



Preparing For
SPONTANEOUS

Review this PowerPoint to prepare for competing in spontaneous.

May 2020

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
					1	2
3	4	5	6	7	8	9
10	11	12	13	14	15	16
17	18	19	20	21	22	23
24	25	26	27	28	29	30
31						

Spontaneous competition will be held on

May 17th, 18th, and 19th

Teams can choose the date that is most convenient for them.

Before You Begin

The contact person listed on the team's Virtual World Finals registration will receive an email by May 17th with a link to the spontaneous problem.

IMPORTANT!

Change the contact person by May 15th if the person currently listed as the contact **WILL NOT BE** responsible for organizing the spontaneous competition. That person is the one who will assemble the team, open the link, and type responses given by team members; or, they can send the link to a team member, coach, or parent who will fulfill that role.

The person opening the link and entering the responses will be referred to as the **Virtual Coach**.

The virtual coach may be anyone (parent, team member, team coach, etc).



When the coach clicks on the link it will take them to an online website for testing. There will be a button to click on when the team is ready to respond. Click on the link to reveal the spontaneous problem.

THE BUTTON CAN ONLY BE USED ONE TIME!
Do not click the link until you are ready to respond.



THE VIRTUAL COACH WILL:

1. Organize the team on the day of competition.
2. Open the email and click on the link to the problem site.
3. Follow the prompts to access the problem form.
4. As soon as the form opens, read the problem statement to the team. Read it a second time and then say "begin".
5. While team members are thinking and writing down responses, the coach will enter the team's Membership Number.
6. Enter the team's responses on the form.
7. Click submit before time runs out.

Preparing For Competition

Determine how your team will connect safely where every team member can hear and be heard using your local guidelines for social distancing



Online meeting

Conference call



SAFELY together

Spontaneous

You will have a VERBAL problem

Your team will have **25 MINUTES** to think, discuss,
and solve the problem.

Your team will give **25 TOTAL RESPONSES**

Problem Scoring

There are **5 SCORING CATEGORIES**

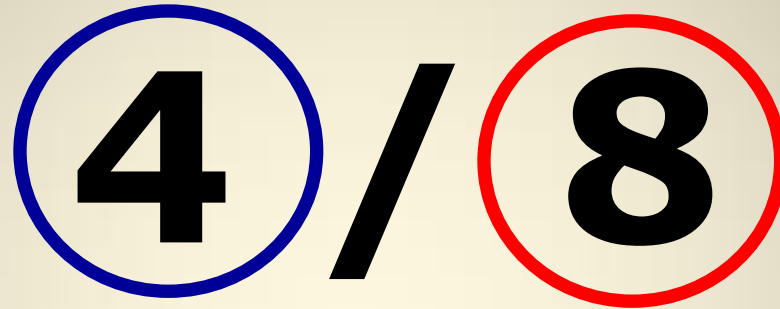
Category	Points for Common Response	Points for Creative Response
5/10 (Highly Creative)	5	10
4/8	4	8
3/6	3	6
2/4	2	4
1/2 (Least Creative)	1	2

Use the 5 best responses for score in each category.

HINT: Responses can be moved to a different scoring category before the form is submitted.

For example:

If you choose to enter a response in the



category you will be scored as follows:

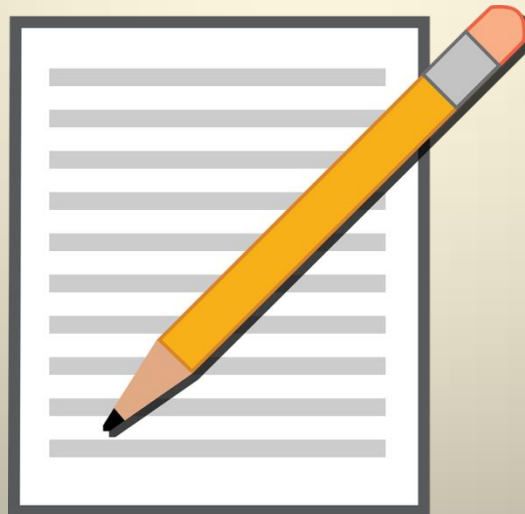
If the judge thinks it is a **COMMON** response, you will be awarded **4 points** for that response

