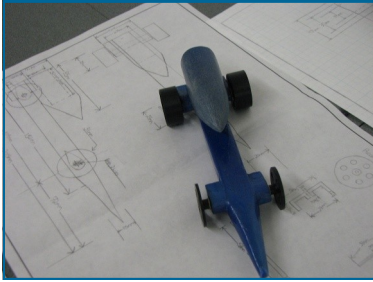## Samples of Judged Events (Continued)

Promotional Graphics Participants develop and present a graphic design that can be used to promote participation in TSA competitive events.

Structural Engineering Participants work as part of a team, on site with supplied materials, to build a model of a structure that is destructively tested to determine design efficiency.

System Control Technology Participants work as part of a team on site to develop a computer-controlled model-solution to a problem.

Technical Sketching and Application Participants complete a written test in order to qualify and demonstrate their ability to solve on-site engineering graphics problems .

Technology Problem Solving Participants use problem solving skills and limited materials to develop a solution to a problem given on site.

Transportation Modeling Participants using only certain materials and following required specifications, design and produce a model of a vehicle that fits the design problem.

Video Game Design Participants develop an E-rated game that focuses on the subject of their choice.

Webmaster Participants are required to design, build and launch a World Wide Web site that features the school's career and technology education program

TIPS for Judges

You will receive a copy of event guidelines, scoring sheets and other information upon your arrival at the conference. To request a copy of the guidelines prior to the conference, please contact the State Advisor.
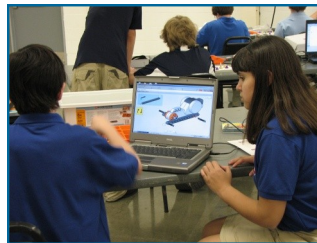
In judging events please follow the guidelines and time limits. For clarifications, please speak with your Contest Coordinator.

Please be consistent in judging. Try to put the contestant at ease, but also maintain the same level of enthusiasm for all.

When rating a contestant leave yourself room to score subsequent contestants lower or higher.

In many events, contestants are tightly scheduled Make every effort to follow the schedule as closely as possible, yet allow for some flexibility as needed.

Have fun! The students are excited to meet you!

IF YOU HAVE ANY QUESTIONS PLEASE CONTACT:

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Technology Student Association
Delaware Department of Education
302.857.3320 (T) 302-739-1780 (F)
mfitzgerald@doe.k12.de.us

DELAWARE TECHNOLOGY STUDENT ASSOCIATION

The Delaware Technology Student Association prepares members for personal and professional growth, leadership, and opportunities in technology, innovation, design and engineering.

Members apply science, technology, engineering and mathematics through co-curricular activities, competitive events, and community service.

www.detsa.org

Your service as a judge for the upcoming conference will help strengthen partnerships between community, business, industry and the students who are preparing for the future!

This competitive events program provides our students with an exciting opportunity to explore their future and examine career opportunities. Your participation as a judge helps inspire these students to become the next generation of technologists, innovators, designers and engineers!

DELAWARE

TSA

TECHNOLOGY STUDENT ASSOCIATION

About the Organization

We are a national organization composed of state associations and local chapters that serve students throughout the world who are interested in pursuing technological careers.
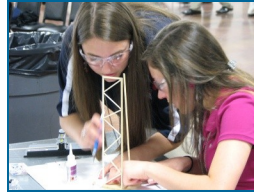
The Organization Promotes:
- Personal & professional growth
- Leadership
- The study of technology, innovation, design and engineering
- The application of science, invention, technology, engineering and mathematics
- Community service

Purpose of Events

The events program is an integral part of the classroom instruction. Students gain the opportunity to apply knowledge and skills, develop occupational competencies, engage in leadership, and receive state and national recognition!

Samples of Judged Contests Include…

Architectural Model Participants develop a set of architectural plans and related materials for an architectural design challenge and construct an architectural model to accurately depict the design.
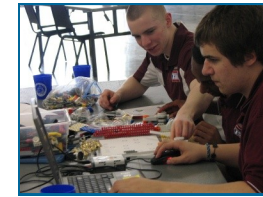
Chapter Team Participants take a written parliamentary procedures test and perform an opening ceremony, dispose of three items of business, and perform a closing ceremony within a specified time period.

Computer-Aided Design (CAD) 2D, Architecture Participants create representations of foundation, floor plans, elevation drawings, and/or details of architectural ornamentation or cabinetry. Students may be expected to animate a presentation of their entry.

Computer-Aided Design (CAD) 3D, **Engineering** Participants create 3D computer models) of an engineering or machine object, such as a machine part, tool, device, or product. Students may be expected to animate a portion of their model.

Debating Technological Issues Participants debate against a team/s from another chapter in order to advance to the semifinals. The teams are instructed on site to take either the pro or con side of a topic that is designated annually.

Desktop Publishing Participants develop a notebook that includes a tri-fold pamphlet, a three-column newsletter, and a poster. Participants work to solve a problem, design, edit, and print materials for a publication.

Digital Video Production Participants develop a digital video/film that focuses on the given year's theme. Sound may accompany the film.

Dragster Design Participants design, produce working drawings for, and build a CO_2-powered dragster.

Engineering Design Participants work as part of a team to solve a design problem. Through use of a model/prototype, display, and design notebook, the team explains in detail how it has solved the problem and the solution's impact on society and the environment. Semifinalists demonstrate the problem and solution in a timed presentation.

Extemporaneous Presentation Participants give a three to five minute speech, fifteen minutes after having drawn a card on which a technology or TSA topic for a speech is written.

Flight Endurance Participants analyze flight principles with a rubber band-powered model aircraft.

Music Production Participants produce a musical piece that is designed to be played during the national TSA conference opening or closing general sessions.

Photographic Technology Participants capture images and process photographic and digital images as well as utilize multimedia software to prepare a storyboard and media presentation.