



ODYSSEY OF THE MIND 2018-19

Registration fee - \$70/child (PTA member)
\$85/child (Non PTA member)

STUDENT NAME: _____ Grade: _____

Teacher: _____

Parents' Names: _____

Address: _____

Phone: _____ Email: _____

Amount Paid: \$70 / \$85 (circle one) PTA Member: Yes / No (circle one)

To sign up as a PTA member, go to www.vapta.org and select the link 'Join Your Local PTA'

Long-Term Problem Preference(s)

(Please specify your top choices: 1, 2, 3. Preferences will be accommodated where possible.)

See descriptions of Long Term problems on the back.

_____ 1. OMER to the Rescue, Again

_____ 2. Hide in Plain Sight

_____ 3. Classics..Leonardo's Workshop

_____ 4. Structure Toss

_____ 5. Opposites Distract

_____ Primary: Museum Makers (**K-2 only**)

Coach's Name (if you have a team already): _____

Parent involvement is key to OM's success! How can you help with OM?

Please check all that apply.

☐ I can **COACH**

(facilitate weekly meetings)

**Registration fee will be waived if you
volunteer to coach**

☐ I can be a **JUDGE** at the Regional
competition

(Judges donate time – one half day of
training and one day of judging at
competition)

OM Season Start: October 2018 **End:** March 16th, 2018* (Regional Tournament)

* Season may be extended if teams qualify for the State/World Tournaments.

Parent/Guardian Signature: _____ Date _____

FORM DUE TO THE MAIN OFFICE no later than MONDAY 9/20/2018

Checks should be made payable to MTES PTA.

Questions or Concerns? Contact MTESPTAOOM@gmail.com

2018-2019 Long-Term Problem Synopses

Problem 1: OMER to the Rescue Again

Who better to help those in distress than OMER? In this problem, OMER and his trusty Sidekick travel to different places with suitcases holding all of the parts of an OMER-mobile vehicle! OMER and his Sidekick will assemble and ride on the vehicle where it will function in different ways to “save the day.” Between attempts, the vehicle will be disassembled, put back into the suitcases, and taken to a different area where it will be reassembled and driven again. Finally, the OMER-mobile is thrown a hero’s parade as a show of appreciation! **Grades 3-5**

Problem 2: Hide in Plain Sight

Teams take a cue from nature in this problem where they create and build a team-made mechanical creature that hides in plain sight. The creature will change its appearance three times to avoid being detected by a Searcher Character trying to find it. The way the creature changes will be different each time! The team will create and present a performance where its creature gets into – or out of – various situations using this resourceful skill. In the end the creature will surprise everyone by changing its appearance a final time and reveal its true self. **Grades 3-5**

Problem 3: Classics... Leonardo’s Workshop

Imagine how inspiring Leonardo DaVinci’s (LDV) workshop must have been. Teams will portray his workplace in an original, creative performance that includes LDV, a patron, and a naysayer. The team will recreate a DaVinci painting, make a three-dimensional representation of one of his works, and recreate another LDV work in any form the team wishes. There will also be an original “debunked” creation that LDV “invented” but discarded because it was mocked. Ironically, the item will be shown as something commonly used in modern times. **Grades 3-5**

Problem 4: Structure Toss

Step right up and put your structure to the test! Teams must strategize risk for points and “toss” their structures in this year’s problem-turned-carnival. They will use a device to propel the structure in a carnival game. If it travels in the air it gets higher score! Once the structure has been successfully tossed, it can be tested for strength. A carnival barker character will entice other characters to join the fun during a performance that incorporates testing the structure’s strength with creative games of skill and chance. **Grades 3-5**

Problem 5: Opposites Distract

Disagreements can distract groups from seeing the bigger picture. Teams will create and present a humorous performance about a sneaky character that distracts others while trying to take control of anything the team wishes. In the performance it will lure others into silly arguments and be successful two times. The arguments will be presented using different dramatic styles and will include attention-getting effects. In the end, the groups will learn that they have been intentionally distracted and will catch the sneaky character before it takes control. **Grades 3-5**

Primary: Museum Makers

Kids can see the extraordinary in the ordinary. Now they will use that ability to create their own museum! The team will create and present an original museum and its exhibits. During the performance, the team will reveal three creative displays that explain the theme

of the museum and show off team-made items. A tour guide will take audiences on a journey through the museum to meet a humorous artist and a curator. ***Grades K-2***