If the judge thinks it is a **CREATIVE** response, you will be awarded **8 points** for that response

Solving The Problem

Be Prepared to Write

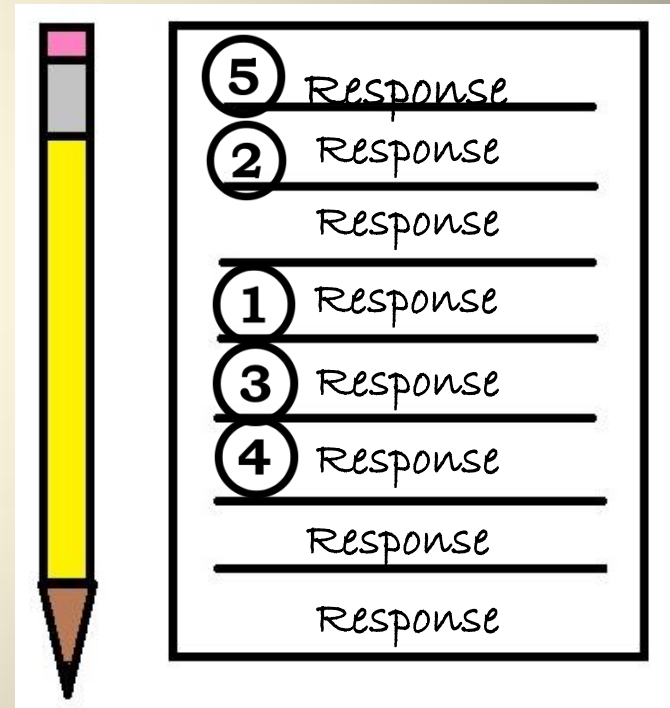
Each team member should have a piece of paper and a pencil to make a list of potential responses. The virtual coach should remind the team before starting competition.



Create a List of Responses

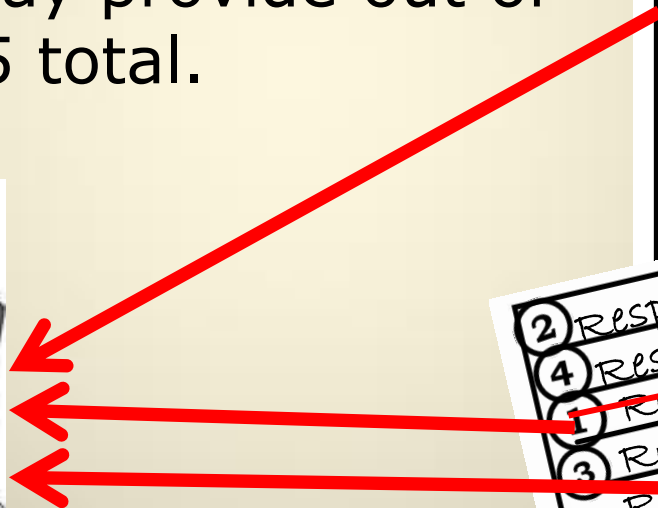
Each team member should create a list of potential responses and then rank them based on which they think are most creative.

HINT: Team members can discuss possible responses.



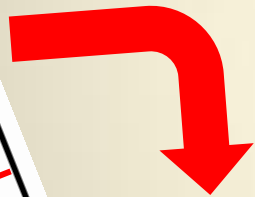
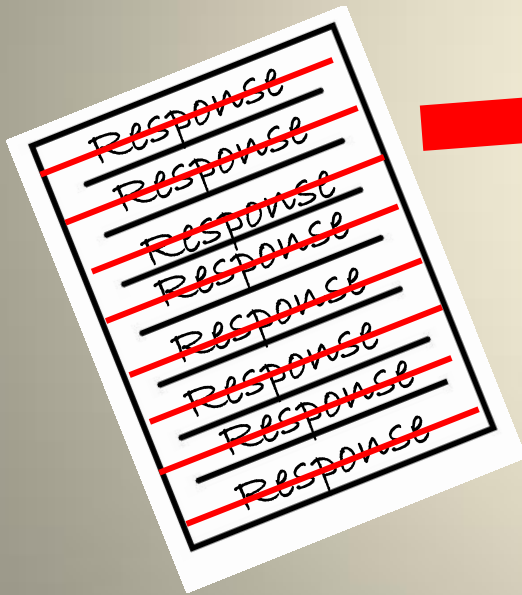
Enter Your Responses

Choose the most creative responses for the **virtual coach** to enter on the form. There is no limit to the number of responses a team member may provide out of the 25 total.

