

# ODYSSEY OF THE MIND



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## ICS Odyssey of the Mind 2011-2012 Information

Dear Parents:

For the past five years, Independence Charter School has been involved with an exciting program called Odyssey of the Mind. Odyssey of the Mind is an international educational program that provides creative problem-solving opportunities for students from kindergarten through college. Team members apply their creativity to solve problems that range from building mechanical devices to presenting their own interpretation of literary classics. They then bring their solutions to competition on the local, state, and World level. Thousands of teams from throughout the U.S. and from about 25 other countries participate in the program.

ICS students, in grades three to eight, have had fun and achieved great success at competitions, with both teams last year placing in the state level and one placing seventh in the world!

For more information about Odyssey of the Mind check out the following links:

[https://www.odysseyofthemind.com/downloads/a\\_creative\\_experience.wmv](https://www.odysseyofthemind.com/downloads/a_creative_experience.wmv)

[http://www.odysseyofthemind.com/learn\\_more.php](http://www.odysseyofthemind.com/learn_more.php) <[http://www.odysseyofthemind.com/learn\\_more.php](http://www.odysseyofthemind.com/learn_more.php)>

<http://www.youtube.com/watch?v=KP2PWL1IO04&feature=related>

<http://www.youtube.com/watch?v=EDshzidOCM8>

Odyssey of the Mind is a time commitment similar to travel sports: up to one to two practices a week after school and Saturday practices beginning in December. The team members (a maximum of 7) will work on competition items, such as props and costumes, at home as well as school.

### Odyssey of the Mind at ICS is 100% parent driven!

Parents are the coaches, team coordinators and competition judges. Each of the parent positions necessitates a different amount of time and energy during the season. To provide a rewarding experience to the team members, each team member's parent will be expected to participate in fulfilling the needs of the team including providing transportation, snacks and organizational time.

A \$20 materials fee will be collected at the beginning of the season. Additional contributions will also be necessary to fund various entry fees and other incidentals of the program.

The length of the season depends on how far a team advances through the levels of competition, however all those actively participating must be available for the following activities:

- **Coaches Training** . . . . . Mid-November, Saturday
- **Judges Training** . . . . . Mid-February, Saturday
- **Regional Tournament** . . . . . Mid-March, Saturday
- **State Tournament** . . . . . April 14, 2012, Saturday (tentative)
- **World Finals** . . . . . May 23-26, 2012 (tentative)

Above all, Odyssey of the Mind is a fun and rewarding experience for all who participate. While it is a large time commitment for team members and parents, Odyssey of the Mind teaches teamwork and problem solving strategies in a fun and creative way.

**Please come to the first ICS PTA meeting  
on Thursday, October 6th at 5:00 p.m. for more details!**

## 2008-2009 Long Term Problem Synopses

### *Problem 2: Teach Yer Creature*

Teams will create a humorous performance about a mechanical creature that acts like a real mammal or bird and learns lessons. The creature will act like the real animal by performing tasks the way it would, including traveling, eating, and turning its head. It will be taught two lessons by a Creature Teacher and will “accidentally” learn a behavior by observing others. During the performance the creature will surprise the audience by demonstrating the “accidental” behavior it learned.

### *Problem 3: The Lost Labor of Heracles*

Teams will create and present an original performance about the ancient Greek hero Heracles. In Greek Mythology, King Eurystheus ordered Heracles to perform 12 labors. The team will reenact Heracles performing one of the 12 labors, as well as a Lost Labor--a team-created thirteenth labor forgotten in history. The performance will also include a god or goddess from Greek Mythology, an original mythological creature that plays a role in the Lost Labor, and the team's version of why the Lost Labor was forgotten in history.

### *Problem 4: Shock Waves*

The problem is to design and build a structure out of balsa wood and glue that will balance and support as much weight as possible while absorbing shockwaves. The team will test its structure by placing weights onto it. During specific intervals the team will place one or two spacers on the top weight and will then place a weight on them. The team will remove the spacers so the top weight falls onto the stack causing a shockwave. The team will add weight until its structure breaks or time ends. The team will also create and use an original method to place its structure onto the tester and will incorporate the testing of the structure into a performance.

### *Problem 5: Superstition*

The problem is to create and present a performance that includes two documented superstitions, an original superstition created by the team, and the events that caused the original superstition to come to be. The performance will also include a funny narrator, a costume that is worn by two or more team members at the same time, and a stage set. During the performance the same stage set items will be used to change from one setting to another.

#### **Team size: 6-7 members**

Teams will be arranged according to division appropriate age:

- Div.I: 3-5, less than 12 on May 1st, '08
- Div.II: 6-8, less than 15 on May 1st, '08