



Odyssey of the Mind®

Odyssey of the Mind(OM) is a STEAM-based creative-problem solving program that allows students to work together and come up with a solution for one of six long-term problems. Since its beginning in 1978, OM has produced long-term, open ended problems that help cultivate divergent thinking. While the team works together to solve a problem of their choice, each team member learns time and financial budgeting, important job skills, confidence, public speaking skills, and much more. OM is education's best-kept secret.

Students form teams of up to seven members and work together, in-person or virtually, to solve a long-term problem that piques their interest.



Problem 1: Vehicle

Teams design, build, and operate vehicles that use unusual sources of energy and original engineering to complete tasks.



Problem 2: Technical

Teams create innovative contraptions and devices while incorporating artistic elements into their solutions.



Problem 3: Classics

Teams research, interpret and present a performance of a classic - literature to architecture to art to mythology.



Problem 4: Structure

Teams design and build a balsa wood and glue structure then test it to see how much weight it can balance and hold.



Problem 5: Performance

Teams present a performance that revolves around a specific theme and incorporate required humorous elements.



Problem 6: Primary (K-2)

Teams are introduced to Odyssey of the Mind with an age appropriate problem similar to a competitive one.

The **Beyond the Box**®
experience



Start your Odyssey today at: www.odysseyofthemind.com