

WELCOME TO

**WESTERN
PENNSYLVANIA
ODYSSEY OF THE MIND**



WHAT IS... ODYSSEY OF THE MIND

DIVERGENT THINKING... BEYOND THE BOX PROBLEM SOLVING... MECHANICAL... ARTISTIC... TECHNICAL... TEAM WORK... REWARDS RISK TAKING... CREATIVE USE OF MATERIALS... CHALLENGING... FUN... BRAINSTORMING... INSPIRATION... CONSTRUCTION... INSPIRATION... STYLE... SPONTANEOUS... CREATIVITY... PROBLEM SOLVING... MECHANICAL... TAKING... CREATIVE USE OF MATERIALS... ON... T... N... R... REV... ENG... FUN... BRAINSTORMING... WRITING... STYLE... SPONTANEOUS... PROBLEM SOLVING... MECHANICAL... RISK TAKING... CREATIVE USE OF MATERIALS... ACTING... CONSTRUCTION... INSPIRATION... SCRIPTWRITING... STYLE... SPONTANEOUS... CLASSICS... VEHICLE... PERFORMANCE... BALSAM



What Is Odyssey Of The Mind?

- International creative problem solving program and competition for grades K-college
- Aligned with *STEAM*, Common Core, and 21st Century Learner Skills.
- Teams can be found in over 35 states and over 25 countries
- Founded in 1978 by Industrial Design Professor, Dr. Sam Micklus, on the premise: **CREATIVE THINKING CAN BE LEARNED**



What Do Students Get Out Of Odyssey?

- Students learn divergent, beyond the box thinking
- Unique solutions and risk-taking are rewarded
- Process and competition focus on teamwork
- Develop the life-long skill of creative problem solving
- Fun, friendship, & pride in their accomplishments!



What Does An Odyssey Team Do?

Teams are made up of 5-7 students who work together to:

- Solve a **long-term problem** which takes the form of an 8-minute skit-like presentation,
- *Embellish* their solution with **style elements**, and
- *Practice* 3 types **spontaneous problems** and compete in one type... off-the-cuff!

All of the ideas and creations are the work of the team. Outsiders are not allowed to contribute to any part of the solution.

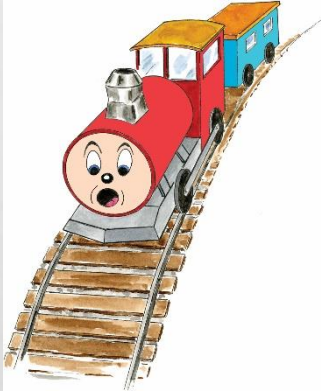


Long Term Problems

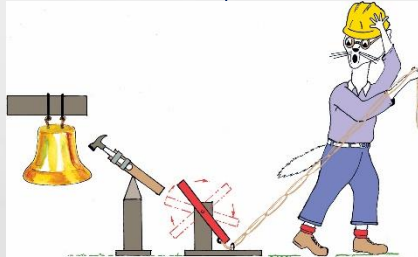
Teams choose one problem to solve. Each has a different theme.

