



**IT'S A
WONDERFUL
WORLD!**



Primary

It's a WONDERFUL World!

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 competitive problem, but the solution 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

Travel back in time as OMers explore the Ancient Wonders of the World. In this problem, teams will create a performance about visiting two of the Seven Ancient Wonders of the World and create an original Wonder that celebrates an achievement in our modern time. A Time Traveler Character will take an Architect Character on a trip through time to find inspiration for this new Wonder. The performance will include an ancient setting, team-created artwork depicting the original Wonder, and a Creative Time Machine.

The **Creative Emphases** of the problem are on the performance, how the Architect Character is inspired by the Wonders, the Time Traveler Character, the required Wonders, the original Wonder and the artwork depicting it, and the Creative Time Machine.

The **Spirit of the Problem** is for the team to create a performance about an Architect Character traveling back in time and visiting two of the Ancient Wonders of the World in order to become inspired to create a new Wonder. The team will present an original Wonder that celebrates something in our modern time. The performance will also include a Time Traveler Character that takes the Architect through time, an Ancient Setting, team-created artwork that depicts the original Wonder, and a Creative Time Machine.

B. Limitations *(Italicized words/terms are defined in the 2024-25 Odyssey of the Mind Program Guide)*

1. **General Rules:** Read the *2024-25 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 \$145 (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 Architect Character.
 - b. a Time Traveler Character.
 - c. traveling through time to visit Wonders of the World.
 - d. an Ancient Setting.
 - e. a Creative Time Machine.
 - f. an original Wonder that celebrates an achievement in our modern time.
 - g. team-created artwork that represents the original Wonder.
 - h. five Style elements including two that are chosen by the team listed in F. Style.
6. The Architect *Character*:
 - a. can be *portrayed* in any way but must meet the definition of a *character* in the Program Guide glossary.
 - b. is searching for inspiration to create a new Wonder of the World.
 - c. will accompany the Time Traveler character to visit selected Wonders of the World.

7. The Time Traveler *Character*:
 - a. must be portrayed by a team member in costume.
 - b. will take the Architect Character through time to visit the required Wonders of the World.
8. Visiting the Wonders of the World:
 - a. at least two of the seven Wonders of the Ancient World must be visited in the performance.
 - b. must include a setting that represents all or part of a Wonder being visited as *portrayed in the performance*.
 - c. the seven Wonders of the Ancient World are:
 - (i) the Great Pyramid at Giza.
 - (ii) Lighthouse of Alexandria.
 - (iii) Hanging Gardens of Babylon.
 - (iv) The Temple of Artemis at Ephesus.
 - (v) The Statue of Zeus at Olympia.
 - (vi) The Mausoleum at Halicarnassus.
 - (vii) The Colossus of Rhodes.
9. The Ancient Setting:
 - a. will include one of the two required Wonders visited by the characters.
 - b. will be scored for the overall appearance, how well it is portrayed as being the ancient Wonder selected and will include props and costuming.
 - c. will be visited by the Time Traveler and Architect Characters during the performance.
10. The Creative Time Machine:
 - a. can be anything the team wishes.
 - b. must be portrayed as taking the Time Traveler character through time.
 - c. is not required to actually move or travel.
11. The original Wonder:
 - a. will be considered a Wonder *as portrayed in the performance*.
 - b. can be anything but it must not be an Ancient Wonder listed in B8c.
 - c. will be represented by team-created artwork. The artwork must be a tangible medium and must be able to be seen by the judges and audience.
 - d. must celebrate an achievement from our modern time. It is considered an achievement as *portrayed in the performance*.
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 ½" x 11" or A4 paper. This list must be hand-printed, typed, or computer generated and must include:
 - a. the team's official membership name, the problem and division.
 - b. a brief description of the Architect Character.
 - c. a brief description of the Time Traveler Character.
 - d. the two required Wonders visited by the Characters.
 - e. a brief description of the ancient setting and when it will appear in the performance.
 - f. a brief description of the Creative Time Machine.
 - g. a brief description of the original Wonder and the achievement it celebrates.
 - h. 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. Check with your local Association for tournament dates and registration.)

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 4 to 20 points
2. Overall quality of the presentation 3 to 15 points
3. The Architect Character 5 to 30 points
 - a. travels to ancient Wonders for inspiration 0 or 5 points
 - b. Creativity in how it is inspired to create an original Wonder 2 to 10 points
 - c. Effectiveness in the portrayal 3 to 15 points
4. The Time Traveler Character 4 to 25 points
 - a. Is portrayed within limitations 0 or 5 points
 - b. Originality of the character 2 to 10 points
 - c. Effectiveness of how they take the Architect through time 2 to 10 points
5. Visiting the two required Wonders of the World 3 to 25 points
 - a. Two Wonders are visited in the performance 0 or 5 points
 - b. How well the Wonders impact the performance 3 to 15 points
 - c. Inspires the Architect Character 0 or 5 points
6. The Ancient Setting 5 to 30 points
 - a. Visited by the two characters 0 or 5 points
 - b. How well it depicts the setting of one of the required Wonders 3 to 15 points
 - c. Overall appearance 2 to 10 points
7. The Creative Time Machine 3 to 20 points
 - a. Is used by the characters 0 or 5 points
 - b. Creativity of how it is depicted 3 to 15 points
8. The Original Wonder 6 to 35 points
 - a. Presented within problem limitations 0 or 5 points
 - b. Creative use of materials in the artwork depicting it 3 to 15 points
 - c. Overall creativity in what it celebrates in our time 3 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 -30 points
2. Unsportsmanlike conduct (each offense) -1 to -30 points
3. Missing membership sign -5 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 2024-25 Odyssey of the Mind Program Guide*) - If this were a competitive problem the scoring for Style might appear as follows:

- 1. Artistic quality of a team-created object..... 1 to 10 points
- 2. Creative use of a sound effect during 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.

© 2024 — Creative Competitions, Inc.

Creative Competitions, Inc., its licensees, and the problem authors assume no responsibility for damage or injury incurred as a result of attempting to solve this problem.

® Odyssey of the Mind, OotM, OM, and the Odyssey of the Mind logo are federally registered trademarks of Creative Competitions, Inc.