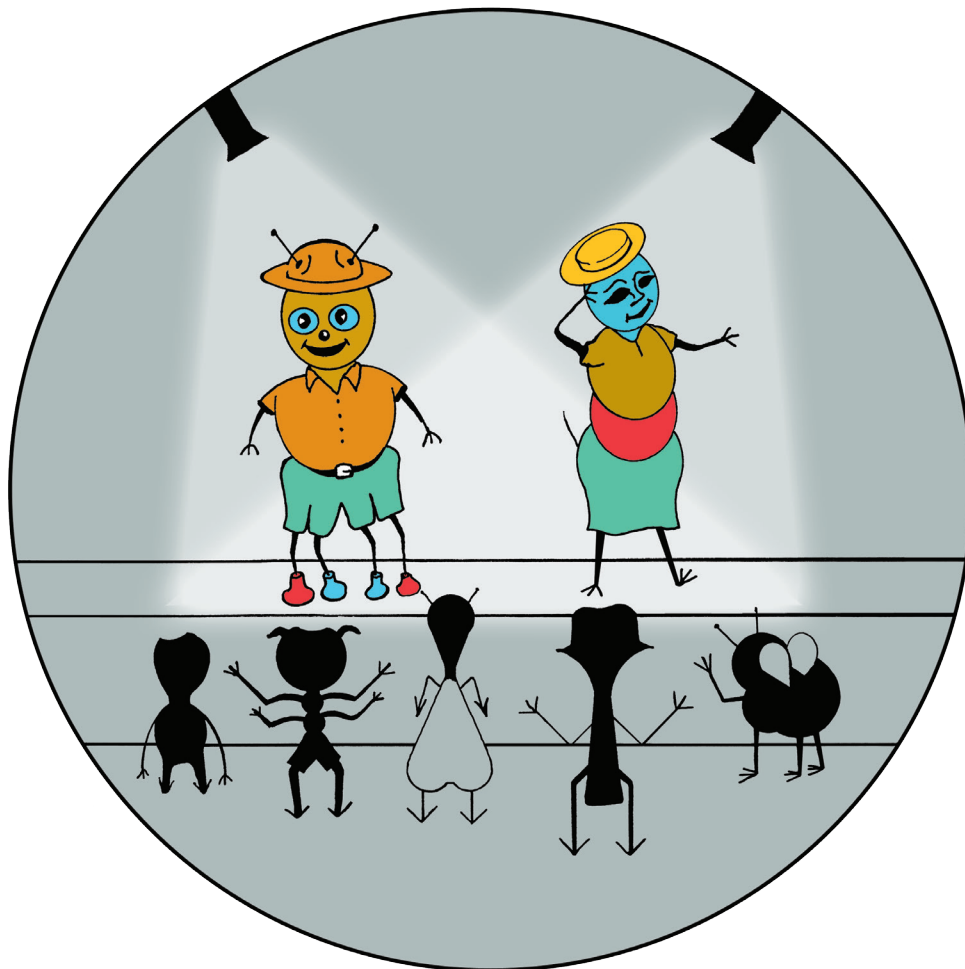




# Odyssey of the Mind

**Primary Problem:**

## The Fashion Bug



# The Fashion Bug

Primary Problem: Grades K-2

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## Introduction

The Odyssey of the Mind Primary Problem is designed to introduce young students to Odyssey of the Mind. The problem is written as it would be if it were a scored, competitive problem but it 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

The team's problem is to create and present a humorous performance that includes a fashion show for insects. An up-and-coming designer will be highlighted as a narrator describes the odd and curious fashions as they are modeled. A team-created song, a commercial, and a critic who reviews the Fashion Show are also part of the performance.

The **Creative Emphases** of the problem are on the performance, the fashions for insects, the inspiration for the up-and-coming designer's fashions, the narration, the song, the commercial, and the critic's portrayal.

The **Spirit of the Problem** is for the team to create and present an original humorous performance depicting a fashion show featuring three different outfits modeled by insect characters. A narrator will announce and describe each fashion, an up-and-coming designer will explain inspiration behind one of the fashions, and a critic will give an opinion about them. The performance will also feature a team-created song and a commercial.