Division I (3-5)
Division II (6-8)
Division III (9-12)
Choose one problem

Problem 1
Vehicle



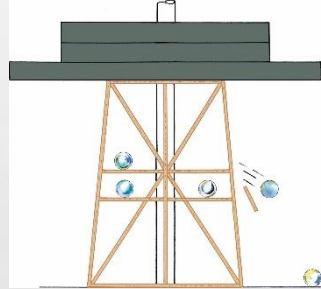
Problem 2
Technical



Problem 3
Classics



Problem 4
Structure

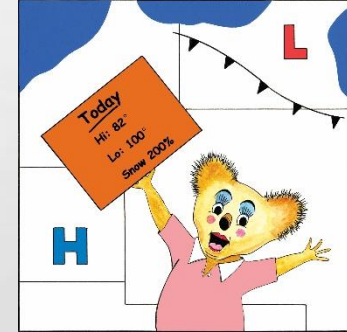


Problem 5
Performance



Primary Team (K-2)
One option

Primary Problem



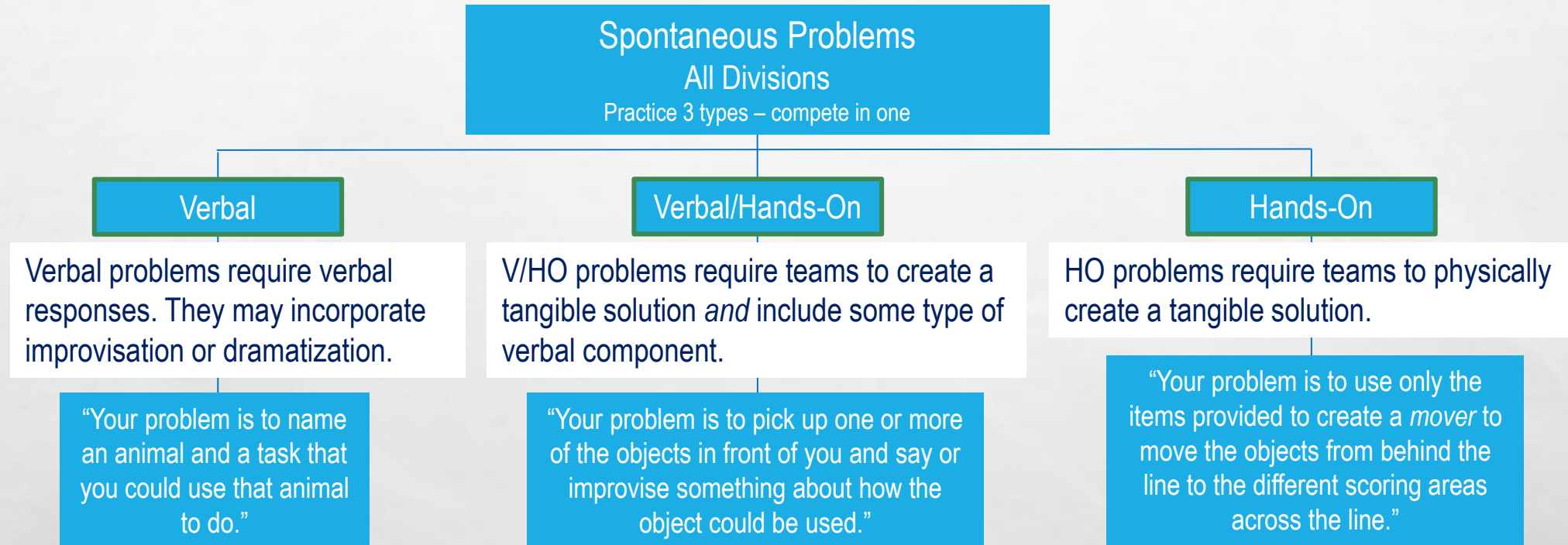
Style Elements

Added scored elements that enhance the solution – a chance to showcase talents and skills.



Spontaneous Problems

There are 3 types of Spontaneous Problems that every team practices.



Train Your Brain To Think Differently

THE EFFECT OF ODYSSEY OF THE MIND

PREMISE: *By being exposed to creative problem solving activities, students become resilient, enthusiastic risk-takers and creative, divergent thinkers. These attributes are the foundations for critical thinkers and confident learners.*

MEANS: Odyssey of the Mind activities lead students through open-ended problem solving. They focus on teamwork, risk taking, creativity, and analysis. **Open-ended problems mean there is not one correct answer students are lead toward. This encourages students to find different, creative avenues to complete the tasks.** Students learn to see things as they are not defined – which opens up the possibility for unique, creative thought.

https://www.odysseyofthemind.com/play_creative_experience.php

Link to the address to play an exciting and informative 10 minutes video showing and describing Odyssey of the Mind.

Odyssey Of The Mind Is At Work In Schools

The Odyssey of the Mind programs are offered to children through schools and communities.



- Some schools offer Odyssey as part of their gifted program while others open Odyssey up to all the students.
- Coaches can be teachers, parents or other community members.
- Practice can be after school, on the weekends, in the coach's home, at a community center or in a classroom.
- Fees related to competing are sometimes paid for by the school and other times paid for by the parents. When needed, some teams fundraise to pay for costs.

There is not one way Odyssey works in every organization. It is flexible to meet the needs of every situation.



Other Connections To Odyssey

In addition to being accessed through the official Odyssey of the Mind program, Odyssey principles have been developed into other experiences:

- In-School Makers Spaces & Creative Problem Solving Rooms with curricular tie-ins
- Summer & Weekend Camps
- Creativity Workshops: Brainstorming, Creating a Character, Improv Acting, Simple Machines, Propulsion Systems, Structures, Balsa Build
- Teacher trainings and workshops
- Non-Advancing Creativity Festivals



Volunteer Commitment

Each Organization needs:

1 program coordinator

Each team needs:

1-2 coaches

1 long term judge

1 volunteer

Each membership needs:

1 spontaneous judge



What Does A Coach Do?