A vertical form with five numbered slots, each containing the word 'Response'. The slots are numbered 4, 1, 5, 2, and 3 from top to bottom. The number 1 and its corresponding 'Response' text are crossed out with a red line. The number 4 and its corresponding 'Response' text are circled in red. There are two horizontal lines below the last slot.Two overlapping forms, tilted at an angle. The top form has five numbered slots: 2, 4, 1, 3, and 5. The 1st slot is crossed out with a red line. The bottom form has five numbered slots: 5, 2, 4, 3, and 1. The 1st slot is also crossed out with a red line. Red arrows point from the circled '4' in the top form to the '4' in the top form of this set, and from the circled '1' in the top form to the '1' in the bottom form of this set.

Submit Your Responses

You will be finished when all your responses have been entered and the "Submit" button has been clicked.



You will **NOT** receive score for **ANY** responses until the coach clicks the **Submit** button.

You will **NOT** be able to make any changes after clicking on the Submit button.

Watch the Clock

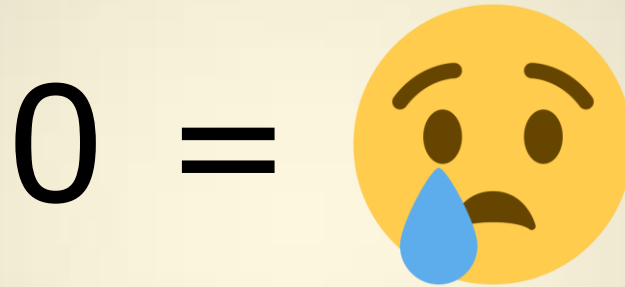
HINT: Have a team member start a countdown timer for 23 minutes when time begins. When it beeps, they should warn the team that only 2 minutes remain.



Be sure the virtual coach submits your responses **BEFORE** time runs out.

COUNTDOWN!

If time runs out, your session **WILL END** and **you will receive a score of zero.**



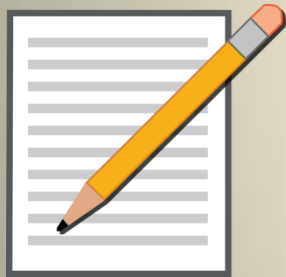
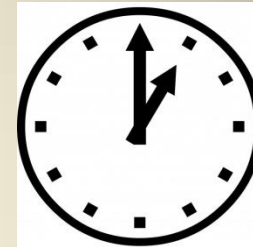
HINT: *Fill in the responses and leave time to substitute. If time is getting near zero, the virtual coach should submit the form so you will receive score.*

Remember, only the virtual coach will see the official timer.

Competition Day

Are you ready?

1. Select a time when ALL team members are available



2. Be sure each team member has a paper and a pencil available

3. Ensure that everyone can hear everyone else, especially the virtual coach.



Follow the Link

The coach will click the link in the email to get to the **Problem Form**.

Good luck with the competition!

