



# 2026-2027 LONG-TERM PROBLEM SYNOPSES

## Primary: TEAMWORK EFFECT

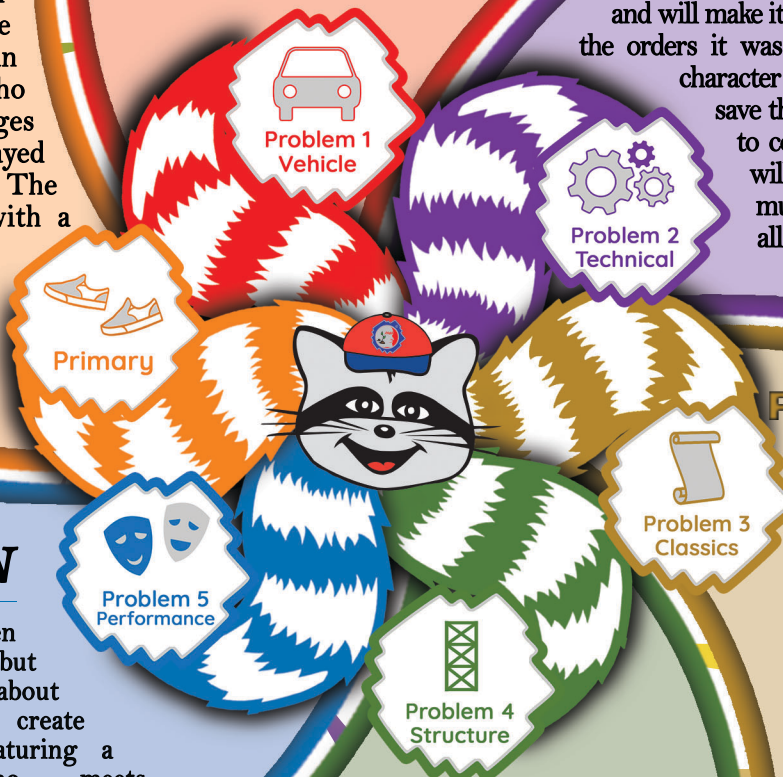
Are you seeing what I'm seeing? Team members will create and wear costumes that present different images at different times and from different perspectives. The performance will include an announcer character who explains the action of the images being changed and portrayed during the performance. The performance will conclude with a surprise humorous ending.

## Problem 1: OMER'S SHOPPING SERVICE

Clean up in Problem 1! In this problem, teams will develop their very own creative OMER's shopping service. They will build one or more vehicles that will perform tasks such as taking an order and shopping for the items requested. One of the items will not be available and the vehicle will choose a substitute item and eventually check out. For divisions 2 through 4 the items will be unloaded by a team-made device. As the finale, the vehicle will be released and return to its parking location.

## Problem 2: HAYWIRE HIJINX

Oh no! Something has gone terribly wrong! In this problem, teams will create two "animatronic" devices. One device will "go rogue" and will make its own independent decisions, defying the orders it was assigned. The second animatronic character must correct the defiant actions and save the day, which allows the performance to continue. Each animatronic character will complete two tasks and the setting must include a representation that allows each animatronic character to see what it looks like to others.



## Problem 3: CLASSICS... WONDERS OF THE ANCIENT WORLD AWAKEN

It's alive! Teams will create a historian character who presents three of the seven Wonders of the Ancient World, explaining to an audience some of the lessons and meanings humans have learned from their creation. However, there might be more to these wonders than we think in modern times. During the performance, the ancient wonders will come to life and correct the historian character, explaining to the audience what real lessons they gave to humanity. The performance will include the use of Arm & Hammer™ baking soda and artistic replicas of the three selected ancient wonders.

## Problem 5: THE MUSICIAN

Many songs have been written about great events and people, but we don't hear so many songs about everyday life. Teams will create a humorous performance featuring a Musician Character who meets a disheartened/saddened community. The musician must create a musical instrument out of "trash" items, play music and present songs that celebrate the ordinary parts of life. The performance will include a dancer character, a growing audience that loves the performances, and a grand finale.

## Problem 4: COPYCAT STRUCTURE

Are you copying me? In this problem, teams will use balsa wood and glue to make a structure which will be tested by balancing and holding as much weight as possible. They will also create a copycat structure that looks like the balsa wood and glue structure. During the performance, the copycat structure will mirror the actions and experiences of the balsa wood structure.

