

ODYSSEY OF THE MIND

THE NIGHT LIFE



2023-2024

PRIMARY

The Night Life

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

When most people are sleeping, there is a whole new world that comes to life at night. In this problem teams will create and present a performance about an explorer character that searches for things in nature that “wake up” at nighttime. It will also include a team-created original discovery, something that lights up, and a team member in costume that represents a nocturnal animal.

The **Creative Emphases** of the problem are on the performance, the explorer character, the Night Life, the team-created discovery, the thing that lights up and the team member in costume that represents an additional nocturnal animal.

The **Spirit of the Problem** is for the team to create a performance about an explorer character that is searching for life that wakes up at night. The performance will feature three examples of Night Life—one existing plant and one existing animal species as well as one that is the team’s choice. There will be a team-created original discovery, something that lights up when it is night, and a team member in costume that represents an additional animal awake at night.

B. Limitations *(Italicized words/terms are defined in the 2023-24 Odyssey of the Mind Program Guide)*

1. **General Rules:** Read the *2023-24 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 performance that includes:
 - a. an explorer character.
 - b. Three examples of Night Life - things in nature that wake up at nighttime.
 - c. a team-created original discovery.
 - d. something that lights up.
 - e. a team member in costume that represents an additional nocturnal animal character.
 - f. five Style elements including two that are chosen by the team listed in F. Style.
6. The Explorer *Character*:
 - a. must be a team member in costume.
 - b. will explore a place portrayed as being on earth during the nighttime.
 - c. will be searching for life that wakes up at night.

7. The Night Life:
 - a. can be portrayed in any way in the performance.
 - b. will be at least one currently existing plant and at least one existing animal that is nocturnal (is awake at night).
 - c. will include one other creature that is nocturnal. They may be anything the team wishes, existing or team-created, and must perform as a character as described in the program guide.
 - d. these are in addition to the required nocturnal animal character portrayed by a team member in costume described in B10.
8. The team-created original discovery:
 - a. must be tangible. That is, it must be something that can be touched.
 - b. should also represent something living that is awake at night.
 - c. will be discovered by the Explorer Character in the performance.
9. Something that lights up:
 - a. can be anything the team wishes but must be noticeable to the judges and audience.
 - b. will light up at least one time when it is nighttime in the performance.
 - c. must be part of one of the required creatures in B7.
10. A team member in costume that represents an additional nocturnal animal:
 - a. must be a currently existing species
 - b. does **not** count as one of the three Night Life creatures required in B7.
 - c. must perform as a *character*.
11. 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 membership name and number, the problem and division.
 - b. a brief description of the Explorer Character.
 - c. a brief description of the Night Life to be scored in the performance including which one will be scored in D4e.
 - d. a brief description of the team-created original discovery.
 - e. a brief description of the thing that lights up and when it will occur in the performance.
 - f. a copy of a commercially-produced photograph or description of the required nocturnal animal and plant in B7 and the team member in costume in B10.
 - g. a brief description of the team member in costume that represents a nocturnal animal.
 - 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 Explorer Character 5 to 30 points
 - a. Explores a place on earth during nighttime 0 or 5 points
 - b. Originality of the character 2 to 10 points
 - c. Effectiveness in the portrayal 3 to 15 points
4. The Night Life 7 to 50 points
 - a. One portrays a currently existing nocturnal plant species 0 or 5 points
 - b. One portrays a currently existing nocturnal animal species 0 or 5 points
 - c. One additional creature selected by the team appears 0 or 5 points
 - d. Overall creativity of their appearance 2 to 10 points
 - e. Effectiveness of the nocturnal character 2 to 10 points
 - f. Creativity in how they are incorporated into the performance 3 to 15 points
5. The team-created original discovery 6 to 35 points
 - a. Originality of the discovery 2 to 10 points
 - b. Creativity in how it is incorporated into the theme 2 to 10 points
 - c. Artistic Quality 2 to 10 points
 - d. Is discovered by the Explorer Character 0 or 5 points
6. The thing that lights up 4 to 25 points
 - a. Lights up at least once when it is nighttime in the performance 0 or 5 points
 - b. Creativity of how it operates 2 to 10 points
 - c. Impact on the performance 2 to 10 points
7. The team member in costume that represents a nocturnal animal character 4 to 25 points
 - a. Portrays currently existing species 0 or 5 points
 - b. Impact on the performance 2 to 10 points
 - c. Creativity of the costume 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 membership sign -2 points
4. Missing membership sign -5 points
5. Outside assistance (each offense) -1 to -25 points
6. 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 2023-24 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 prop 1 to 10 points
2. Creative use of a *trash item* 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.

I. Problem Glossary (*Italicized terms that are not in this Glossary can be found in the 2023-24 Odyssey of the Mind Program Guide*)

Trash item – any item, or multiple of the same item, that is commonly discarded or considered to have no value and has no cost assigned to it according to the Odyssey of the Mind Program Guide. If multiple copies of one item are used, all will be considered for score.

No clarifications will be given for this problem.

Problem by Dr. C. Samuel Micklus and Samuel W. Micklus

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