

# Odyssey of the Mind Sign Up Sheet

Do you want to have fun? Do you want to be part of an enthusiastic team? Do you like dramatic, building, mechanical, verbal, and all other types of creative problem solving?

Let us know a little about yourself and we'll let you know when we'll be starting our teams, what problems they will be tackling, and all of the details of Odyssey of the Mind! Please know that there will be a one-time \$40 fee to be on an Odyssey of the Mind team.

Name: \_\_\_\_\_ Grade: \_\_\_\_\_

Age on May 1, 2016: \_\_\_\_\_ Birth Date: \_\_\_\_/\_\_\_\_/\_\_\_\_

Parents Name: \_\_\_\_\_ Home Phone: \_\_\_\_\_

Parents Name: \_\_\_\_\_ Home Phone: \_\_\_\_\_

Address: \_\_\_\_\_

Parents Email: \_\_\_\_\_

Have you ever participated in Odyssey of the Mind? Yes \_\_\_\_\_ No \_\_\_\_\_

Has one of your parents ever volunteered to help with Odyssey of the Mind? Yes \_\_\_\_\_ No \_\_\_\_\_

If yes, what help? \_\_\_\_\_

Please read the outline of this years problems and then mark them in order of preference (1= REALLY want to do it, 5= not as interesting as the others. )

1. \_\_\_\_\_
2. \_\_\_\_\_
3. \_\_\_\_\_
4. \_\_\_\_\_
5. \_\_\_\_\_

Circle the thing you **REALLY** like to do:

Building Things	Acting	Singing	Writing Stories/Poems
Drawing/Painting Using Tools	Giving Speeches	Finding Out How Things Work	

Circle the day of the week that would work best for you to meet for Odyssey of the Mind.

Monday                  Tuesday                  Wednesday                  Thursday                  Friday

**\* PLEASE RETURN THIS PAPER TO MS. KENNISON BY FRIDAY, OCTOBER 23<sup>rd</sup>\***

# Odyssey of the Mind- 2015/2016

## **Problem 1: No-Cycle Recycle**

Divisions I, II, & III

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 to perform a random act of kindness.

## **Problem 2: Something Fishy**

Divisions I, II, III & IV

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.

## **Problem 3: Classics... Aesop Gone Viral**

Divisions I, II, III & IV

Teams will create and present an original performance about a fable gone "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.

## **Problem 4: Stack Attack!**

Divisions I, II, III & IV

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.

## **Problem 5: Furs, Fins, Feathers & Friends**

Divisions I, II, III & IV

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.