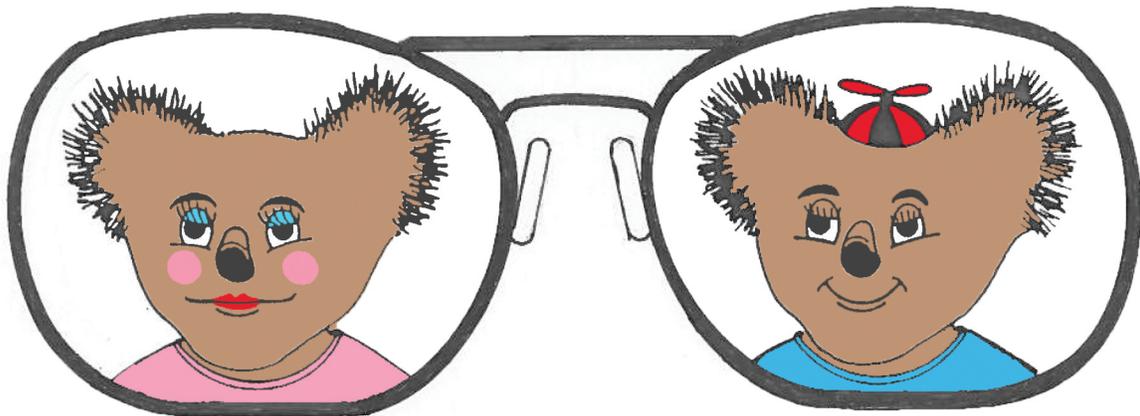




Odyssey of the Mind 

Primary Problem:

ANIMALS ARE PEOPLE TOO!



Animals Are People Too!

Primary Problem: Grades K-2

Introduction

The Odyssey of the Mind Primary Problem is designed to introduce younger 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 that participate in a tournament will receive feedback and information about their solutions from the officials that they can use in their future Odyssey of the Mind problem solving experiences.

A. The Problem

People see the world in different ways. Imagine looking at one thing and seeing something else. In this problem, teams will create and present a humorous performance about a magical pair of glasses that when looked through, make people look like animals. Teams will design a costume that transforms a character's appearance from human to an animal, and another costume that transforms an animal to a different animal. A character will attempt to duplicate the glasses, but the copycat version doesn't work the same way. What is seen through the copycat glasses will be represented by an artistic representation.

The **Creative Emphases** of the problem are on the performance, the magical glasses, the costumes, and the duplicate glasses.

The **Spirit of the Problem** is for the team to create and present an original performance depicting a magical pair of glasses that transforms two characters' appearances into an animal, and then one animal into a different animal. The transformation will be shown by costumes that change. A character will try to copy the magical glasses, but they work differently than the original glasses.

B. Limitations *(Italicized words/terms are defined in the 2020-21 Odyssey of the Mind Program Guide)*

1. **General Rules:** Read the *2020-21 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 humorous performance that includes:
 - a. a magical pair of glasses.
 - b. people who look like animals.
 - c. costumes that transform a character's appearance from human to animal.
 - d. a costume that transforms an animal character into a different animal.
 - e. a character who attempts to duplicate the magical glasses.
 - f. copycat glasses. These are an attempt to duplicate the magic glasses.
 - g. an artistic representation of what is seen through the copycat glasses.
 - h. five Style elements including two that are chosen by the team.
6. The magical pair of glasses:
 - a. will be used by two or more characters.
 - b. makes people see animals instead of people when they look through them.
 - c. must be a tangible object that is worn by the person looking through them. They may be any design, size, or style the team wishes. They do not have to look like eyeglasses.
7. People who look like animals:
 - a. must be *portrayed by one or more team members*.
 - b. will be visible when a character is wearing the magical glasses.
 - c. will be two characters viewed by two other people through the glasses. There may be more than two of either but only two will be scored.

8. The two required costumes that transform a character's appearance from human to animal:
 - a. must be single costumes that change to create a different appearance.
 - b. are allowed to have parts removed to complete the change.
9. The costume that transforms an animal character into a different animal:
 - a. is allowed to be different costumes to represent the change.
 - b. may be different team members in costume to represent each animal.
10. The character that attempts to make the copycat glasses:
 - a. may be portrayed any way the team wishes.
 - b. will explain why it wants to duplicate the glasses.
 - c. creates a duplicate of the glasses.
11. The copycat glasses:
 - a. do not make people look like animals.
 - b. will be worn by a character.
 - c. change the appearance of what is viewed through them. The team will create an artistic representation of a person as they appear when viewed through the magic glasses. The artistic representation may be anything the team wishes but is not allowed to include team members.
12. 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 1/2" 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 two people whose appearances change from human to animal.
 - c. a brief description of the animal that changes into a different animal.
 - d. a brief description of the character that attempts to make a pair of copycat magical glasses.
 - e. a brief description of the artistic representation and the change seen through the copycat glasses.
 - 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 Magical Glasses 1 to 20 points
 - a. Change appearance 0 or 5 points
 - b. Creativity of the appearance..... 1 to 15 points
4. People who look like animals 2 to 25 points
 - a. Occurs (one = 5 or two times = 15)..... 0, 5 or 15 points
 - b. Effectiveness in the performance 2 to 10 points
5. Two costumes that change human to animal 4 to 25 points
 - a. Changes appearance from human to animal..... 0 or 5 points
 - b. Creativity in how the costume changes 2 to 10 points
 - c. Impact on the performance..... 2 to 10 points

6. Animal to Animal Costume 4 to 25 points
 - a. Changes appearance from animal to a different animal..... 0 or 5 points
 - b. Creativity in how the costume changes 2 to 10 points
 - c. Impact on the performance..... 2 to 10 points
7. The character that makes the copycat pair of glasses 2 to 15 points
 - a. explains and presents the duplicate 0 or 5 points
 - b. effectiveness of the portrayal.....2 to 10 points
8. The copycat glasses..... 5 to 30 points
 - a. Creativity of how they are integrated into the performance3 to 15 points
 - b. Portrayed as changing the appearance of something 0 or 5 points
 - c. Originality/Unexpectedness of the change of the person’s appearance.....2 to 10 points
9. The artistic representation 4 to 20 points
 - a. artistic quality2 to 10 points
 - b. effectiveness in the performance.....2 to 10 points
10. Overall humor in the performance 2 to 10 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 -30 points
2. Unsportsmanlike conduct (each offense) -1 to -30 points
3. Incorrect or missing membership sign..... -1 to -10 points
4. Outside assistance (each offense) -1 to -25 points
5. Over cost limit..... -1 to -30 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 2020-21 Odyssey of the Mind Program Guide*) *If this were a competitive problem the scoring for Style might appear as follows:*

1. Creative use of materials in the team’s membership sign 1 to 10 points
2. Originality of a prop used in the performance..... 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.
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.

No clarifications will be given for this problem.

Problem by Dr. C. Samuel Micklus and Samuel W. Micklus © 2020 — Creative Competitions, Inc.

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