

## A Walk In The Park

1. This is a Hands-On problem.
2. You will have 7 minutes to complete your solution. You may ask questions at any time, but time will continue.
3. You will be scored as follows:
  - Use of materials – 1-50 points
  - Creative ideas or concepts – 1-50 points
  - Artistic value – 1-25 points
  - How well the team works together – 1-50 points
  - Time management – 1-25 points
  - Overall theme – 1-100 points

Scoring is a subjective opinion of the judge(s), and cannot be disputed.

2. In front of you are some supplies to be used in your problem solution.
3. Each team member must take a “hands-on” part in the construction of the solution.
4. Once time begins, it will not be stopped.
5. Your problem is: By using only the materials given, construct one or more objects that may be found in a park that move. At the end of your 7-minute time, you will be given 1 minute to describe your solution.

Repeat #7.

FOR JUDGES ONLY: Be creative with the supplies. Paper clips, string, tape, paper plate, plastic cups, pencils, ping-pong balls, play dough, eraser, coins, newspaper, Tupperware, 3x5 cards, and whatever is found in that junk drawer in the kitchen...

The problem states that they are to build objects in a park that move, it did not state that their team constructed object had to likewise move. It just needs to be a representation of the objects in the park. Do not tell them this unless they ask. A creative solution would be to fold a 3x5 card in half and then rip it in to the shape of a dog. The items can be from any type of park. Water Parks, Skate Board Park, and an Amusement park would also be creative solutions that could be used in the team’s solution. Have the team think beyond the problem at face value. Remind the team to ask questions directed to the judges as they solve the solution. See line #2. This is a big reason why some teams do better then others. Risk taking is the key, but

have them ask if it will be acceptable before they put a lot of effort in to their solution. The team may be rewarded if the actual items do move, but it would be another question to be clarified. Get the picture?

All Spontaneous problems and Long-term problems alike have an element of risk when the team is thinking outside the box. This is what makes a team good at what they do. What makes them GREAT is when they ask questions. ASK! ASK! ASK!

Today's Tip: While solving the teams Long Term problems, go to [www.odysseyofthemind.com](http://www.odysseyofthemind.com), click on Clarifications, and get a ruling on those super creative solutions before investing too much time in the wrong direction. All questions and answers remain confidential. So... Ask away. Those that win are those that ask the right questions.

This problem brought to you via the creative minds of Chris and Crista DePinto, Magic Region Spontaneous Problem Captains extraordinaire!!!