

The Academic Booster Club
History Fair 2010
Entrant's Handbook
Saturday, March 27, 2010
Nutley High School gym



Introduction

Congratulations for choosing to participate in the Academic Booster Club's History Fair. In working on and presenting your History Fair project, you will develop a deeper appreciation of history by helping to bring history to life and sharing your knowledge and creativity with parents, teachers, and classmates. You will be competing for recognition, and first-, second-, and third-prize winners at each grade level will be honored at an awards ceremony in April or May.

Thank you for making history come alive here in Nutley!

Program Overview

Read through this booklet before you begin work on your entry. If you have any questions, please contact John Halligan at jhalligan@gtanalytics.com.

As always, the History Fair will also feature many fun, interactive historical performances, crafts and exhibits for you and your entire family to enjoy. These hands-on activities will help transport you back in time.

Prohibited Materials

Potentially dangerous items are prohibited. Such items will be confiscated by contest officials and returned to the entrant's parents after the contest is finished. Also, no highly allergenic items such as peanuts or latex may be used.

Arrival and Judging Times

All students must arrive at NHS gym between 8:45 and 9:30am to set up their projects. You are then welcome to stay and enjoy the other fun, hands-on-learning history activities that will be offered throughout the day. You must return to your project at the times below in order to speak to the judges. **If you are not at your project at the appropriate time to speak to the judges, you may forfeit your opportunity to be judged and potentially win a trophy.**

Judging Times:

Kindergarten & 1 st Grade:	9:30am
2 nd & 3 rd Grades:	10:30am
4 th Grade:	11:30am
5 th & 6 th Grades:	12:30pm

NEW THIS YEAR: In order to eliminate the waiting time between judging sessions, students will be judged by two sets of judges **consecutively**. Students must remain with their project until they've spoken with both sets of judges.

We hope that every participant enjoys the process of conceiving and building his or her project, as well as the experience of presenting it to the judges. Every child who participates in events such as these learns valuable life skills such as public speaking, independence, and creative thinking. We would like to thank parents for their guidance. Your child couldn't have participated without your support.

We believe strongly that every child who participates is a winner!

Contest Categories

Exhibit: Display should be no larger than 3 ft wide and 3 ft deep.

Performance: 10-minute maximum.

Poster or Photographic Display: Grades K-3 only; no more than 3 ft wide and 3 ft deep.

Multimedia (audio, video, etc.): 10-minute maximum. Note: We don't have equipment to play DVDs. We suggest that you bring your own DVD player or laptop.

Judging Structure

Judging teams will consist of three to four judges each. Two judging teams will evaluate each project, giving each child or group two opportunities to speak to the judges.

Please try to stay at the fair until winners are announced for your grade and leave your project set up for as long as possible after judging to allow others to enjoy it. You may return at the end of the fair to pick it up. Plan to spend time enjoying the fair's other events before and after you are judged. The judging process has been streamlined and you can expect timely results.

Judging Criteria

Please remember to name your project for judging purposes. You will be given an index card when you sign in at the door for your name and the name of your project. Use the questions below to help prepare you for the judges' questions. Please note that criteria for judging will be used in an age-appropriate manner.

Each project will be judged as follows:

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|------------------------------|-----|
| 1) Understanding and Clarity | 30% |
| 2) Historical Content | 30% |
| 3) Creativity | 30% |
| 4) Technical Skill | 10% |

Each of these categories will be evaluated on a scale of 1 to 10.

1) Understanding and Clarity 30%

The project should tell a comprehensible but concise story and reflect the student's work and abilities.

- Does it explain what was learned about the topic?
- Does it represent real study and effort?
- Does it exhibit a familiarity with the topic?
- Does the exhibit show a use of the student's own ideas in planning and developing?
- Was the majority of the work done by the student?

2) Historical Content 30%

The project should reflect a historical event or era or follow a trend, person, institution or subject over time, and communicate its significance.

- Does it give sufficient historical information and background?
- Does it help us understand why the subject was important in its historical period and is significant to us today? If the project focuses on a trend, person, institution or subject over time, does it explain the effect of the subject or trend on society throughout various time periods?

3) Creativity 30%

The project should be engaging and original.

- How original are the project's subject and execution? Is it visually appealing? If the project is a dramatic presentation, does it elicit an emotional reaction from the viewer?

4) Technical Skill 10%

The project should be executed neatly and proficiently; however, parents should not be overly concerned if a child's handwriting is not perfect. Judges prefer to see that the child did the project him-/herself rather than having the project appear as if a parent did it for him/her.

- If a display, is it neat and well designed? Are labels large and easy to read?
- If a dramatic presentation, is it well organized and acted out in a clear, comprehensible manner?
- If a media presentation, does it make good use of the medium?