseyofthemind.com**.
 ___ VISA ___ MasterCard ___ American Express ___ Discover
 Acct. no. _____ Exp. _____
 Signature of cardholder _____

SHIPPING ADDRESS (For UPS Delivery)

Is this a residence? _____ yes _____ no
 Name _____
 Address _____

 City _____ State/Prov. _____
 Zip _____ Country _____
 Phone number: () _____



Odyssey of the Mind

c/o Creative Competitions, Inc.

1325 Rte 130 S • Suite F • Gloucester City, NJ 08030
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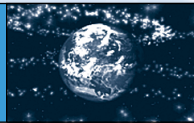
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Hey Teams,
Have a totally terrific tournament!
Your friend,
OMER

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

ODYSSEY AROUND THE WORLD



Congratulations to all associations celebrating anniversaries this year. No matter how long you've been with Odyssey of the Mind, volunteers, officials, teams and parents have played vital roles in providing students all over the world with an outlet to express their creativity and to solve problems in a unique way. Your hard work and dedication to creative problem solving has left a positive mark on many students over the years.

The following U.S. states are celebrating their **25th** anniversary this year:

- Arizona
- Connecticut
- Kentucky
- Oregon
- Maine
- North Carolina
- Virginia



Congratulations to our international associations **Germany** and **Poland**. They are celebrating their **15th** anniversaries with Odyssey of the Mind.

Survey Reminder!

Don't forget our survey about using Odyssey of the Mind strategies in the classroom. Your experiences are valuable to us.

www.odysseyofthemind.com/

EXCITING NEW FUNDRAISER

You can bring awareness to the public about the importance of creative problem solving as you raise money for your team. The Odyssey of the Mind awareness wristband is part of a new fundraiser. The highly popular wristbands are being offered to teams at a special discounted price, so they can sell them at the regularly low price of \$2 and make a profit. They are bright green with Odyssey of the Mind imprinted on the outside. The packaging comes with an insert that says, "Support creative problem solving in the classroom." What student, friend, parent, or teacher would disagree with that?

Also, a portion of the team's cost will be donated to each member's state association. Teams will be raising funds while letting people know about OotM. Support creative problem solving and your team at the same time!

Visit www.odysseyofthemind.com to explore this new opportunity to raise money for your teams.



To buy one of your own, see order form on page 5.