

Odyssey of the Mind



Synopses of 1998-99 Odyssey of the Mind Long-Term Problems

Problem #1 - Over the Mountain (Divisions II, III and IV)

The team's problem is to design and build a vehicle which will embark on a journey, visiting three different countries. While in each country, the vehicle must initiate one cultural event, as well as collect souvenirs to bring back home. When returning home, these memorabilia will be presented in a showcase display. During the journey, the vehicle must change the mode of propulsion and cross different terrains, including traversing a team-designed mountain. Cost Limit is \$100 (U.S.). Time Limit is 8 minutes.

Problem #2 - EnvirOMental Challenge (Divisions I, II, III and IV)

The team will present a performance about an Earth species that requires atmosphere, water and land for survival, and whose Home Habitat suffered disruption and is now uninhabitable. Four potential new habitats are available but whether the Earth species can live in any of them is unknown. During the performance, the team will collect samples representing atmosphere, water and land from the habitats and analyze them with a discriminating device to determine if each habitat is suitable for the species. The result of these evaluations must be communicated by a non-verbal method and displayed at each habitat. Cost Limit is \$100 (U.S.). Time Limit is 8 minutes. This problem is proudly sponsored by a grant provided through NASA.

Problem #3 - "O, My Faire Shakespeare" (Divisions I, II, III and IV)

The team's problem is to create and present a performance that will include either the first or final scene of a play written by the team. The play will be based on a scene from one of Shakespeare's plays and include a team created humorous character. The team must also select an historic event to serve as the setting for their play. During the performance the team must include at least 10 lines from the Shakespearean scene in its entirety and present a synopsis of the team's original play. The performance will include a team-created song with original music and lyrics. The team must include a Technical Element of its choosing in its performance. In addition, the team will create a poster to advertise its play. Cost Limit is \$100 (U.S.). Time Limit is 8 minutes.

Problem #4 - RatiOMetric Structure (Divisions I, II, III and IV)

The goal of the team is to design, construct and test a structure built of balsa wood and glue that is efficient. The efficiency of the structure will be scored in this problem — not load-bearing capacity. The Efficiency Ratio is determined by dividing the official "weight held" (in pounds) that the structure supports during the team's presentation, by the official "structure weight" (in grams) determined at Weigh-In. No matter how much the structure is capable of supporting, the maximum official "weight held" is limited. The team will also include in the solution presentation at least one Fine Arts Element to be scored and one "Balsa Creation" made only of balsa wood and glue. Efficiency should be a major and recurring theme throughout the team's presentation. Cost Limit is \$100 (U.S.). Time Limit is 8 minutes.

Problem #5 - CustOMer Service (Divisions I and II)

The team's problem is to present a performance involving a sales transaction between two or more co-workers and their customer(s). The presentation may be set in any time period. It must include a memorable customer, a demonstration of an original product which reflects some aspect of the culture in which the performance takes place and the resolution of a problem involving the business. This must be accomplished through the teamwork, creativity and cooperation of the co-workers. The team must create a prop that completes certain tasks or functions chosen from a given list. The team must also present a team-created Technical Element during the presentation. Cost Limit is \$100 (U.S.). Time Limit is 8 minutes. This problem is proudly sponsored by a grant provided through Best Buy Children's Foundation.

Problem #6 - Saving Our IncOMe (Primary: Suggested for OMers 8 and Under)

The team's problem is to present a performance that demonstrates the value of wise budgeting and saving to prepare for the future. The humorous performance must include an explanation of the source of income which can take the form of wages, payment or some type of special reward. The team must also include in its presentation a team-created vehicle, and use of team-created legal tender. The team must research and then utilize three financial services in its unusual and creative solution to this problem. Cost Limit is \$50 (U.S.). Time Limit is 10 minutes.

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