



Cheer On Our School's Teams at the Regional Tournament!

When: Saturday, March 2nd

Where: Boltz MS, Ft. Collins

ALL DAY—See Schedule Below

Science, Technology, Engineering, Arts & Math (STEAM) Meets Creative Problem Solving & 21st Century Skills



PROBLEM 1: VEHICLE



PROBLEM 2: TECHNICAL



PROBLEM 3: CLASSICS



PROBLEM 4: STRUCTURE



PROBLEM 5: PERFORMANCE



PROBLEM 6: PRIMARY

Our Team's Competition Schedule:



2018-2019 Long-Term Problem Synopses*

All problems have an 8-minute time limit.

Problem 1: OMER to the Rescue, Again

Divisions I, II & III

Who better to help those in distress than OMER? In this problem, OMER and his trusty Sidekick travel to different places with suitcases holding all of the parts of an OMER-mobile vehicle! OMER and his Sidekick will assemble and ride on the vehicle where it will function in different ways to “save the day.” Between attempts, the vehicle will be disassembled, put back into the suitcases, and taken to a different area where it will be reassembled and driven again. Finally, the OMER-mobile is thrown a hero’s parade as a show of appreciation!

Problem 2: Hide In Plain Sight

Divisions I, II, III & IV

Teams take a cue from nature in this problem where they create and build a team-made mechanical creature that hides in plain sight. The creature will change its appearance three times to avoid being detected by a Searcher Character trying to find it. The way the creature changes will be different each time! The team will create and present a performance where its creature gets into – or out of – various situations using this resourceful skill. In the end the creature will surprise everyone by changing its appearance a final time and reveal its true self.

Problem 3: Classics... Leonardo’s Workshop

Divisions I, II, III & IV

Imagine how inspiring Leonardo DaVinci’s (LDV) workshop must have been. Teams will portray his workplace in an original, creative performance that includes LDV, a patron, and a naysayer. The team will recreate a DaVinci painting, make a three-dimensional representation of one of his works, and recreate another LDV work in any form the team wishes. There will also be an original “debunked” creation that LDV “invented” but discarded because it was mocked. Ironically, the item will be shown as something commonly used in modern times.

Problem 4: Structure Toss

Divisions I, II, III & IV

Step right up and put your structure to the test! Teams must strategize risk for points and “toss” their structures in this year’s problem-turned-carnival. They will use a device to propel the structure in a carnival game. If it travels in the air it gets higher score! Once the structure has been successfully tossed, it can be tested for strength. A carnival barker character will entice other characters to join the fun during a performance that incorporates testing the structure’s strength with creative games of skill and chance.

Problem 5: Opposites Distract

Divisions I, II, III & IV

Disagreements can distract groups from seeing the bigger picture. Teams will create and present a humorous performance about a sneaky character that distracts others while trying to take control of anything the team wishes. In the performance it will lure others into silly arguments and be successful two times. The arguments will be presented using different dramatic styles and will include attention-getting effects. In the end, the groups will learn that they have been intentionally distracted and will catch the sneaky character before it takes control.

Primary: Museum Makers

Grades K-2

Kids can see the extraordinary in the ordinary. Now they will use that ability to create their own museum! The team will create and present an original museum and its exhibits. During the performance, the team will reveal three creative displays that explain the theme of the museum and show off team-made items. A tour guide will take audiences on a journey through the museum to meet a humorous artist and a curator.

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