



# Mindset Breaking Experience<sup>®</sup>



A challenging team event in which each team will demonstrate its collective ability to think divergently in solving problems and be scored on the creativity and effectiveness of the solution

Contest Support provided by the University of Texas at Tyler School of Education and Psychology

## Contest Rules

(Revised August 2018)

1. Each participating school should choose a team of 5 to 7 members for the appropriate competition level(s). All team members must be enrolled for the current school year in one of the grades that fall within one of the levels of competition. All team members do **not** have to be in the same grade.
2. A school may register **one team from each level** - elementary, middle school and high school - if all levels exist at the school campus.
3. There may be one team per campus per competition level regardless of the grade level make-up of other schools in the district. For example, a 5th and 6th grade campus may have an elementary level team and a middle school level team. A campus with Kindergarten through 2nd grade may have an elementary team, while a nearby school in the same district with 3rd through 5th grades could also have an elementary team.
4. Only students whose names appear on the official contest roster prepared from the Student Registration Form submitted by the school may compete.
5. If substitutions are made after the registration form has been submitted, changes must be submitted prior to the beginning of the competition using the Add/Drop Form.
6. Schools are encouraged to register the maximum of seven in case something unforeseen arises and team members are unable to compete. Teams may compete with only four members when the team has been placed in unusual circumstances because of extreme illness or other incident at the school. The Academic Rodeo Director must be contacted to request this exception.
7. Typically, a Preliminary Round is held to determine 6 or more teams to advance to the Final Round. When a low number of teams register for a level, the Preliminary Round for that level may be eliminated.
8. Each team will be given an open-ended problem to solve. The problem may be any of the following types or any combination of types:
  - a. **verbal** - a problem with a solution based solely on oral or written language
  - b. **tactile** - a problem with a solution physically “built” using the materials provided
  - c. **kinesthetic** - a problem with a solution that effectively incorporates the actions of the team members.
9. The time limit for a team to complete a solution will vary from three to twelve minutes depending upon the nature of the problem.
10. Each team in a level will receive the same problem. Teams will be kept isolated from the audience and competition area until after completion of the problem. A team receiving assistance or intervention from an audience member will receive a penalty deduction from its final score at a minimum or may be disqualified. Any participating team member or spectator from a participating school giving assistance to another team will receive a penalty deduction for his/her team or his/her school’s participating team at a minimum or may be disqualified.
11. The judging panel will consist of trained judges and a timekeeper. The final score will be an average of the judges’ scores.
12. Scores will be based on individual and collective responses to the problem with the higher scores for more creative responses and lower scores for common responses. The team with the highest average score shall be ranked first, the team with the second highest average score shall be ranked second, and the team with the third highest average score shall be ranked third. Ties shall be broken using the average number of creative responses given by the team. The team with a higher number of creative responses will be ranked higher, thus breaking the tie.

13. The team should be prepared to accept oral and/or written instructions before executing a solution to a problem.
14. A student may compete on only one team.

### **Format at Preliminary Round in November**

- Arrive at least 30 minutes prior to your scheduled competition time to check-in at the Holding Area.
- You will remain in the Holding Area until your scheduled time. You may bring snacks/lunch for your students and leave in the holding area while you are competing. You may also bring cards and/or quiet games for your students while waiting.
- Collect any student cell phones and iPads upon arrival. Electronic devices may not be used in the Holding Area to insure the security of the problem.
- Each team member and coach will review and sign the “Problem Security” form agreeing to keep the problem secure by not discussing the problem outside the competition room and not having any contact with others who have seen the problem.
- Depending on the format of the problems, several contest rooms may run simultaneously, or several teams may work simultaneously in the same area.
- 3 teams (when there are 2 rooms) or 2 teams (when there are 3 or 4 rooms) will advance to the Final Round from each room.
- Parents are welcome to attend. Remind them to arrive at least 20 minutes in advance.
- Students arriving with parents rather than coaches should be instructed to go directly to the Holding Area and wait for the Coach before checking-in.
- Students being in the competition room before their scheduled competition time could result in the student’s team being disqualified.
- Remember that your students cannot have contact with anyone who has seen the problem prior to their competition. Doing so can result in disqualification.
- Finalists are announced within 15 to 20 minutes of the last team of the group competing. A random draw is conducted to determine competition order of the 6 finalist teams at the Final Round.