Open the form



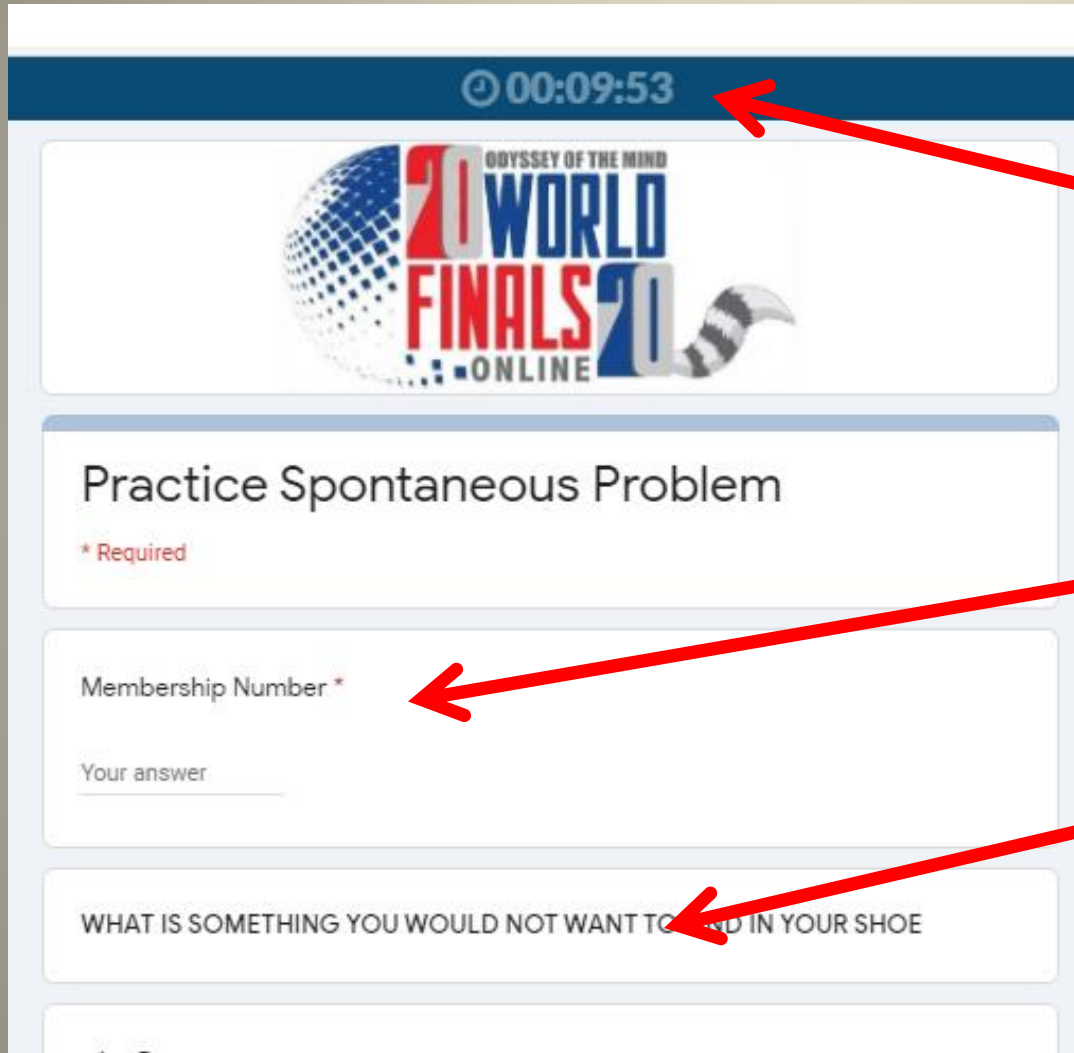
P4 D2 Spontaneous Problem

* Required

Membership Number *

Your answer

Time Has Started!!!



The screenshot shows a digital form for the Odyssey of the Mind World Finals 20 Online. At the top, a blue header bar contains a clock icon and the time '00:09:53'. Below this is a banner with the event logo, which includes a globe and the text 'ODYSSEY OF THE MIND WORLD FINALS 20 ONLINE'. The main content area is titled 'Practice Spontaneous Problem' and includes a red asterisk indicating a required field. The first field is labeled 'Membership Number *' and has a text input area with the placeholder 'Your answer'. Below this is a text box containing the prompt 'WHAT IS SOMETHING YOU WOULD NOT WANT TO FIND IN YOUR SHOE'. Red arrows point from the explanatory text on the right to the timer, the membership number field, and the problem text.

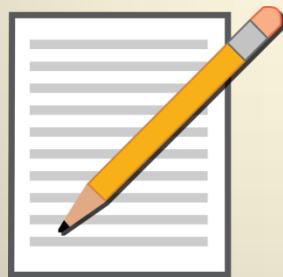
The timer will start as soon as the form is opened

Enter the team's membership number

Read the problem aloud to the team and then repeat it

Think, Discuss, & Solve

The team should begin to think about the problem and start listing possible responses. They may talk to each other at any time. They should rank their individual responses and then begin to identify which responses will be used in each scoring category as previously described.



ONLY TEAM MEMBERS are allowed to give responses and decide which scoring categories they should be entered into.

