



Odyssey of the Mind[®]

2010 REGIONAL TOURNAMENT

VERBAL SPONTANEOUS PROBLEM: WHY? MOTHER NATURE

- A.** *When the team members enter the room, tell them, "This is a verbal problem. You have 1 minute to select the five team members who will compete. The others must sit in these seats and watch (indicate seats) or leave the room. They may not participate in any way."*
- B. JUDGE READS TO TEAMS:** (Do not read material in parentheses.)
- (1) This is a two-part problem. In Part I, you will have 3 minutes to discuss the problem and create your solution.** You will be warned when 1 minute and when 30 seconds remain. In Part II you will have 4 minutes to present your solution. You cannot talk to each other in Part II. You may ask the judges questions; however, time will continue.
 - (2) Your problem is to tell a story that includes questions for Mother Nature.**
 - (3) When Part II begins, the first team member will start the story. The next team member will add to the story, and so on.**
 - (4) Each of you has seven cards. After your turn, you must place one of your cards in the container** (*point to container*).
 - (5) You do not have to mention Mother Nature or ask a question for Mother Nature in your response.
 - (6) You will receive 1 point for each common response and 5 points for each creative response.
 - (7) Speak loudly and clearly. Once time begins, it will not be stopped, even if the judge asks you to repeat your response, or to clarify it, or to give a more appropriate response.
 - (8) You cannot skip your turn. If one member of the team is stuck, the team is stuck.
 - (9) You will be finished when Part II ends or you have used all of your cards.
- (Repeat items in boldface. Begin by saying, "I repeat.")*

C. FOR JUDGES ONLY:

1. Judges should discuss and practice solving the problem before the first team competes. You may make decisions that are uniform to each team.
2. Place two copies of the Team's Copy of the problem in full view of all team members before reading the problem to them. They may use this as a reference.
3. Give each team member a set of seven unnumbered cards. Each set should be different from the others, such as different colors, marked with different shapes, etc. Make sure team members surrender a card after each turn.
4. Place the container within reach of all team members. Make sure it is large enough to hold all 35 cards and that it has an opening large enough to accept the cards.
5. Be sure to give exactly 3 minutes in Part I and 4 minutes in Part II. Timing is critical. Team members responding as time ends may finish and be scored.
6. Score 1 point for each common response, 5 points for each creative response.
7. **Examples of Common Responses:**
 - Statements that don't make sense and/or are sentence fragments.
 - Statements that are not associated to the previous one and/or don't add to the story.
 - Statements that do not enhance the story and/or have little or nothing to do with Mother Nature.
8. **Examples of Creative Responses:**
 - Original or humorous statements that continue the storyline.
 - Statements that continue the storyline and allow an opportunity to change it completely.
 - Statements that continue the story and rhyme.
 - The use of homonyms, double entendre, plays on words, etc.
 - Clever/unexpected "twists" to the plot.
 - Unexpected or humorous connections or associations to Mother Nature

NOTE: Mother Nature is a character that controls the weather, nature, and the planet in various cultures. If Mother Nature does not exist in your culture you should change the problem to include a fictitious character from your culture that is believed to control some or all aspects of the weather.