

CEDAR, Inc.

**FUTURE of WORK in APPALACHIA**

**STUDENT FAIR PROGRAM  
ENTRY REQUIREMENTS**

1. Must be a student in a private or public school system located in one of the following counties:  

Breathitt	Floyd	Harlan	Johnson
Knott	Lawrence	Leslie	Letcher
Magoffin	Martin	Perry	Pike
2. Social and/or Economic Development in Eastern Kentucky must be the theme or focus of the project and must connect to one or more of the Seven Pillars of the SOAR (*Shaping our Appalachian Region*) Blueprint, as listed below. A brief description of each Pillar is attached, and includes examples of possible topics.
3. Individual Students/Teams are allowed to enter one (1) category only.
4. Team participation is permitted; however, a team can consist of no more than five students: a “team captain” and up to four “team members”. If a team is the recipient of a prize, the award will go to the team captain who will be responsible for sharing it with the team members.
5. Each entrant is responsible for the delivery and set-up of the project at the Regional Fair; however, Fair personnel will assist in setting up.
6. If a project is chosen to represent the school, the school’s Fair Coordinator will provide the student with detailed information for entering and submitting the project for participation in the Regional *Future of Work in Appalachia* Student Fair. Once submitted, it will be considered an official Regional Fair Entry and will not be allowed to be altered thereafter.

**SEVEN PILLARS of SOAR BLUEPRINT**

(SEE ATTACHED FOR BRIEF DESCRIPTION AND TOPIC EXAMPLES FOR EACH OF THE FOLLOWING)

1. BROADBAND
2. 21<sup>st</sup> CENTURY WORKFORCE
3. ENTREPRENEURSHIP IN THE DIGITAL ECONOMY
4. HEALTHY COMMUNITIES
5. INDUSTRIAL DEVELOPMENT
6. REGIONAL FOOD SYSTEMS
7. TOURISM and DOWNTOWN REVITALIZATION

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**STUDENT FAIR PROGRAM**  
**SUGGESTED TOPICS**  
**(by SOAR PILLAR)**

Following is a brief description of the Seven Pillars of the SOAR (*Shaping our Appalachian Region*) Blueprint. *FWA* Fair projects must connect to one or more of these pillars. ***Examples of possible topics are in italics, but you can also choose a topic of your own as long as it connects to at least one of the Seven Pillars of the SOAR Blueprint.*** To learn more about the SOAR Initiative, please visit [www.soar-ky.org](http://www.soar-ky.org).

**1. BROADBAND** - Increase the availability of affordable high-speed broadband, through fiber, to businesses and residents; and increase adoption rates throughout the SOAR region: ***1) On-Line Business; 2) Website Design; 3) Technology's role in conducting business, past and present.***

**2. 21<sup>st</sup> CENTURY WORKFORCE** - Develop our regional workforce to be competitive in the digital economy and other emerging industries: ***1) Career exploration relative to various community jobs and needs; 2) Jobs and careers involved with the economic development process; 3) Various types of jobs created by economic development projects.***

**3. ENTREPRENEURSHIP IN THE DIGITAL ECONOMY** - To create more and expand existing small businesses within the region by taking full advantage of the digital economy: ***1) What is an Entrepreneur; 2) Traits of an Entrepreneur; 3) Entrepreneurship Types – a) Innovation Driven Enterprise; b) Small and Medium Enterprise; 4) Identify local Entrepreneurs; 5) Economics; 6) Marketing; 7) Profits/Loss; 8) Small Business/Start Ups; 9) Create a “Class Business”; 10) Prototypes; 11) Explore brownfields/greyfields/greenfields/previously mined sites, as possible sites for new business location; 12) Develop new use for coal.***

**4. HEALTHY COMMUNITIES** - To reduce the physical and economic impact of obesity, diabetes, and substance use disorder: ***1) Create an App that promotes healthy living; 2) Educational program; 3) Medical innovations.***

**5. INDUSTRIAL DEVELOPMENT** - Increase the amount of industrial employment which includes manufacturing, natural resources, processing, and distribution by expanding existing companies and attracting new ones: ***1) Products & Services; 2) Budgeting & Finance; 3) Differences between Needs & Wants; 4) Relationship between Supply & Demand; 5) How to recruit business; 6) How to retain business; 7) Create a future city showing a well balanced offering of businesses meeting the community wants/needs; 8) Coal Camps – revitalize, repurpose, restore.***

**6. REGIONAL FOOD SYSTEMS** - Create a local foods movement by connecting local producers to markets for their products both within and outside the region: ***1) How to grow plants through traditional methods (School Gardening); 2) Vermiculture – Worm Farming; 3) Composting; 4) Seed Production; 5) Soil quality; 6) Mushroom farming; 7) Pollinators; 8) Aquaponics, hydroponics, aquaculture; 9) Herbs; 10) Fruit orchards; 11) Vineyards; 12) Where does our food come from.***

**7. TOURISM and DOWNTOWN REVITALIZATION** - Establish Kentucky's Appalachian region as a tourism destination: ***1) Adventure tourism; Cultural appropriation vs. cultural appreciation – a) Food; b) Coal; c) Quilting; d) Folk Art; e) Music; f) Stories.***

# GUIDELINES FOR ART PROJECTS

Art projects can take a variety of forms as described below, but should include elements of social or economic development in the Eastern Kentucky region either in the work itself or how the student artist proposes to use it to promote a social or economic opportunity in the area.