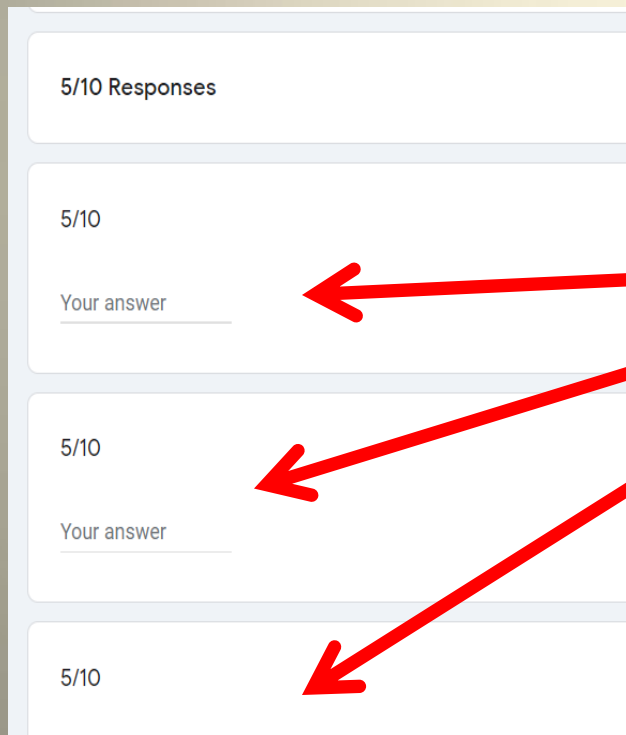
Check The Time



If the team has not started to enter responses onto the form when the countdown shows only 15 minutes remain, the virtual coach should remind the team that all responses must be entered on the form and submitted before time runs out.

Enter the Team's Responses

It is recommended that the team starts with the responses for the **5/10 scoring category**, however this is NOT required.



The screenshot shows a user interface for entering responses. It consists of three vertically stacked sections. Each section has a header '5/10 Responses' at the top, followed by a sub-header '5/10', and then a text input field labeled 'Your answer'. Three red arrows originate from the right side of the image and point to the 'Your answer' input fields of the three sections, indicating where to enter responses.

Enter your responses for each category into the appropriate spaces (they can be moved)

Remember: 5 responses per scoring category

Continue Entering Responses

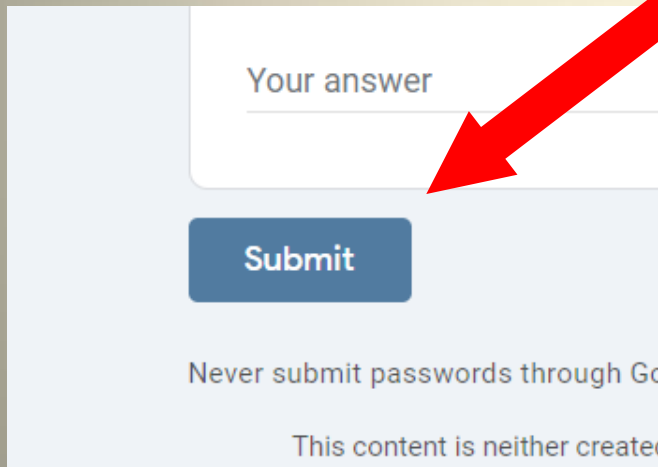
for the **4/8, 3/6, 2/4, & 1/2**
Scoring Categories

4/8 Responses	3/6 Responses	2/4 Responses	1/2 Responses
4/8 Your answer	3/6 Your answer	2/4 Your answer	1/2 Your answer
4/8 Your answer	3/6 Your answer	2/4 Your answer	1/2 Your answer

Team members may choose to give responses for any scoring category in any order. Be sure the team member identifies the category.

Submit the Team's Responses

BEFORE TIME RUNS OUT click the **Submit** button at the bottom of the page to send in your responses.



A screenshot of a web form. At the top is a text input field with the placeholder text "Your answer". Below the input field is a blue button with the text "Submit". A large red arrow points from the top right towards the "Submit" button. Below the button, there is a small text link that says "Never submit passwords through Google" and a footer note that says "This content is neither created nor owned by Google".



Warning!

If time runs out, your session **WILL END** and **NOTHING** will be recorded



Remember there are other teams that will be competing in the same problem. Do **NOT** share your problem with anyone!

