

# ACADEMIC GAMES EVENTS DESCRIPTION

## MATH

The Math event is open to all students in grades 1-6. The competition consists of a timed objective test appropriate for each grade level. Tests and pencils will be provided. Test material is based on the New York State and Diocesan Curriculum. Study lists are not available for any event.

## SPELLING

Students in grades 1-6 are invited to enter this event. An age appropriate written test will be administered at each grade level. Pencil and paper will be provided. Study lists are not available for any event.

## ESSAY

Students in grades 1-6 are invited to enter this event and write about one of the following topics:

- “Someone I Admire”
- “When I Grow Up”
- “An Act of Courage”
- “A Family Tradition”
- “How I Show Respect”
- “What it Means to be Green”

Using a computer or their neatest penmanship, best spelling and grammar, students in grades 1-3 will write 1-2 paragraphs and grades 4-6 will write 2-4 paragraphs. **The essay should include a cover sheet indicating ONLY the title and grade level. The student’s name and school should be legibly printed on the BACK of the essay. *Please do not put essays in folders or report covers.* Entries are due to your child’s homeroom teacher by Friday, March 1<sup>st</sup>. All essays will be displayed at the Academic Games and may be picked up at the conclusion of the games. Otherwise, they will be returned to each student’s Academic Games point of contact.**

## ART / DRAWING / PAINTING *\*\*Entries outside the requirements listed below will be disqualified\*\**

Students in grades K- 6 are welcome to participate. All artwork must be original and done solely by the contestant. *Drawing or painting must be done on an 8.5x11 or 11x14 paper.* Please do not frame or mat entry. Contestants may use one or any combination of the following media: pencils, crayons, markers, watercolors, pastels, tempera paint or finger-paint. To the back of each piece of artwork, staple an index card noting:

- The child’s description of the work or the title of the work
- The child’s name, school and grade
- The words “Drawing/Painting”

Entries are due to your Academic Games point of contact by Friday, March 1<sup>st</sup>. All entries will be displayed at the Academic Games and may be picked up at the conclusion of the games. Otherwise, they will be returned to each child’s Academic Games point of contact.

## MUSIC (Vocal / Instrumental)

This event is open students in grades K-6. Students may participate in one or both parts of the event. Whether vocal or instrumental, musical selections must not exceed 5 minutes. Selections may be less than 5 minutes in duration. The selection of music is solely the decision of the contestant. **Students will be in a room with the judge one at a time, with no parents/family members in the judging room.**

Vocal contestants may sing acapella or if they so choose, provide their own accompaniment by playing an instrument themselves or using a recording. (Example: CD/CD player must be provided by student.)

**Instrumental** contestants must provide their own sheet music and instruments. (A piano is the only instrument available at the games.)

## **LEGO ROBOTICS**

Students in grades 1-6 are invited to participate in the LEGO- Robotics Dragster Olympics. Up to 2 students may work together on a car. (Please note group member names on the registration form.) Heats will take place by grade level in the gym. There will be 2 separate “events”, one for autonomous and one for remote control.

### ***CONSTRUCTION REQUIREMENTS-ALL DRAGSTERS MUST BE:***

- Robotic (Autonomous or remote control, no push vehicles)
- Constructed entirely from Lego elements (or Lego look-alikes), w/no modified elements
- Child safe (no parts that shoot off)
- Self-powered and carry its power source with it

### ***RULES-ALL DRAGSTERS WILL:***

- Race on a straight, flat 25 foot course
- Start w/entire car behind the start line
- Travel along the ground for the entire transit
- Be placed behind the start line & can only be “triggered” (hit start button) by the operator
- Not be pushed, pulled or propelled in any other way except the start button
- Stay on the track and cause no disruption to other cars
- Have no size or weight constraints and must fit on the track (approx. 3 ft. wide)
- Have 3 time trials with the fastest time recorded
- Structure points will be lost if pieces fall off during time trials
- Be allowed modifications during time trials if entrants feel it necessary
- Be timed until the entire vehicle crosses the finish line

### ***IMPORTANT TO KNOW:***

- No part of a car or any launch mechanism is permitted beyond the start line
- This event is not a competition, but an opportunity to showcase creativity (Please allow students to participate with *limited* adult involvement)
- Entrants will be judged on creativity, structure, speed and effort
- At the games, those attending will have an opportunity to vote for their favorite dragster design.

## **SCIENCE**

The Science event is open to students in grades K-6. The event consists of a science project and an oral presentation. Participants are required to bring their project to the Science event. The oral presentation must **not** exceed 5 minutes. **Students will be in a room with the judge/judges one at a time, with no parents/family members in the judging room. [NEW THIS YEAR: there will be a “project check room” available to store science projects while students participate in other categories. Look for more information in the event program when you check in that morning]**

## **ORATORY**

The Oratory event is a reading interpretation open to grades K-6. A reading interpretation is a short story, poem or historical oration. Grades K-1 will memorize or read their selection of 1 to 3 minutes in length. Grades 2-6 will read their selections of 2 to 4 minutes. Entrants will be judged on interpretation, choice of material, poise, diction, and effectiveness. **Students will be in a room with the judge/judges one at a time, with no parents/family members in the judging room.**

## **RELIGION**

Students in grades K-6 are welcome to participate. Students may **create a poster OR create lunch bags (as many as they would like to enter)** using the guidelines below. Posters/bags are due to the Academic Games point of contact by Friday, March 1<sup>st</sup>. All entries will be displayed at the Academic Games. Posters may be picked up at the conclusion of the games or will be returned to each student's Academic Games point of contact. Note: Bags will NOT be returned as they will be sent to the Samaritan Center for their bag lunch program.

### **Service Poster**

On an 18x24 poster board, describe a community service project the student has been involved in. Note the back of the poster with student's name, grade, school and the word "Religion".

Poster should detail:

- What the service project is
- Where the service is being done
- Who/how many people benefit from the service
- How much time the student has spent on the service
- Any illustrations, photos, etc. the student wants to include

### **Lunch Bags**

- Using standard size white lunch bags (no handles please) contestants should decorate their bag to represent a Spring theme, using their imagination to creatively brighten the eventual recipient's day. Entrants may enter as many bags as they would like.
- Each entrant should place all lunch bags in one large envelope noting the student's name, grade and school on the front of the envelope only. **DO NOT** note any student information on the bags. Bags will be sent to the Samaritan Center after being displayed on the day of the Academic Games & will therefore not be returned.
- **We also invite ALL Academic Games participants to bring non-perishable food items that will be donated to a local food pantry.**

### **Dates to remember:**

- 2/26/19 Student participation registration deadline
- 3/01/19 Entries for Art, Essay and Religion due at your school (or parish office for faith formation students)
- 3/23/19 Academic Games

**SAVE THESE DIRECTIONS, SO YOU ARE AWARE OF DEADLINES AND REQUIREMENTS**