



Odyssey of the Mind

Primary Problem:

Museum Makers



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Primary Problem: Grades K-2

Introduction

The Odyssey of the Mind Primary Problem is a problem designed to introduce young students to Odyssey of the Mind. The problem is written as it would be if it were a scored, competitive problem but it will not be scored. Teams will receive feedback and information about their solutions that they can use in their future Odyssey of the Mind problem solving experiences.

A. The Problem

Children can see the extraordinary in the ordinary. In this problem we will ask them to 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.

The **Creative Emphases** of the problem are on the performance, the theme of the museum, the Tour Guide Character, how the displays use selected features and how they explain the museum's theme, and the Curator Character.

The **Spirit of the Problem** is for the team to create and present an original performance depicting a museum of team-made items that combine to create a theme with displays that have different features that show off the items and explain the theme. The performance will also include a Tour Guide Character, a humorous artist character, and a curator.

B. Limitations (*Italicized words/terms are defined in the 2018-19 Odyssey of the Mind Program Guide*)

1. **General Rules:** Read the *2018-19 Odyssey of the Mind Program Guide*. This manual is updated each year and includes important rules for solving Odyssey of the Mind problems and forms required for competition. Even though this is not a competitive problem, teams must refer and adhere to the **Program Rules** section of the guide to ensure safety and to prevent damage.
2. **Problem Clarifications:** No problem clarifications will be issued for this problem.
3. The **time limit** for this problem is 8 minutes. This starts when the Timekeeper says, "Team begin," and includes setup, Style, and the presentation of the solution.
4. The **cost limit** for this problem is \$125 (U.S.). The combined value of the materials used during the demonstration of the team's solution, including Style, cannot exceed this amount. The Odyssey of the Mind Program Guide explains the cost limit and lists items that are exempt from cost.
5. The team will create an original performance that includes:
 - a. an original museum.
 - b. three creative displays with team-made items.
 - c. a tour guide *character*.
 - d. an explanation of the theme of the museum.
 - e. a humorous artist character.
 - f. a *curator*.
 - g. five Style elements including two that are chosen by the team.
6. The original museum
 - a. is allowed to have any theme. That is, the subject matter of the museum can be anything the team wishes – a creative take on an existing museum theme, a twist on a current museum, or a new kind of museum.
 - b. will exhibit team-made items that match the theme of the museum. These team-made items:
 - (1) are allowed to include commercially-produced parts.
 - (2) may be anything the team wishes, but must relate to the overall theme of the museum.
 - (3) will be part of the three required creative displays.
 - (4) will be scored together. There must be at least three team-items (one for each display), but there may be more. They will be considered as part of the impact on the performance in D4.
7. The three creative displays:
 - a. must hold or support the team-made items to create an exhibit.
 - b. will help show/explain the theme of the museum.
 - c. must be different from each other.
 - d. must have a different feature. Two of the displays must have a feature selected from the following list, the other can be anything the team wishes. The choices are:
 - (1) spin in a circle.
 - (2) magnify something.
 - (3) be built completely out of balsa wood and glue. The balsa wood used must come from commercially-produced strips of balsa wood.

- (4) light up.
- (5) make a sound.
- 8. The Tour Guide character:
 - a. must be *portrayed by one or more team members*.
 - b. will give a tour of the museum to museum-goers.
 - c. will explain the displays in the museum during the tour.
- 9. The Humorous Artist character:
 - a. is allowed to be anything the team wishes.
 - b. does not have to be portrayed as a creator of a team-made item, but can be if the team wishes.
 - c. will interact with the Tour Guide character in some way.
- 10. The Curator:
 - a. will add at least one team-made item to one of the three required displays during the performance.
 - b. will explain one of the team-made items and why it is being displayed.
- 11. The team should present the Staging Area Judge with four copies of a Team List on one side of one or two sheets of 8 ½" x 11" or A4 paper. This list must be hand-printed, typed, or computer generated and must include:
 - a. the team's membership name and number, the problem and division.
 - b. a brief description of the team-made items.
 - c. the two selected features of the creative displays and a brief description of the third free-choice feature.
 - d. when in the performance the Humorous Artist will appear.
 - e. when in the performance the Curator will add an item to a display and when it will give a reason for an item.
 - f. the signal the team will use to indicate it has finished its performance.

