

# TECHNOLOGY INNOVATION IN ACTION

(INTERACTIVE TEAM DISPLAY)

## DESCRIPTION:

This event will provide opportunity for teachers and students to showcase innovative work, programs and activities not included in other Technology Exposition groupings. The display or exhibit is limited to one (1) table measuring 36" x 73" except by prior arrangement with the Technology Exposition Committee Chairman. The Awards Program Committee is looking for displays such as adjacent activities done by Technology Education programs such as "BEST Robotics," "FIRST Robotics," "Lego League," "Moon Buggy" or any other of the numerous programs schools are involved in which may or may not have state or national competitions, but utilize a large amount of class time and develop technological skills and fulfill the requirements of a Technology Education program.

## GENERAL RULES AND REGULATIONS:

1. Entries must show creative and innovative activities by students utilizing technology in work, industry, leisure, or the future.
2. Entries should provide evidence of basic research and development in solution to a problem being solved or creatively approached. The entry should include sketches, possible other solutions, or data supporting the display.
3. The importance of the display must be able to be discussed by a minimum of two team members who must remain with the display between the opening of the Expo (9 AM) until NOON.
4. The entrant(s) must be available for questions from the judges during the 9AM-Noon time frame.
5. Schools may not receive an award for the same activity for more than one year even if the requirements of the activity have changed from a previous year. (Example: Display for Lego League robotics, game changes next year)

## CRITERIA FOR JUDGING:

1. Statement of Need/Purpose by team members to judges
2. Problem Solving Analysis evident when questioned by judges
3. Team members are able to explain and answer questions about the activity, in terms of the parameters, rules outcome, goals, problems encountered and how they would do it differently if given the opportunity to do the activity again.
4. Research and Development displayed and available (Data, Sketches, Daily Log, Information Research, etc.)
5. Creativity is shown in display
6. Appearance of Display should appear as if trying to sell the idea to another School or District
7. Will provide enough information and handouts to enable spectators to incorporate, institute or contact key individuals to begin the activity at their own school.

All school displays that have judging criteria fulfilled will receive a plaque for display at their schools, and will be recognized as schools with Innovative Technology Programs.

## AWARDS IN LEVELS I AND II.