- You don't have to know how to solve the problem to be a coach or think you're particularly creative. In Odyssey, "outside assistance" is not allowed. The students have to create, design, build, and perform all elements of their solution.
- The coach facilitates the team - keeps a schedule - helps the team learn to work together - facilitates brainstorming – introduces learning experiences.
- You only have to genuinely like kids and want to help them grow in order to be a GREAT Odyssey of the Mind coach!



What Does A Judge Do?

Odyssey of the Mind is essentially an all volunteer organization. Adult volunteers are needed to help maintain a quality competition. Judges can be parents, neighbors, grandparents, teachers (ACT 48 credit is awarded.) Many judges come back year after year saying they are amazed by how creative the teams are and how differently the teams solve the same problem.

There are several jobs a judge can be assigned:

- Score the long-term solution
- Score the Style elements of the solution
- Be the door keeper
- Be a time keeper
- Be a score checker
- Score the Spontaneous competition



WPA Odyssey of the Mind Regional COSTS*

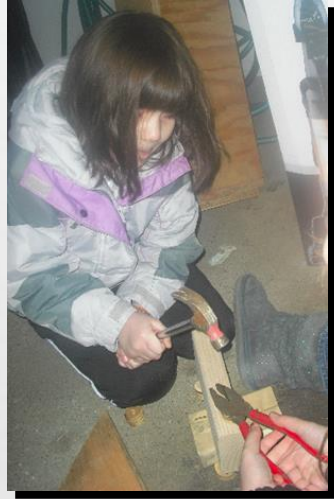
ITEM	DESCRIPTION	MEMBERSHIP COSTS	TEAM COST
Odyssey of the Mind Membership – per ENTITY	<ul style="list-style-type: none"> Initial access to the full problems Use of each problem <u>once</u> per division within the entity 	\$135.00	
Additional Odyssey of the Mind Membership – per ENTITY	<ul style="list-style-type: none"> If needed, allows for the repeat use of the problems <u>once</u> within the same membership 	(\$100.00)	
Western PA Spontaneous Fun Day fee - per TEAM	<ul style="list-style-type: none"> Linton MS, Penn Hills Regional practice and Competition 		\$10.00
Western PA Regional Competition Registration Fee - per TEAM	<ul style="list-style-type: none"> Keystone Oaks HS/MS Regional Competition 		\$100.00
Team Supplies – per TEAM	<ul style="list-style-type: none"> Items purchased to solve the problem/ practice spontaneous 		\$50.00-\$200.00

* Typically teams who place 1st and 2nd at the Regional and State Tournaments advance to the next level of competition where extra costs are incurred.



Important Western PA DATES FOR 2019-2020

Nov.	Coach Training #1	Keystone Oaks HS
Dec.	Team Theater Workshop	Little Lake Theatre, Canonsbrg
Jan. 15	Deadline to Register for the WPA Tournament	
Jan.	Judge Training	Robert Morris Univ, Moon
Jan.	Coach Training #2	Robert Morris Univ, Moon
Feb.	Spontaneous Fun Day	Linton MS, Penn Hills
Feb. 15	Deadline to Submit Clarifications	
March.	Regional Tournament	Keystone Oaks MS/HS
Apr.	PA State Tournament	Lock Haven University
May	World Finals	Iowa State University



To get started:

1. Contact your WPA Regional Directors to get support and brainstorm ideas.
2. Talk to your school principal, school administrator, or community group about sponsoring or sanctioning teams.
3. Purchase a Membership and
4. Register your team - both at odysseyofthemind.com.



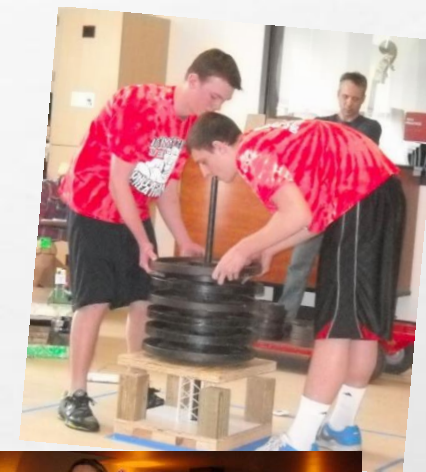
Odyssey of the Mind is... creative... artistic... mechanical... technical... performance... problem solving... risk-taking... brainstorming... teamwork... construction... wood working tools... hot glue guns... duct tape... wire... rubber bands... inspiration... challenging... out-of-the box... fun... a life-long learning experience!

Start your team, today!

Here's to a Great Year of Creative Problem Solving!



Creative and mechanical set piece transforms from Mad Villain's lair to his tower!



Susan Rosati & Angela Melton
Western PA Co-Regional Directors



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