



Channeling Creativity in the Long-term Problem

[Spontaneous Resources](#)

[Creativity Practice Activities](#)

Suggested Materials:

See chart below



Unit 5 of 8

Time	Activity															
25 min	<p>Host a mini-invention convention For this activity you will need various recycled materials and art supplies.</p> <p>Example list below:</p> <table border="0"> <tr> <td>Cups</td> <td>Plastic Bottles</td> <td>Scraps of fabric</td> </tr> <tr> <td>Yarn</td> <td>Rubber bands</td> <td>Glue (hot glue?)</td> </tr> <tr> <td>Duct tape</td> <td>Empty tissue boxes</td> <td>Plastic silverware</td> </tr> <tr> <td>Paper plates, bowls</td> <td>Dried beans</td> <td>Cardboard- LOTS</td> </tr> <tr> <td>Pipe cleaners</td> <td>Tube insulation</td> <td></td> </tr> </table> <p>Activity Have team members use materials to create a new invention. The invention must solve a problem, but it can just be a prototype and doesn't have to actually "work." This is a great way to get the kids playing with recycled materials and get ideas on how to use them.</p> <p><i>TIP: Odyssey of the Mind LOVES when teams incorporate music. You could have the team create instruments instead of an invention.</i></p>	Cups	Plastic Bottles	Scraps of fabric	Yarn	Rubber bands	Glue (hot glue?)	Duct tape	Empty tissue boxes	Plastic silverware	Paper plates, bowls	Dried beans	Cardboard- LOTS	Pipe cleaners	Tube insulation	
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20 min	<p>Brainstorm for common costume/prop/scenery ideas Place chart paper around the room with common costume parts, scenery, or props. If you already know a bit about your script/problem idea then you can use that to guide you here. Otherwise, use the following examples. You can repeat this activity once you know more about your solution in terms of characters/props/scenery. As team members walk around the room, they can add ideas on each chart of materials they could use in each design. Look at red type below to see examples.</p> <p style="text-align: center;">### continued ###</p>															





Time	Activity		
	<p>A character's face/head A wig made out of strings of beads A basketball as the shape of the head</p>	<p>A crown (prop)</p>	<p>A spider (costume)</p>
	<p>A tree (as scenery)</p>	<p>A bedroom (as scenery)</p>	<p>Under the sea (scenery) Painted bubble wrap Green cellophane for seaweed Actual sand glued on to cardboard</p>
<p>5 min</p>	<p>Debrief and adding on: Pull some materials and ask how they might be used in a costume/prop/scene. Adopt the approach of a verbal hands-on problem. For example, pull a bunch of spoons and ask, "How are these spoons like a spider?" A response might be that you could use 8 of the (rounded end only) to create its eyes.</p>		
<p>20 min</p>	<p>Team brainstorm Using the team's chosen problem, each team member can select and create a character or prop.</p> <p>Supplies: Paper for each team member, colored pencils/crayons/markers</p> <p>Activity On a piece of paper each team member will draw their prop or character. They should start to label it like a diagram to include which materials might be used to create different aspects of the costume/prop. For example, if the character has spiky hair, they might label the hair with "Dried spaghetti" to show how the hair is made. After 5 minutes is up, the team members pass their drawing to the person next to them who adds details and ideas to the drawing. For example, the next team member might label the dried spaghetti hair as being glued onto the hood of a sweatshirt as part of the costume. The team continues passing around the papers to add to each team member's drawing. This is a very quick and easy way to get a lot of ideas out at once.</p>		





Time	Activity
5 min	<p>Closing Discussion: Discuss with the team the importance of using recycled materials. Assign team members to go home and illustrate a picture of a prop/set design/costume labeled with possible materials that can be used to create the item.</p>

