Illinois state shirts and pins for pre-order before World Finals. Late May: Odyssey of the Mind World Finals Competition.

clarifications. Last day to order Illinois state shirts and pins for pre-order before Illinois State Tournament. Late March / early April: Illinois State Tournament. April 15: Last day to order for the Illinois competition.

Note: Teams must also submit the name and contact info for a competition volunteer by this date. February 15: Last day to submit any Long-Term Problem for the Illinois competition. Another perk: the $135 price covers the entire year AND as many teams as possible (each membership can enter a team in each problem and in each age division -- Division I: Elementary, Division II: Middle School, Division III: High School, and Division IV: University -- covered by that school or school district). The goal of Odyssey is not to make creative problem solving expensive. In fact, the goal is to create a model that is accessible and sustainable for all schools.

The Long-Term Problem is the *focal* point of the Odyssey of the Mind program. Each year, Odyssey of the Mind releases FIVE Long-Term Problems to coincide with the traditional academic school year (late August / early September). Teams around the world will select ONE of the FIVE Long-Term Problems to solve for that academic year. Some teams get started right away, others wait until later in the year (e.g., January) and spend months to weeks addressing the requirements of each problem. Odyssey of the Mind's Long-Term Problems are rooted in the academic creativity research suggesting that imposing some requirements will help students develop new skills and strategies. Odyssey of the Mind encourages teams to put their own creative spin on the problems and to build their own solutions.

Note: Every Long-Term Problem is scored based on the following rubric:

- **Aesthetic Challenge:** Teams are scored on their performance in terms of creativity, originality, and technical skill.
- **Engineering Challenge:** Teams are scored on their problem-solving skills, particularly in terms of innovation and technical feasibility.
- **Interdisciplinary Challenge:** Teams are scored on their ability to integrate different disciplines and perspectives.
- **Communication Challenge:** Teams are scored on their ability to communicate their ideas and solutions effectively.
- **Innovation Challenge:** Teams are scored on their ability to think outside the box and come up with innovative solutions.

STEP-BY-STEP: We know it may seem daunting to get a new Odyssey of the Mind team up and running, BUT we also promise 1) it's easier than you think, and 2) it is worth *every* second! To help make the process as easy as possible, we have created a STEP-BY-STEP to help you get your Odyssey of the Mind group up and running.

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