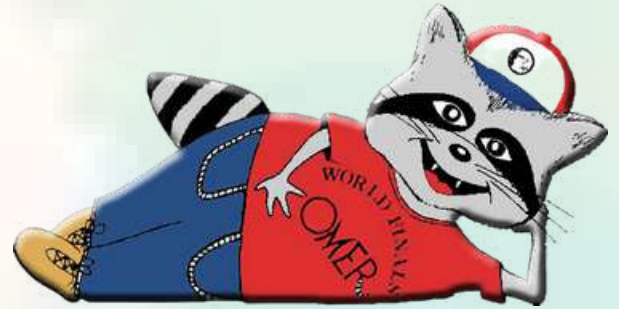




WHAT IS ODYSSEY OF THE MIND?

21st century skills such as creativity collaboration, communication, problem-solving, flexibility, adaptability, critical thinking and innovation have been staples of the program.

- Kindergarten through college
- 18000 to 20000 attending world finals in USA
- 35 countries. 50 states of USA
- Over 38 years
- More than 12 millions students
- Over 30000 schools world wide
- affiliation with NASA



PROBLEM SYNOPSES

PART 1 - LONG TERM PROBLEMS

1. MECHANICAL / VEHICLE: Teams design, build, and operate vehicles of various sizes and with various power sources to solve certain tasks.

2. TECHNICAL: Teams are challenged to design and build innovative contraptions and incorporate artistic elements in their solutions.

3. CLASSIC: Each year the creative challenge of this problem requires a solution that integrates some element of the classical derived from literature, architecture, or art.

4. STRUCTURE: Teams use balsa wood and glue to design and build a structure. They test it to see how much weight it can support, which can be thousands of pounds!

5. PERFORMANCE: In this problem teams present performances that revolve around a specific theme and incorporate several required elements.



Part 2 - SPONTANEOUS PROBLEM

All teams compete in one of three forms of on-the-spot Competition. Spontaneous problems can be Verbal, Hands-on, or verbal-hands-on.



HOW DOES IT WORKS?

It's a creative problem-solving competition where students form teams to solve unique challenges with original and creative solutions within same division. They work on long-term challenges, present their solutions, and also tackle spontaneous problems at competitions. Teams advance through state, regional, and international levels, earning awards for creativity and teamwork.

BENEFITS OF ODYSSEY OF THE MIND

-  Global Awareness
-  Intellectual Curiosity
-  Communication
-  Self-Direction
-  Problem Solving, Creative and Critical Thinking
-  Authentic Assessment Accountability and Adaptability



SCHOOL YEAR TIMELINE

- July- Oct** Register for school membership
- Aug- Oct** Division-wise and problem wise identification of team
- Sep- Oct** OM- India conducts teachers orientation
- Nov- Dec** Practice long term & spontaneous problems for each teams
- Dec- Jan** Interaction with OOTM teams.
- Jan- Feb** National Competition
- Apr- May** International competition - Euro-fest (Europe) & world finals (USA)



Tournaments

It's held every year around the world at various levels- National, Euro-fest (Europe), World Finals. This program allows teams to present their innovative idea, be judged on an international level, and compete against another country. Teams will be awarded along with FUN!



Awards

NATIONAL AWARDS

Medals- Top 2 Teams
Trophies- Top teams in each problem and division
Odyssey Legend:
Spontaneous
Omer Awards: All Rounder
Certificates: All Participants

INTERNATIONAL AWARDS

Euro Fest- Medals, Certificates, Trophies
World Finals- Trophies - Top 6 teams in each problem and division
Ranatarra Fuska Award - Individual Team
Omer Award- Individual Team
Float/ Banner Award- Country

ACHIEVEMENTS

Euro Fest Mixed Team - 20 Teams
Omer Awards - 3 Times
Ranatarra Fusca Award - 2
Float/ Banner Award - Consecutive year since 2012