

## MEETING EDUCATIONAL STANDARDS

In 1978, Dr. Sam Micklus created Odyssey of the Mind. Odyssey of the Mind is the original creative problem solving organization, which provides students an opportunity to learn teamwork, creativity, and the ability to think outside the box, to solve problems, and reach STEM, 20th Century Skills, and Common Core standards.

## WHAT DOES THIS MEAN FOR A PARENT OR A COACH?

Parents and coaches are not always aware of the educational requirements necessary in their child's and/or team member's school system. As a parent or a coach, you may be asked to explain to the school how Odyssey of the Mind reaches educational standards.

Here is some language and information that may help:

**STEM:** Science, Technology, Engineering, & Math

**Common Core** is aligned with college & work expectations

**21st Century Skills:** Global awareness, intellectual curiosity, communication, critical thinking, self-direction, and accountability and adaptability

Odyssey of the Mind is offered through Creative Competitions, Inc.

Odyssey of the Mind...  
BEYOND the Box®

NASA is an important part of the Odyssey family by sponsoring a different problem each year and hosting several events at the Works Finals tournament.

*"We're very excited to be back at World Finals and be a part of this amazing display of hard work, dedication, and creativity. In the future, we fully expect to see some of these students working on NASA's latest Earth-Observing and space missions," said Steve Graham, NASA scientist.*



For more general information on the program: [www.odysseyofthemind.com](http://www.odysseyofthemind.com)

**Your most important resource** for the Texas Chapter and how tournaments work: [www.txodyssey.org](http://www.txodyssey.org)

## Odyssey of the Mind

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## A Guide for Parents and/or Coaches:

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Meeting your school system's STEM, Common Core, and 21<sup>st</sup> Century Skills requirements

*All Odyssey of the Mind problems, both long term & spontaneous, achieve 21<sup>st</sup> Century Skills & Common Core Standards, and reach the STEM initiative.*

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## Examples of just some of the STEM standards met by Odyssey of the Mind:

### Science:

- Use of the scientific method
  - Researching information- whether energy, material properties, or propulsion

### Technology:

- Research different methods, for example developing a vehicle, or building a structure
- Use technology to enhance learning & promote creativity
- Use productivity materials
  - Collaborate in constructing technology
  - Produce other creative works

### Engineering:

- Apply a structured approach to solving problems: define problem, brainstorm ideas, research, identify criteria, explore the possibilities, make a model, evaluate, communicate results, and revise to improve performance.
- Apply contemporary engineering tools in the application of science, mathematics and technology to define, analyze, model and build prototype solutions to problems.

### Math:

- Utilize estimation, measurement, computational skills, and spatial relationships in order to:
  - Work within budgetary, time, and space limitations.
  - Analyze scoring criteria to prioritize problem elements

## Odyssey of the Mind fosters life skills:

### Creative and Divergent Thinking:

- Promotes divergent thinking: For every question there are many solutions.
- The philosophy behind OotM is that creativity can be learned.

### Teamwork:

- Students recognize value in the strengths and diversity of others to benefit the solution.

### Self-Confidence:

- Students do the work themselves and celebrate the results of their work.

### Problem Solving:

- Problems are examined and limitless solutions are explored.

### Project Management:

- Teams learn to manage their budgets, timelines, and work within rules and limits.