## B. Limitations *(Italicized words/terms are defined in the 2019-20 Odyssey of the Mind Program Guide)*

1. **General Rules:** Read the *2019-20 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 humorous performance that includes:
  - a. a fashion show for insects.
  - b. an *up-and-coming designer*.
  - c. a narrator that describes the fashions being modeled.
  - d. a team-created song.
  - e. a commercial.
  - f. a critic.
  - g. five Style elements including two that are chosen by the team.
6. The fashion show:
  - a. will feature three different required *fashions*. Additional fashions may be modeled, but only three are scored in D3. The fashions can be anything the team wishes but must be modeled separately during the performance. The fashions must fit into the following categories:
    - (1) something to be worn in bad weather.
    - (2) something to be worn inside.
    - (3) team's free choice.
  - b. will be modeled by Fashion Bugs, which are insect *characters*. The insects can be any type, real or made up, portrayed in any way the team wishes.
  - c. may take place in any setting.
7. The up-and-coming designer:
  - a. can be anything the team wishes but must be *portrayed by one or more team members*.
  - b. will explain the inspiration behind one of the required fashions.
8. The narrator:
  - a. will announce the type of fashion listed in B6a when it first appears in the fashion show.
  - b. does not have to be visible in the fashion show but can be if the team wishes.

9. The team-created song:
  - a. must be performed live.
  - b. must be an original creation of the team, but it can include previously recorded music with original lyrics.
  - c. can occur any time in the performance.
10. The required commercial:
  - a. can be about anything the team wishes, but it must advertise something.
  - b. can occur any time in the performance. There may be additional commercials but only one is required.
11. The critic:
  - a. must be portrayed by one or more team members.
  - b. will give an opinion on each required fashion.
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 1/2" 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. the order the three required fashions will be modeled (bad weather, inside, team choice).
  - c. when in the performance the up-and-coming designer will appear.
  - d. when in the performance the team-created song will occur.
  - e. when in the performance the commercial will occur.
  - f. when the critic will give an opinion for each required fashion.
  - g. 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.)
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 ..... 1 to 15 points
2. Overall quality of the presentation ..... 1 to 15 points
3. The Fashion Show ..... 10 to 60 points
  - a. Fashion 1 ..... 2 to 15 points
    - (1) Artistic quality ..... 2 to 10 points
    - (2) Modeled by an insect character ..... 0 or 5 points
  - b. Fashion 2 ..... 2 to 15 points
    - (1) Artistic quality ..... 2 to 10 points
    - (2) Modeled by an insect character ..... 0 or 5 points
  - c. Fashion 3 ..... 2 to 15 points
    - (1) Artistic quality ..... 2 to 10 points
    - (2) Modeled by an insect character ..... 0 or 5 points
  - d. Overall creativity ..... 4 to 15 points
4. The up-and-coming designer ..... 4 to 30 points
  - a. Describes the inspiration of one of the fashions ..... 0 or 5 points
  - b. Creativity in how the inspiration relates to the fashion ..... 2 to 10 points
  - c. Effectiveness in the performance ..... 2 to 15 points
5. The Narrator ..... 2 to 15 points
  - a. Announces the three required fashions ..... 0 or 5 points
  - b. Creativity in how the narration is integrated into the fashion show ..... 2 to 10 points

6. The team-created song ..... 4 to 20 points
  - a. Overall creativity ..... 2 to 10 points
  - b. Impact on the performance ..... 2 to 10 points
7. The commercial ..... 1 to 15 points
  - a. Advertises something ..... 0 or 5 points
  - b. Overall creativity ..... 1 to 10 points
8. The critic ..... 2 to 20 points
  - a. Gives an opinion about each fashion ..... 0 or 5 points
  - b. Creativity of its portrayal ..... 2 to 15 points
9. Overall humor in the performance ..... 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 -100 points
2. Unsportsmanlike conduct (each offense) ..... -1 to -100 points
3. Incorrect or missing membership sign ..... -1 to -15 points
4. Outside assistance (each offense) ..... -1 to -25 points
5. Over cost limit ..... -1 to -100 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 2019-20 Odyssey of the Mind Program Guide*) If this were a competitive problem the scoring for Style might appear as follows:

1. Creative use of materials in the up-and-coming designer's costume ..... 1 to 10 points
2. Originality of the appearance of the critic ..... 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 2019-20 Odyssey of the Mind Program Guide*)

*Fashions*—Anything worn by an insect that takes part in the fashion show. Everything that is visible is considered part of the fashion being modeled.

*Portrayed by one or more team members*— Only one or more team member or members may portray the Character. Having a team member add a human trait such as voice, movement, etc. to an inanimate object does not qualify as the character being portrayed by a team member.

*Up-and-coming designer*— a character that makes progress and shows promise in designing fashions.

**No clarifications will be given for this problem.**

Problem by Dr. C. Samuel Micklus and Samuel W. Micklus © 2019 — Creative Competitions, Inc.

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