

STEM Summit Competitions – DUE April 20, 2009

Marketing Competition

Aim: Develop an innovative approach to increase the interest of middle school students in math and science at your school. This may include motivation to take more math and science in high school, to go into a math/science career or math/science teaching career, or to increase student achievement in math and science.

Rules: Must provide actual evidence, either digital photography or actual items, of the marketing strategy.

Video Competition

Aim: Develop a video designed to increase student interest in any aspect of math and science, including getting more students to take 4 years of math and science in high school or to enter a math/science career, including teaching.

Rules: Video must be one minute or less in length & be submitted on a DVD.

Math-Science After School Competition

Aim: Develop an innovative approach to increase the interest of middle school students in math and science through involvement in an “out of school” endeavor. This may take many possible forms.

Rules: Must provide a full description of the endeavor as well as evidence of student involvement by data collection as specified on the “After School Competition” entry form

Submission of Entries:

All entries must be submitted in an electronic format by sending a CD/DVD to Dr. Lyn Countryman, IMSC, 153D McCollum Hall, UNI, Cedar Falls, IA 50613.

The submission form must be completed and must accompany the entry. The form is attached may also be found at www.imsc.com.

Schools may submit multiple entries and may enter all 3 categories of competition, but are eligible to win only one prize.

Entries must be **original and created solely by students** in the entry school. This may be a group effort. All submissions (i.e., written, video, pictures, sound/music recording must follow the copyright guidelines.

“Educational use guidelines” are not applicable. Please use the more stringent copyright guidelines.)

All submissions for the above competitions are due by April 20, 2009.

Winner Selection

Winners will be selected by a select group of teachers, business leaders and middle school and high school students. Winners will be formally contacted by Dr. Lyn Countryman

Prizes

Prizes will be awarded to each student on the winning team up to five students maximum. First prizes (I pod nano), second prize (Ipod shuffle) and third place prizes (itunes \$25 gift card) will be awarded in each category. In addition, the winning school in the video competition will receive a digital video camera to be used in the science/mathematics departments. 1 Winning teacher for each team can select from an ipod Touch, a TI-INSPIRE graphing calculator, or a Vernier LABQUEST.