C. Site, Setup and Competition

- 1. A stage or floor area a minimum 7' x 10' (2.1m x 3m) will be used, but a larger area is desirable. This will not be marked. Teams must be prepared to perform in a 7' x 10' area. If space permits, the team may perform and/or place equipment, props, etc. outside the 7' x 10' area. If a drop-off exists beyond the 7' x 10' dimensions, a caution line may be taped 30" (76.2 cm) from the edge of the drop-off. This will serve as a warning, not a boundary.
- 2. All props must be provided by the team. If teams are to demonstrate their solutions at a tournament, the Tournament Director will advise them if any standard items, such as tables and chairs, will be available. (Teams wishing to present their solutions at a competition must make arrangements with the Tournament Director in advance of the competition date.)
- 3. Team members and their props will remain in a Staging Area until the judge says, "Team begin." It will be the team's responsibility to complete the problem solution within the 8-minute time limit. The team must give a signal when it is finished.
- 4. Prop disassembling and cleanup can be done after time ends. Others not on the team's roster can help the team clear the site and remove the team's props.

D. Scoring *If this were a competitive problem the scoring might appear as follows:*

- 1. Creativity of the overall performance..... 1 to 15 points
- 2. Overall quality of the presentation 1 to 15 points
- 3. The Museum..... 4 to 25 points
 - a. Creativity of the theme.....2 to 10 points
 - b. Contains at least three team-made items 0 or 5 points
 - c. How well the items relate to the theme.....2 to 10 points
- 4. The Three Displays 16 to 85 points
 - a. Display 14 to 20 points
 - (1) Creativity of its use of the feature 2 to 10 points
 - (2) How well it impacts the performance 2 to 10 points
 - b. Display 24 to 20 points
 - (1) Creativity of its use of the feature 2 to 10 points
 - (2) How well it impacts the performance 2 to 10 points
 - c. Display 34 to 20 points
 - (1) Creativity of its use of the feature 2 to 10 points
 - (2) How well it impacts the performance 2 to 10 points
 - d. How well the displays explain the theme of the museum2 to 10 points

- e. The difference between the three displays2 to 10 points
(design, appearance, construction, etc.)
- f. Displays include team-made items 0 or 5 points
- 5. The Tour Guide Character 4 to 25 points
 - a. Gives a tour to museum-goers 0 or 5 points
 - b. Creativity of how it explains the displays2 to 10 points
 - c. Effectiveness in the performance2 to 10 points
- 6. The Humorous Artist 2 to 15 points
 - a. Interacts with the Tour Guide 0 or 5 points
 - b. Overall humor2 to 10 points
- 7. The Curator 2 to 20 points
 - a. Adds a team-made item to a display 0 or 5 points
 - b. Creativity of the reason for an item being exhibited..... 2 to 15 points

Maximum Possible: 200 points

E. Penalties *If this were a competitive problem the penalties might appear as follows:*

- 1. "Spirit of the Problem" violation (each offense) -1 to -100 points
- 2. Unsportsmanlike conduct (each offense) -1 to -100 points
- 3. Incorrect or missing membership sign -1 to -15 points
- 4. Outside assistance (each offense) -1 to -25 points
- 5. Over cost limit -1 to -100 points

Teams that don't present a scored element of the problem will not receive a penalty, they will receive a zero score for that category.

F. Style *(Elaboration of the problem solution; use four copies of the Style Form from the 2018-19 Odyssey of the Mind Program Guide) - If this were a competitive problem the scoring for Style might appear as follows:*

- 1. Artistic quality of the Humorous Artist's costume 1 to 10 points
- 2. Creative use of a material used in one display 1 to 10 points
- 3. (Free choice of team) 1 to 10 points
- 4. (Free choice of team) 1 to 10 points
- 5. Overall effect of the four Style elements in the performance..... 1 to 10 points

Maximum possible: 50 points

G. Tournament Director Will Provide

- 1. 7' x 10' (2.1m x 3m) presentation area (larger, if possible).
- 2. A three-prong electrical outlet at the performance area.
- 3. A judging team and materials necessary to judge this problem.

H. The Team Must Provide

- 1. Four copies of its Style Form, one Cost Form, one Outside Assistance Form.
- 2. Four copies of the Team List. This list is to assist the judges. If the team fails to provide the list, there will be no penalty; however, it benefits the team to have the lists because without them the judges might miss a scored aspect of the performance.
- 3. Any necessary extension cords or outlet adapters.
- 4. Cleanup materials as needed.

I. Problem Glossary *(Italicized terms that are not in this Glossary can be found in the 2018-19 Odyssey of the Mind Program Guide)*

Curator—a museum worker that is in charge of choosing items that are in the museum's creative displays.

Portrayed by one or more team members – Only one or more team member or members may portray the Tour Guide Character. Having a team member add a human trait such as voice, movement, etc. to an inanimate object does not qualify as the character being portrayed by a team member.

No clarifications will be given for this problem.

Problem by Dr. C. Samuel Micklus and Samuel W. Micklus

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