### **Format at Finals in January or February**

1. **No changes** to registered team members can be made. For this reason, it is important to register the maximum number of students in the Fall.
2. Competition procedures remain the same as in the Preliminary Round. Remember to arrive approximately 30 minutes prior to your scheduled competition time.
3. Results will be announced at the end of each level of competition.

## **Awards**

1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup> places are awarded at each level.

The placing teams receives trophies. The members of the placing teams receive Place Ribbons.

Elementary students who place receive a cash award. Middle and High School students who place are eligible to apply for Academic Rodeo Scholarships.

Students from teams which do not place receive a Finalist Certificate or Participation Certificate.

## **Tips for Coaching**

### **REMEMBER . . .**

Primary communication with Coaches and Sponsors is done through e-mail provided with the School/Group Registration done online. If a coach or sponsor is not receiving e-mail information about

the contest, he or she should check Spam/Junk folders on the computer and contact Academic Rodeo for assistance with getting the current information.

Deadlines exist for a reason. Please be aware of them and follow them. The **Academic Rodeo Calendar** in a true calendar format is on the Getting Started and General Info pages. The **Mindset Timeline & Checklist is on the Mindset Breaking Experience page**. If you have a problem with a date or deadline, please contact Academic Rodeo, realizing that usually it is not possible to make a change or give “grace” for deadlines. To be sure your students get to participate, follow the deadlines.

Please read the General Info for All Coaches and Sponsors.

The following tips and suggestions may be helpful to you in working with your students.

### Coaching Suggestions:

- It is suggested that schools choose alternates for preparation purposes **only**. This gives you flexibility if students should become ill, ineligible, or have other reasons that prevent their participation BEFORE you register your team. **HOWEVER**, these Alternates may **NOT** be registered as a part of the team. If you list more than 7 team members on your registration form, only the first 7 listed will be registered and any additional students listed will not receive awards from Academic Rodeo if the team places. You may substitute team members up until the day of the Prelim Competition.

After the team competes in the Prelims, it **MUST** remain the same if it moves on to Finals. **ONLY** students registered to compete in the Prelim, may compete in the Finals if the team advances.

- Creativity is an element that adds dimension to problem solving. So often in the classroom setting, learners rely upon memorization to bring closure or to find solutions to problems, but when creativity is interjected into the experience and spontaneity is required, a fresh new way to solve problems arises. This method takes all the learned ideas and builds upon them using a “real world” technique.

Most authorities agree that creative thinking builds on five abilities: fluency, flexibility, originality, elaboration, and evaluation. For the problems in this contest, all these abilities must be applied in a quick, spontaneous manner. Fluency is the ability to generate many ideas. Flexibility is the ability to shift thinking from one category of ideas to another. Originality is the ability to think of and to recognize unique ideas. Elaboration is the ability to develop an idea for clarity. Evaluation is the ability to judge the appropriateness of an idea in relation to the problem or situation. These five abilities overlap but can be exercised separately or in combination. The problems in this contest are designed to encourage the development of all five of these abilities by individuals and by a team. Problems are a variety of verbal and tactile.

Teams can get the most from coaching for this contest in several ways. First, encourage learners to be as fluent and flexible as possible, avoiding premature closure. Second, do not allow learners to fall victim to mindsets produced by lines on a page or characteristics of building materials. Instead, urge them to move beyond the conventional boundaries set by the classroom and to apply the rule, “if it doesn’t say you can’t, then you probably can” **within** boundaries. Third, help learners recognize group dynamics and how to effectively use them to solve problems as a group. Finally, use the contest problems as a springboard to other adventures into creativity and life-long learning.

- Sample problems are available on the Mindset Breaking Experience page on the website.
- Materials used in such competitions as Odyssey of the Mind and Destination Imagination may be useful in preparing your team to think creatively.
- Having students from different grades in the level allows you to build your team over time, always having students with experience and others who are new and bringing new creativity to the group.