



Maryland/DC Odyssey of the Mind

Hands-On Spontaneous Problem: Distinguishing Emotions

A. *When the team members enter the room, tell them, “This is a verbal problem. All team members may compete. Those who choose not to participate must sit quietly in these seats (indicate seats) and watch or leave the room. They cannot participate in any way.”*

B. JUDGE READS TO TEAMS: (Do not read material in parentheses.)

- (1) This is a two-part problem. In Part I you will have 4 minutes to create a solution and practice. You may talk and ask questions during practice time however time will continue. In Part II, you will have 2 minutes to demonstrate your solution.
- (2) **Your problem is to use only the materials (point to materials) provided to create a communication system that is “audible”, that is it only uses sound. You may only use the items given to make sound. There are 6 different emojis in front of you (point to emojis) and a blank grid (point to grid). The goal of this problem is to correctly communicate the location of each emoji in the grid.**
- (3) In part II you will divide you team into two groups, communicators and receivers. The communicators will receive a new completed grid. The receivers will get a new blank grid and the individual emojis. Each group will face the wall away from each other. You will not be able to see each other. You may not turn or look at the other group during part II.
- (4) No one may speak or make any additional noise in Part II. You may only communicate using the materials provided.
- (5) **You will be scored as follows:**
 - (a) **5 points for each emoji placed in the correct spot**
 - (b) **10 points for each crying emoji left blank**
 - (c) You will receive 1 to 10 points for the creativity of your communication system
 - (d) You will receive 1 to 10 points for how well your team works together.

















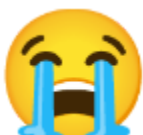





(After reading the entire problem aloud, repeat the items in boldface. Begin by saying, “I repeat.” After reading boldface items, say “Begin Part I Practice time now. Then, for Part II say “Begin Part II Solution time now.”)

C. FOR JUDGES ONLY:


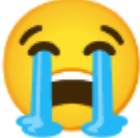







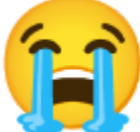

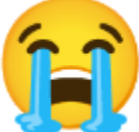



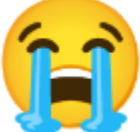



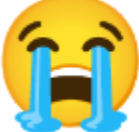

1. Judges should discuss and practice solving the problem before the first team competes. Make any necessary decisions and or notes. All decisions must be applied uniformly to all teams.
2. Practice reading the problem out loud before the first team competes. When reading to the teams, illustrate the problem by pointing to items.
3. Place two copies of the Team’s Copy of the problem in full view of all team members before you read the problem to them. They may use them as a reference during the competition.
4. Set up the competition site with 2 tables at least 5 feet apart. Place the communication materials on one of the tables. Tape a blank grid on the table without the materials. Place a container with the emojis cut out next to the taped grid. Place the practice grid on the table before reading the problem.
5. Communication materials:
 - 6 pennies
 - *2 markers
 - 2 napkins
 - *1 ruler
 - 2 plastic cups
 - 5 paper clips
 - 3 rubber bands
 - 4 bottle caps

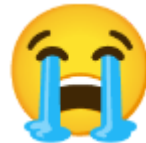
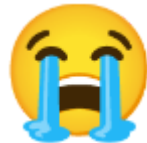
** Yellow label on these items.*
6. As soon as the practice time is over, have the “receivers” move to the taped grid with the shapes. Have the communicators move to their positions facing the grid on the other table. Make sure the teams are facing away from each other. Both sides may use the materials. Give the communicators the chart for part II. Say “Begin”. Call out “30 seconds remaining” appropriately. At the end of time, say “Stop”.
7. Nothing other than the items given may be used to communicate any part of the message. If the team seems to be pursuing any signaling method that uses anything other than the items given, remind them of the rules.
8. Be sure to give each team exactly 4 minutes to create its solution in Part I and 2 minutes to test it in Part II.
10. When scoring **creativity of the solution**, assess how the team uses the materials to create a communication system, variety of ideas considered, etc. When scoring **how well the team works together**, consider the extent that all team members are involved in developing the solution: Did the team delegate duties? Share ideas? Did the team members value one another’s input?
12. If it is obvious that the team does not understand the problem, you should provide information to clarify the problem’s intent and its limitations. **Do not offer tips on how to solve the problem.**

Practice Grid

Score Grid



Team Copy

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