

BISHOP GRIMES INVITATIONAL ACADEMIC GAMES – EVENTS DESCRIPTIONS

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

Dates to remember:

3/27/15 Student Applications due at your school
3/27/15 Entries for Drawing/Painting, Essays and Religion due at your school
4/25/15 Academic Games at Bishop Grimes 8:00am – 2:00pm

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.

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. Test material is based on the New York State and Diocesan curriculum.

ESSAY

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

- “Family Traditions”
- “How I Help Others”
- “What School Means to Me”
- “Someone Who Means A Lot to Me”

Using a computer or their best penmanship as well as their best spelling and grammar, students in grades 1-3 will write 1-2 paragraphs and students in grades 4-6 will write 2-4 paragraphs. **The essay should include a cover sheet indicating the essay’s title and student’s grade level. The student’s name and school should be legibly printed on the back of the essay.** Entries are due to your child’s teacher no later than Friday, March 27th. *Please do not put essays in report covers or folders.* All essays will be displayed at the Academic Games and may be picked up at the conclusion of the games. Those essays that are not picked up on the day of the Academic Games will be returned to each student’s school.

MUSIC

This competition is open students in grades K-6 and can be either a vocal or instrumental selection. Participants will perform before a judge. The musical selection must not exceed 5 minutes. The selection of music must be approved by the student’s school music teacher. **Complete the music application form and submit with your registration.** No accompaniments are permitted. Parents and family members are not allowed in the room while the student is performing. Students do not need to have their selection memorized.

SCIENCE

The Science Competition is open to students in grades K-6. The competition for students will consist of a science project and an oral presentation. Students participating in this event are required to bring their project to the Science Competition. The oral presentation must **not** exceed five minutes. **Students will be in the room with the judge one at a time.**

RELIGION

Students in grades K-6 are welcome to compete in the Religion event and may either create a poster or create cards using the following guidelines:

Service Poster – create a poster on 18x24 poster board that describes a community service project the student has been involved in. The poster should detail:

- what the service is;
- where the service is being done;
- who/how many people it benefits;
- the amount of time the student has spent on the service; and
- any illustrations, photos, etc. the student wishes to include.

Please write your name, grade and school on the back of the poster. Entries are due to your child's classroom teacher no later than Friday, March 27th. All essays will be displayed at the Academic Games and may be picked up at the games or will be returned to each student's school.

Set of 3 Cards – create three 5x7 (or smaller) cards by hand or with the assistance of a computer. The student should make one card for each of the following categories: Get Well, Thank You to our Servicemen and Women, and Thinking of You (for senior citizens). Do not include any personal information on the cards (No names, addresses, etc). Please put all three cards into one large envelope with the student's name, grade and school on the front. Entries are due to your child's classroom teacher no later than Friday, March 27th. All cards will be sent to appropriate recipients. **Cards will NOT be returned.**

ORATORY

The oratory competition 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 one to three minutes in length. Grades 2-6 will memorize or read their selections of 2-4 minutes. Contestants will be judged on factors such as interpretation, choice of material, poise, diction, and effectiveness. Participants will read or recite before a judge without parents/family members in the judging room.

ART

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 11x14 paper.** Contestants may use one or any combination of the following media: pencils, crayons, markers, watercolors, pastels, tempera paint or

finger-paint. *Please do not frame or mat entry.* On 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 word "Art"

Entries are due to your child's teacher no later than Friday, March 27th. All entries will be displayed at the Academic Games and maybe picked up at the conclusion of the games or will be returned to each child's school.

LEGO Robotics Competition

Students in grades 4-6 are invited to participate in a Lego Robotics competition. The students will compete in heats, by grade level, to determine whose Robotic Dragster can drive the 25 foot track the fastest! The rules for construction are as follows:

1. All dragsters must be robotic. No push vehicles are allowed.
2. All dragsters must be constructed entirely from Lego elements, with no modified elements.
3. The dragster must be child safe. (No parts that shoot off.)
4. You will receive 3 points for a win, 1 point for tie, 0 points for a loss.
5. Entrants are allowed to modify their dragster between runs if they feel that they have enough time.
6. The track will be a straight, flat course that is 25 feet in length.
7. All the dragsters must travel along the ground for the entirety of their transit.
8. The whole of the dragster must start behind the start line. No part of the dragster or any launch mechanism is permitted beyond the start line.
9. The dragster must be self-powered and carry its power source with it.
10. Once placed behind the starting line, the dragster can only be "triggered" by the operator (the start button hit). It cannot be pushed, pulled, or propelled in any other way by the operator.
11. There are no size or weight constraints, but it must fit on your side of the track (about 3 feet wide).
12. Up to two students may work together on a Lego Dragster Robot car, please note group member names on the registration.
13. Robots must stay on the track and not cause any disruption to an opposing team's robot.