

ODYSSEY OF THE MIND



*Solving the Long Term Problem: How Does the
‘Team Begin’?*



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Agenda

- I. How do we begin?
- II. Example Interpretation/Solution/Workshop:
- *2011 Division III Team Problem 3/ Le Tour Guide*
- III. Question & Answer

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I. How do we begin?



- Understand Critical Long Term Problem Components (200 points)
 - Read the problem multiple times before doing anything
 - What is the 'Creative Emphases' (section A)?
 - What is the 'Spirit of the Problem' (section A)?
 - Section B.5 answers: *What will your team's original performance look like?*
 - **Style** (section F) (50 points) – Program Guide pages 20-22  (Separate session)
 - ★ **Generate a bunch of ideas as early as possible**
- Understand Odyssey of the Mind terms:
 - Read the Program Guide (odysseyofthemind.com > Team Resources > Program Guide)
 - * Chapter III – Odyssey of the Mind Problems
 - * Chapter IV – Going to Competition
 - * Chapter V – Program Rules
 - Find and understand the *italicized* terms in the Problem
 - * Check section I or J (Problem Glossary for each problem); and Check Chapter VI of the Program Guide - Glossary

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- Understand Scoring (Section D)
 - *Objective*: 0 or 5; make sure your solution satisfies these objectives; Don't leave points 'on the floor'
 - *Subjective*: Range of scores (i.e., 1 to 20, 1 to 5)
 - ★ - **Ask: Where can we get the most points?**
- Consider choosing a theme for your presentation that makes it stand out
 - Theme first, then problem components
or...
 - Problem components first, then theme
- Being 'literal' is one way to solve the problem
 - What is a vehicle? What is a suitcase?
- Being unique is good....*really good*.
 - As "portrayed in the performance"



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- Remember...you will have 8 minutes to present your solution
 - P1, P2 and P4 end at 8 minutes
 - P3 and P5 give you up to 1 minute more but with prorated penalties (B.3, E.6/E.7)
 - Don't forget to rehearse as you get closer to the tournament...



- ★ * Ask: How well does our solution meet the scoring elements in Section D.?
 - Build proto-types (skit, props, costumes, etc.) early....then change/refine/improve

- Know your cost limit (B.4)
 - P1, P2 & P4 = \$165
 - P2, P3 & Primary = \$145
 - When completing the Cost Form, include only the cost of items in the actual tournament presentation



- Use the Clarification Process <https://www.odysseyofthemind.com/clarifications/>
 - Program Guide (pages 23 -24)
 - Submit team-specific clarifications
 - Check often for public clarifications
 - Read the problem and check the Program Guide before you submit a clarification

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II. Example Interpretation/Solution and “Workshop”(2011 Problem 3; Le Tour Guide)

• A. The Problem

Create and present an original performance that includes a tour guide that represents a character from classical literature. The tour guide will take a group of tourists to three places: two that already exist and one that is an original place created by the team...

• B. Limitations – create an original performance that includes:

- a. A tour guide character that is portrayed as or is based on a figure from classical literature
- b. Tourists
- c. Two currently existing places
- d. A team-created place that the tourists visit
- e. An inaccurate explanation and an accurate explanation of something at one of the places
- f. An inanimate item that becomes animated
- g. A worthless item on display
- h. A guard character who explains why the worthless item needs to be guarded.

<https://www.youtube.com/watch?v=vr3x1R7kJD8>

or YouTube: Search ‘Quest Homeschoolers Le Tour Guide Worlds 2011’

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- How the team created their solution:
 - First selected 'Artful Dodger' from the list of options (B.6)
 - Identified a theme: Literature is being eliminated by 'Ignorance'
 - Tourists (B.5.b) were various literature characters (Juliet, Peter Rabbit, Batman, Lancelot)
 - Artful Dodger takes tourists on a tour of 2 actual locations (Library of Congress, National Museum of American History) and 1 team created location (Ignorance's hideout) in order to seek out and destroy Ignorance
 - The 'tour' was not literal, but it was a journey led by Artful Dodger
 - The '*inanimate item*' (B.5.f) was a pop-up book that automatically turned pages
 - Lancelot's horse became a Style item
- Key scoring considerations
 - Ensured Artful Dodger (40 points) was well portrayed (D.3.a) and effective (D.3.b)
 - Ensured all objective scores were met (D.4.a, D.5.a, D.6.a, D.7.a, D.8.a, D.9.a)

(Note: Also search 'Odyssey of the Mind World Finals Upper St Clair Le Tour Guide')

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Summary:

1. Read and re-read the problem.
2. Creative solutions come from quantity of ideas.
3. Build proto-types early and then improve.

QUESTIONS?