



# Maryland/DC Odyssey of the Mind

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## Verbal/Hands-On Spontaneous Problem: Bake Off

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) You have 3 minutes to discuss and build and 4 minutes to give responses.
- 2) **Your problem is using only the materials provided** (*point to materials*) **to make 5 brand new foods and then give responses telling the judges about the different foods you have created.**
- 3) You may not talk to each other during response time. **You may not destroy any materials labeled with a colored sticker.**
- 4) You will be scored as follows
  - a) You will receive 1 to 5 points for the creativity of each food creation.
  - b) You will receive 1 to 10 points for how well your team works together.
  - c) You will receive 1 point for a common response and 5 points for a creative response
- 5) Speak loudly and clearly. Once response time begins, it will not be stopped. You may not repeat a response that has not been given.
- 6) **There are 35 tokens on the table. With each response, you will place one of the tokens into the container.** (*point to the tokens and the container*)
- 7) **You will be finished when response time ends or you have used all of your tokens**

(After reading the entire problem aloud, repeat the items in boldface. Begin by saying, "I repeat.")

**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 indicating items and portraying actions.
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. Place all of the materials on the table in view of the team
5. Materials
  - \*10 assorted markers
  - \*2 scissors
  - 5 sheets of paper
  - 5 index cards
  - 2 paper plates
  - 3 feet of string
  - 6 paper cups
  - 3 mailing labels
  - 8 straws
  - 10 paper clips
  - 10 toothpicks
  - 6 pipe cleaners

\*place a sticker on the materials that can not be destroyed
6. Place 35 tokens randomly on the table. Tokens can be small wooden cubes, small straws, poker chips, small rocks, etc. Anything that is easily picked up and placed in a container, but not something that distracts team members.
7. Place a container or two within reach of all team members. Make sure it is large enough to hold all 35 tokens. With each response, make sure team members place a token in the container.
8. No matter how many team members participate, there are still 35 tokens on the table.
9. Team members do not have to respond in any certain order nor do they have to have the same number of responses.
10. Be sure to give exactly 3 minutes to think and 4 minutes to respond. Timing is critical. Team members responding as time ends may finish and be scored.

11. When scoring **creativity of the solution**, think about if the team used the materials in an interesting way. Is the food something unique or does it already exist? 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? Did everyone contribute? Did teammates make sure that everyone was participating?
12. Score: 1 point for each common response, 5 points for each creative response.

Examples of Common Responses:

- General statements that do not have much improvisation.
- Statements that do not relate to the food items.
- Statements that relate to the items but are not original/humorous.
- Statements that don't make sense.
- Statements similar to previous ones.

Examples of Creative Responses:

- Statements/improvisations that are original or humorous.
- Statements that incorporate the items in an original way.
- Using the items in an unexpected way

NOTE: If a team member gives a response very similar to a previous one, count it as common. Do not ask team members to explain their answer, or to give a different response. You should ask a team member to repeat only if you did not hear it. Time continues.

# Team Copy

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