## CLASSIFICATION OF ENTRIES:

### Two-dimensional Classification.

- Oil paintings, acrylic and all newly developed plastic paints
- Watercolor painting (transparent or opaque tempera, gauche, or casein). Must be matted in white, off-white, gray, or black.
- Drawings rendered in pencil, ink, charcoal, pastel, or crayon. Must be matted in white, off-white, gray, or black.
- Photography must be composed, photographed, and developed or printed by the student. Must be matted in white, off-white, gray, or black.
- Printmaking (any form of creative print). Must be matted in white, off-white, gray, or black.
- Other media, including: graphic designs, calligraphy, mixed media, or collage (materials not to project more than a quarter of an inch from the surface of the work)
- Fiber or fabric art (batik, printed or dyed textiles, etc.)

### Three-dimensional Classification:

- Ceramics, including: bowls, vases, bottles made from clay and kiln-fired, glazed or unglazed, stressing originality. May be wheel thrown and hand built.
- Sculpture and other 3-D works, including: modeled, carved, cast or assembled, in the round or relief, jewelry, and objects or wood, leather, papier mache, etc.
- Fiber or fabric art, weaving, stitchery and hooking

## GUIDELINES FOR SUBMITTING ENTRIES:

1. All paintings, drawings, prints and other works on paper must be matted or mounted securely. (*Exceptions: oil and acrylic paintings on stretched canvas, canvas board, or poster board.*) **Mats must be white, off-white, gray, or black.** (Stretch canvas works may have standard lattice strip framing).
2. **Projects cannot exceed 36" in any direction including the matting for two-dimensional exhibits or the base of three-dimensional exhibits.** (*Exception: Quilts will not be restricted to size.*)
3. **For photography, prints must be enlarged to at least 5 x 6 inches. Each must be on white, off-white, gray, or black mat or mount.**

NOTE: CEDAR assumes no responsibility for loss, damage, or breakage. In a project of this scope, entrants who submit breakable objects should understand that they do so at their own risk.

**Projects that do not meet all guideline limitations will not be considered for the awards program.  
(Guideline limitations are shown in bold print.)**

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## STUDENT FAIR AWARDS PROGRAM

1. JUDGING WILL BE DIVIDED INTO THREE GRADE LEVELS:  
**KINDERGARTEN - FOURTH GRADES**  
**FIFTH - EIGHTH GRADES**  
**NINTH - TWELFTH GRADES**
  
2. JUDGING WILL BE PERFORMED IN EACH OF THE FOLLOWING SEVEN ENTRY CATEGORIES:  
**SCIENCE**  
**MATH**  
**ENGLISH/LITERATURE**  
**ART**  
**MUSIC**  
**TECHNOLOGY/MULTIMEDIA**  
**SOCIAL STUDIES**
  
3. EACH GRADE LEVEL WILL HAVE A FIRST, SECOND, AND THIRD PLACE WINNER IN EACH OF THE SEVEN CATEGORIES.
  
4. EACH WINNER WILL RECEIVE A CASH AWARD BASED ON THE AVERAGE PERCENT OF TOTAL POINTS EARNED VERSUS TOTAL POINTS POSSIBLE ON THE CURRENT SCORING SYSTEM. AWARDS WILL BE BASED ON THE FOLLOWING:  

<b>FIRST PLACE:</b>	<b>\$1.00 per point</b>
<b>SECOND PLACE:</b>	<b>\$0.75 per point</b>
<b>THIRD PLACE:</b>	<b>\$0.50 per point</b>
  
5. ALL FIRST-PLACE CATEGORY WINNERS IN EACH OF THE THREE GRADE LEVELS WILL BE GROUPED TOGETHER AND JUDGED TO DETERMINE THE OVERALL FIRST, SECOND, AND THIRD PLACE WINNERS FOR EACH OF THE THREE GRADE LEVELS.
  
6. PRIZES FOR OVERALL GRADE-LEVEL WINNERS WILL BE BASED ON THE AVERAGE PERCENT OF TOTAL POINTS EARNED VERSUS TOTAL POINTS POSSIBLE ON THE CURRENT SCORING SYSTEM:  

<b>FIRST PLACE:</b>	<b>\$3.00 per point</b>
<b>SECOND PLACE:</b>	<b>\$2.00 per point</b>
<b>THIRD PLACE:</b>	<b>\$1.00 per point</b>
  
7. A GRAND PRIZE, AWARDED TO THE STUDENT HAVING THE SINGLE BEST PROJECT IN THE REGIONAL FWA STUDENT FAIR, WILL BE A **\$1,000 CASH AWARD**.

IF THE GRAND PRIZE IS AWARDED TO A TEAM, THE \$1,000 CASH AWARD WILL BE IN THE NAME OF THE TEAM CAPTAIN WHO WILL BE RESPONSIBLE FOR DIVIDING IT WITH THE TEAM MEMBERS.

# ART SCORING SHEET

PROJECT NO.

	<u>Points Available</u>	<u>Points Awarded</u>
RELEVANCE TO INNOVATION AND SOCIAL OR ECONOMIC DEVELOPMENT	25	_____
CREATIVITY	15	_____
ORIGINALITY	25	_____
USE OF MEDIUM	15	_____
APPEARANCE	15	_____
AGE/GRADE LEVEL APPROPRIATE	5	_____
<b>TOTAL POINTS AWARDED</b>		_____

NOTES:

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