

## Maryland/DC Odyssey of the Mind

## Verbal/Hands-On Spontaneous Problem: Toy Shop vs Bakery

A. When the team members enter the room, tell them, "This is a verbal hands-on 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 1 minute to think and 4 minutes to respond. You may ask the judges questions; however, time will continue. You are not allowed to talk to each other at any time.
(2) There are 2 baskets of items on the table in front of you. One of the baskets has 5 stuffed animals and the other container has 5 kitchen utensils.
(3) Your problem is to pick up one item from each basket (point to each basket) and say how the two items are different or how the two items are similar. For example you might pick up a stuffed dog and a spoon and say " a dog's ears are shaped like a spoon," or "A dog is way softer than a spoon."
(4) Speak loudly and clearly. Once time begins, it will not be stopped. You may not repeat a response that has already been given.
(5) There are 35 tokens on the table. With each response, you will place one of the tokens in the container. (points to container)
(6) The first team member will pick up one item from the container of stuffed animals and one item from the container of kitchen utensils. Each additional team member will pick up their two items before they give their response.
(6) You will be finished when response time ends or when you have used all of your tokens.
(7) You will receive 1 point for each common response and 5 points for each creative response.
(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. You may make decisions that are uniform to each team. Before any final decisions are made, check with the IPC or APC.
2. Place two copies of the Team's Copy of the problem in full view of all team members before reading the problem to them. They may use them as a reference.
3. Place one basket with 5 stuffed animals and one basket with 5 kitchen utensils on the table. When choosing items make sure none of the kitchen utensils have sharp edges (ie. knives). Try to have the containers holding the scoring materials be visibly different from the container that will hold the tokens.
4. Randomly place 35 tokens on the table. Tokens can be small wooden blocks, poker chips, small rocks, large paper clips, etc. Anything that is easily picked up and placed in the container after each turn, but not something that distracts team members.
5. Place a container or two within reach of all team members. Make sure it is large enough to hold all 35 tokens. Make sure team members place a token in the container with each response.
6. No matter how many team members participate, there are still 35 tokens on the table.
7. Be sure to give exactly 1 minute to think and 4 minutes to respond. Students responding as time ends can finish and be scored.
8. Examples of Common Responses:

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


## 9. Examples of Creative Responses:

- Statements/improvisations that are original or humorous.
- Statements that incorporate items in an original way.
- Using the items in an unexpected way; i.e. holding the shapes and acting something out with the items.

Note: Once a response is given, if the same or a very similar response is given, count it as common, but do not stop the team. Time continues. Do not ask teams to explain their answer, or to give a different response. You should only ask a team member to repeat a response if you didn't hear them.

## Team Copy

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