

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. 21st CENTURY WORKFORCE
3. ENTREPRENEURSHIP IN THE DIGITAL ECONOMY
4. HEALTHY COMMUNITIES
5. INDUSTRIAL DEVELOPMENT
6. REGIONAL FOOD SYSTEMS
7. TOURISM and DOWNTOWN REVITALIZATION

CEDAR, Inc.
FUTURE of WORK in APPALACHIA

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.

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. 21st 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.***

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:

FIRST PLACE:	\$1.00 per point
SECOND PLACE:	\$0.75 per point
THIRD PLACE:	\$0.50 per point

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:

FIRST PLACE:	\$3.00 per point
SECOND PLACE:	\$2.00 per point
THIRD PLACE:	\$1.00 per point

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.

----- GUIDELINES FOR TECHNOLOGY/MULTIMEDIA PROJECTS -----

Multimedia is the use of computers to present a **minimum** of two of the following forms of media: text, graphics, video, animation, and/or sound in an integrated, interactive way. The content for this category should include work from one or more of the following areas:

- Current Social and/or Economic Development projects in the area and their impact on the region
- Website Design
- Relationship between *Supply and Demand*
- Development of an Online Business
- Relation between our region's topography and social or economic development, past and present
- Resources in the area and their effect on social or economic development, past and present
- Computer aided, assisted, or controlled technology in social and/or economic development
- Prototype Development
- A topic of your choosing that would have significant relevance to social and/or economic opportunity

Technology/Multimedia Projects may include, but are not limited to the following listed suggestions as they relate to social and/or economic development:

- Video Productions
- Computer Programs
- Computer-generated Simulations (video graphics models)
- Computer-oriented Problem-solving Analysis
- Robotics, Hydraulics, or Pneumatics

Specifics for Certain Projects:

Length of Entry: Video Production

MAXIMUM	K-4	5-8	9-12
		5 minutes	8 minutes

- A. VIDEO PRODUCTIONS may be in black and white or color finish: edited or "documentary" type production style. Acceptable formats are video file, image file and/or pdf documentation. **Projects involving ROBOTICS must include a demonstration of the exhibit in digital or video format.**
- B. COMPUTER PROGRAMS may include any of the following:
- Computer Simulations—Computer graphics or 3-D images. Animation is suggested.
 - Computer-Oriented Problem-solving Analysis.
- C. **If a model is part of the project, it cannot exceed 36" in any direction, including the base or other components.**
- D. Each Technology/Multimedia Project must include a **written description or explanation.**
Double-spaced and formatted for 8½" x 11" paper
- | | | | |
|-----------------------------|-------------------|-------------------|--------------------|
| Length Requirements: | <u>K-4</u> | <u>5-8</u> | <u>9-12</u> |
| | 1-2 pages | 2-3 pages | 3-4 pages |

This explanation is to communicate the concepts and ideas of the project clearly and explain how and/or why the student used a technology or a multimedia format as a tool to present, investigate, or validate his/her research. Please observe all copyright laws. The written description should be in a clear-front presentation binder.

NOTE: CEDAR is not responsible for unlicensed use of copyright material.

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

TECHNOLOGY/MULTIMEDIA SCORING SHEET

PROJECT NO.

	<u>Points Available</u>	<u>Points Awarded</u>
RELEVANCE TO INNOVATION AND SOCIAL OR ECONOMIC DEVELOPMENT	20	_____
CREATIVITY Project shows originality, creativity, professionalism Each aspect of project supports the theme	25	_____
STUDENT UNDERSTANDING Research is relevant and reliable Variety of resources Focus, depth of understanding of medium used	25	_____
APPEARANCE Neat and well organized Project is well stated and a conclusion is reached Data arranged coherently Quality of computer program	15	_____
ORGANIZATION Purpose, format appropriate Use of data Within time limit	15	_____
TOTAL POINTS AWARDED		_____

NOTES:
