

# MINNESOTA STATE FAIR

Aug. 24-Sept. 4, 2017

## K-12 Competition

Superintendent..... Florence Newton, Mendota Heights, MN  
Assistant Superintendent, Individual Exhibits..... Andrea Johnson, Maplewood, MN  
Assistant Superintendent, Technology Exhibits..... Sharon Manninen, Eagan, MN  
Education Building Operations..... Dave Seaberg, Roseville, MN  
Board Member..... Joe Fox, North St. Paul, MN

### K-12 Competition Rules

1. **ENTRIES.** Opens Monday, May 1. Entries closes for all K-12 exhibits Tuesday, Aug. 8 at 4:30 p.m. No exceptions.
  - A. **ONLINE REGISTRATION for INDIVIDUALS and FAMILIES.** All entries MUST be registered. Entries close at 4:30 p.m., Tuesday, Aug. 8. No entries will be accepted after closing date. Errors or omissions must be registered within 10 days after the fair closes. No entry required.
    1. Refer to the Online Entry Procedures for detailed information and entry procedures. Visit the Minnesota State Fair website at [www.mnstatefair.org/competition/edu.html](http://www.mnstatefair.org/competition/edu.html) to being the registration process.
    2. Entry forms and exhibit identification tags will be completed electronically and available when your article(s) are delivered.
    3. Print a copy of your registration, a confirmation will be sent to your email within 24 hours Exhibitors must bring their registration confirmation during specified drop off dates and times for verification purposes only.
    4. Please be sure to add a description to each entry registered, it is extremely helpful during return of exhibits.
  - B. **ONLINE REGISTRATION for TEACHERS submitting multiple STUDENTS.** All entries MUST be registered. Entries close at 4:30 p.m., Tuesday, Aug. 8. No entries will be accepted after closing date. Errors or omissions must be registered within 10 days after the fair closes. No entry required.
    1. Refer to the Online Entry Procedures for detailed information and entry procedures. Visit the Minnesota State Fair website at [www.mnstatefair.org/competition/edu.html](http://www.mnstatefair.org/competition/edu.html) to being the registration process.
    2. Entries registered prior to August 1 will be sent to the address provided during the registration process or will be available when your articles are delivered. Entry forms will not be sent to exhibitors.
    3. Enter the name of your school carefully, use the school's full name, do not abbreviate. What you enter during the registration process will be displayed when the results are posted as well as on the entry tags.
    4. When entering items made as a school project, teachers are only allowed to submit five (5) per class/grade.
    5. You must complete registration by confirming registration for each student entered under your account, you will receive a separate email for each student and a list of entries they registered.
  - C. **MAIL-IN REGISTRATION.** ALL entries must be registered. Must be in our hands (not postmarked) by 4:30 p.m. Tuesday, Aug. 8. No entries will be accepted after closing date.
    1. On an 8 1/2" x 11" sheet of paper. Must include 1) first name, last name, address, and phone number; 2) list class number(s) and a description of entry for each exhibit. Student name MUST be on project.
    2. Mail to: Competition Department - c/o: K-12 Competition, Minnesota State Fair, 1264 Snelling Ave. N., St. Paul, MN 55108.
    3. You will receive a paper confirmation or your entries via USPS if sent prior to Aug. 1.
  - D. **THERE WILL BE NO REGISTRATION DURING DELIVERY DATES.** Exhibitors will NOT be allowed to walk-up with entries that have not been registered prior to delivery date. NO WALK-IN ENTRIES.

2. **SPECIAL EDUCATION ENTRIES.** For students that are enrolled in Special Education classes, and would like to be judged against like entries please enter your items in the SE category.
  - A. **Individual Special Education Class 1\_\_ SE\_\_:** Use the same division letter and class number as the grade level. For example, a 7th grade special education student entering in Reports, would be listed as 1CSE731 on the entry tag.
  - B. **Technology Special Education Class 2\_\_ SE\_\_:** Use the same division letter and class number as the grade level. For example, a 9th grade special education student entering in Electricity: wiring, would be listed as 2CSE16 on the entry tag.
  
3. **INDIVIDUAL EXHIBIT REQUIREMENTS.** Following rules apply ONLY to divisions: 1A-1D and 1ASE-1DSE. ALL photography and computer graphics projects in grade 4 and above must be entered in Technology Exhibits.
  - A. **ELIGIBILITY.** Entries will be accepted from students of Minnesota schools: grades K-12. Grade classification is for year just completed. Children who have not yet completed Kindergarten are ineligible. Special Education entries will be accepted from ages 6-12.
  - B. **ENTRY LIMIT.** Entries must be limited to one (1) item per student in any one class. Exception: Division D classes 1002-1018, 1025; 1102-1118, 1125; 1202-1218, 1225; where students may enter two (2) items. Items which do not fit categories will not be judged. Pre-fabricated materials (Legos™, building blocks, etc.) are not permitted in any of the individual categories.
  - C. **JUDGING CRITERIA.** All work must be original and have been made within the past year. Entries will be judged on creativity, color, design, originality, quality and workmanship.
  - D. **TEACHERS** should act as first judge and enter only those that are worthy of the merit. No more than five (5) exhibits per grade/class from a teacher.
  - E. **ENTRY PREPARATION.**
    1. All items smaller than 5" x 7" should be suitably mounted to prevent loss (i.e. jewelry, small weavings).
    2. All submissions must be completed projects (i.e. paint must be dry, no missing parts).
    3. **All entries must be marked with grade just completed.**
    4. **Attaching tags:** when attaching tags to registered items please use clear tape and attach to the upper corners that cover the least amount of artwork.
  - F. **FRAMING.** Ensure hanging hardware is secure and strong enough to hold the frame. Framed pictures must have the necessary hardware: picture wire or hanger hardware attached so the artwork may be hung from a metal hook. \*\*Picture hanging directions differ from Individual Exhibits to Technology Exhibits. Be sure to check appropriate directions for entry.
    1. Install hanger wire with proper orientation - horizontal vs. vertical according to the way the artwork is to be displayed.
    2. BACK of frame: Include: students name, exhibitor number, class number, and title of picture.
    3. Charcoal drawings should be submitted with a frame, as a protective covering.
  - G. **DESCRIPTIONS.** A brief description must be added during registration, or during exhibit delivery for identification purposes, this is extremely helpful during exhibit return (i.e. clay turtle- green and pink shell).
  - H. **GROUP PROJECTS.** Must be entered under only one (1) name/exhibitor. You must choose who to register the item under, choose only one exhibitor.
  - I. **ACCEPTANCE OF EXHIBIT** does not ensure display of the exhibit due to limitation of space. All grand prize, first place, second place, third place and honorable mention items will be displayed.
  - J. **PREMIUMS and AWARDS.**
    1. **CLASS AWARDS.** First through third place in each class will receive ribbons and premiums. Honorable Mention ribbons may be awarded at the judge's discretion. Judges reserve the right NOT to award all places in a class.
    2. **GRAND PRIZES.** Judges reserve the right to award a grand prize ribbon in any class with a particularly outstanding entry, with a maximum of two per grade. Written entries submitted in classes ending in 31, 32, 33, 34, 38, or 39 will be judged separately allowing for two additional grand prize awards.
  
4. **TECHNOLOGY EXHIBIT REQUIREMENTS.** Following rules apply ONLY to divisions: 2A-2G and 2ASE-2GSE.
  - A. **ELIGIBILITY.** Entries will be accepted from students enrolled in Technology Education classes in any Minnesota school. Post-high school and vocational classes are not eligible. Exception: exhibits in photography (classes 8-13) DO NOT need to be enrolled in a technology education class to enter.

- B. **ENTRY LIMIT.** Entries must be limited to one (1) item per student in any one class. Acceptance of an exhibit does not ensure display of exhibit due to the limitation of space.
- C. **JUDGING CRITERIA.** Competent impartial judges will use the following general criteria for evaluating each entry.
1. Simplicity - Simple and direct solution to a problem.
  2. Honesty - Utilizing the maximum characteristics of the materials.
  3. Originality - Creative and logical solution to a problem
  4. Workmanship - Obvious excellence at student's level.
  5. Function - Clearly defined usefulness.
  6. Structure - Reflects good engineering practices.
- D. **TEACHERS** must act as the first judge and enter only those that are worthy of the merit. Instructors teaching multiple classes of the same subject matter may enter up to five items per division/class (i.e. teaching three 7th grade classes of Game Design could enter a total of 15 in that grade/class).
- E. **ENTRY PREPARATION.** See category descriptions
1. All items smaller than 5" x 7" should be suitably mounted to prevent loss.
  2. Fragile items should be protected by a display case or box.
  3. Metal items which may rust should be coated with oil or lacquer.
  4. All digital artwork and graphic communication items must be mounted on poster board no larger than 11"x14". Entry should consist of a single piece of work done by an individual student. Items which are printed on more than one side must be mounted to show all sides up. In addition to the mechanical perfection of a specimen, considerable thought should be given to it's design, selection of materials, overall artistic effect to be obtained, and a suitability of specimen for intended purpose.
  5. **All entries must be marked with grade just completed.**
  6. **Attaching tags:** when attaching tags to exhibits please use clear tape and attach to the upper corners that cover the least amount of work.
- F. **NO FRAMED PHOTOS/ARTWORK ACCEPTED.** Projects in classes 8-13 must be either 5"x7", 8"x10", or 11"x14", and mounted securely on a piece of suitable mat board.
- G. **IDENTIFICATION.** A strip of making tape shall be placed securely and neatly on the item to be entered and shall be clearly identifiable, containing the following information: student name, school, teacher/instructor's name, grade, city.
- H. **DESCRIPTIONS.** A brief description must be added during registration or during exhibit delivery for identification purposes. This is extremely helpful during exhibit return (i.e. photography - 5"x7' deer in grass)
- I. **GROUP PROJECTS.** Must be entered under only one (1) students name/exhibitor. Choose who to register the item under prior to registration. Solar boats and high mileage vehicles should be entered under Class 28 - Group projects. Exhibitors may be asked to participated in the parade during the fair. If you would like to participate please talk to one of the staff when you bring in our vehicle.
- J. **ACCEPTANCE OF EXHIBIT** does not ensure display of the exhibit due to limitation of space. All grand prize, first place, second place, third place and honorable mention exhibits will be displayed.
- K. **PREMIUMS and AWARDS.**
1. **CLASS AWARDS.** First through fifth place in each class will receive ribbons and premiums. Honorable Mention ribbons may be awarded at the judge's discretion. Judges reserve the right NOT to award all places in a class.
  2. **SWEEPSTAKES.** Judges will award one sweepstakes ribbon per division (A-G).
5. **ROBOTICS COMPETITION.** If you enter in classes 18 or 21 in Technology Exhibits and are interested in participating in the Robotics Competition during the fair please contact Sharon Manninen directly at (651) 303-6008 as soon as possible. The competition is schedule each day of the fair at 10 a.m., noon, and 3 p.m. Sharon will schedule teams on a first come, first serve basis with only 33 available slots.
6. **DELIVERY OF EXHIBITS.** Entries in both Individual and Technology Exhibits will be accepted at the Education Building, 1372 Cosgrove Street, 10 a.m. to 7 p.m. Aug. 14 and 15
- A. All exhibits dropped off must have been registered through the online registration process or by in-person registration, prior to Aug. 8.
  - B. Please see the Map available on the K-12 Competition web page under Quick Links for proper onsite entry procedure.

- C. Exhibitors unable to bring exhibits to the Education Building during specified delivery dates and times may bring them to the Competition Office in the Admin Too Building, 312 Cosgrove Street, between the hours of 8 a.m. to 4:30 p.m., Monday-Friday. PRIOR to Aug. 14, Starting July 10.
- D. **DELIVERY BY MAIL.** Competitors who send exhibits by mail or express must send entries PRIOR to Aug. 8. Addressed to: Superintendent K-12 Competitions, Minnesota State Fair, 1265 Snelling Ave. N., St. Paul, MN 55108.
1. The sender's name and address must be plainly written upon the outside of the package and also placed upon a card inside.
  2. A LIST OF EXHIBITS BEING SENT MUST BE ENCLOSED WITH ITEM DESCRIPTIONS.
  3. All express and parcel post charges must be prepaid by the sender. No P.O. Box addresses will be accepted. Directions for return shipment should be given and money or check (made out to Minnesota State Fair) must be enclosed to cover cost of returning entries to exhibitor. **DO NOT SEND STAMPS.**
7. **JUDGING.** A staff of competent judges will be selected for each competitive division. Decisions of the judges will be final. Judges are instructed not to award premiums unless articles are deemed worthy of merit. If no competition exists and an article is not worthy of a first premium, the judge may award a lesser premium or NO premium at all, according to his or her judgment. All announcements of winners will be made through the Superintendent's office. The list of the names of winner in each class will also be available on the Minnesota State Fair website at [www.mnstatefair.org](http://www.mnstatefair.org) as they become available, beginning at 8 a.m. on the first day of the fair.
- A. **TECHNOLOGY EXHIBITS.** All entries will be classified by the local authorized person, however the Assistant Superintendent reserves the right to reclassify any item in the best interest of the student. Each class that has over 10 entries will be subdivided into groups of 10 alphabetically by last name.
8. **RETURN OF EXHIBITS.** Wednesday and Thursday, Sept. 6 & 7 from 10 a.m. to 7 p.m.
- A. No entries may be picked up prior to designated release dates and times.
  - B. **EXHIBITORS MUST PRESENT ENTRY FORM RECEIPTS FOR EXHIBITS.**
  - C. **NO EXHIBIT WILL BE RELEASED WITHOUT ENTRY FORM RECEIPT.**
  - D. Appointments for exhibit removal other than dates and times listed must be made through the Competition Department (651) 288-4417, after September 8, 2017.
  - E. All entries must be picked up by December 31, 2017 at 4:30 p.m. AFTER such date, the Fair reserves the right to destroy or dispose of non-claimed items at its discretion. Each person who enters an item at the fair does so on the condition and with the understanding that he or she forfeits any and all legal rights and claims to his or her entered items that is not picked up by the deadline described in this section.
9. **SPECIAL AWARDS - INDIVIDUAL EXHIBITS**
- A. **COMPAS** - an organization that strengthens people and communities in Minnesota by engaging them in creating art, will award \$20 and a rosette for first prize and \$10 and a rosette for second prize to two visual arts exhibitor from each of the following: Division 1A, 1B, 1C, 1D. Prize money will be awarded directly to the exhibitor from COMPAS.
10. **SPECIAL AWARDS - TECHNOLOGY EXHIBITS**
- A. **Minnesota Technology and Engineering Education Association (MTEEA)** is offering a \$300 scholarship to any category that emphasizes technology in its presentation or creation. The winner of this scholarship will be awarded the grand after completing one quarter of post secondary education. To qualify for this award, the student's instructor must be a member of MTEEA.
  - B. **Cummins Power Generation** will provide the awards for the Minnesota State Fair Robotics demonstrations.
  - C. **Rockler Companies (Rockler Woodworking and Hardware) Scholarship Grant** is offering one \$400 scholarships for outstanding craftsmanship and technology presentation in any of the woodworking categories. These scholarships will be available to any junior or senior who intends to pursue a post high school education at any college, vocational or trade school.

## Division 2A: Technology Education, Grades 4-6

### Premiums for Technology Education, Grades 4-6

Technology Education (unless otherwise listed)

\$7 \$6 \$5 \$4 \$3 \$0

Technology Education Sweepstakes

\$25

### Class Listing for Technology Education, Grades 4-6

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#### Grades 4-6

- 4 Computer graphics: composite and collage
  - 5 Computer graphics: original art/illustration/design
  - 8 Photography-people/portrait/candid/posed: black and white or color
  - 9 Photography-animal photography: black and white or color
  - 10 Photography-nature and outdoors: black and white or color
  - 11 Photography-landscape/cityscape: black and white or color
  - 12 Photography-altered/experimental: black and white or color
  - 13 Photography-photojournalism: black and white or color
  - 19 General plastics: clocks and other
  - 26 Cars: CO2 or compressed air
  - 27 Rocketry and flight
  - 29 Group projects: anything creative or interesting of technology
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- 40 Sweepstakes, Technology Education

## Division 2B: Technology Education, Grade 7

### Premiums for Technology Education, Grade 7

Technology Education (unless otherwise listed)

\$7 \$6 \$5 \$4 \$3 \$0

Technology Education (classes 21-22)

\$30 \$25 \$20 \$15 \$10 \$0

Technology Education Sweepstakes

\$25

### Class Listing for Technology Education, Grade 7

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#### Grade 7

- 1 Engineering/mechanical drafting: hand or CAD
  - 2 Architectural: hand or CAD/Architectural models
  - 3 Engineering/3D Modeling: printed model with plans
  - 4 Computer graphics: composite and collage
  - 5 Computer graphics: original art/illustrated design
  - 8 Photography-people/portrait: black and white or color
  - 9 Photography-animal photography: black and white or color
  - 10 Photography-nature and outdoors: black and white or color
  - 11 Photography-landscape/cityscape: black and white or color
  - 12 Photography-altered/experimental: black and white or color
  - 13 Photography-photojournalism: black and white or color
  - 14 Screen printing/sublimation: one color
  - 15 Screen printing/sublimation: multi-color
  - 16 Electricity: wiring
  - 17 Electronics: electronic buzzers, ringers, small robots (no legos)
  - 18 Robotics: electronics
  - 19 General plastics: clocks and other
  - 20 General metals: sheet/machining/welding
  - 21 Robotics: engineering/construction
  - 22 Woodworking: large furniture
  - 23 Woodworking: small furniture
  - 24 Woodworking: not furniture
  - 26 Cars: CO2 or compressed air
  - 27 Rocketry and flight
  - 28 Group projects: solar boat/supermileage
  - 29 Group projects: anything creative and interesting in tech-ed
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- 40 Sweepstakes, Technology Education

## Division 2C: Technology Education, Grade 8

### Premiums for Technology Education, Grade 8

Technology Education (unless otherwise listed)

\$7 \$6 \$5 \$4 \$3 \$0

Technology Education (classes 21-22)

\$30 \$25 \$20 \$15 \$10 \$0

Technology Education Sweepstakes

\$25

### Class Listing for Technology Education, Grade 8

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#### Grade 8

- 1 Engineering/mechanical drafting: hand or CAD
  - 2 Architectural: hand or CAD/Architectural models
  - 3 Engineering/3D Modeling: printed model with plans
  - 4 Computer graphics: composite and collage
  - 5 Computer graphics: original art/illustrated design
  - 8 Photography-people/portrait: black and white or color
  - 9 Photography-animal photography: black and white or color
  - 10 Photography-nature and outdoors: black and white or color
  - 11 Photography-landscape/cityscape: black and white or color
  - 12 Photography-altered/experimental: black and white or color
  - 13 Photography-photojournalism: black and white or color
  - 14 Screen printing/sublimation: one color
  - 15 Screen printing/sublimation: multi-color
  - 16 Electricity: wiring
  - 17 Electronics: electronic buzzers, ringers, small robots (no legos)
  - 18 Robotics: electronics
  - 19 General plastics: clocks and other
  - 20 General metals: sheet/machining/welding
  - 21 Robotics: engineering/construction
  - 22 Woodworking: large furniture
  - 23 Woodworking: small furniture
  - 24 Woodworking: not furniture
  - 26 Cars: CO2 or compressed air
  - 27 Rocketry and flight
  - 28 Group projects: solar boat/supermileage
  - 29 Group projects: anything creative and interesting in tech-ed
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- 40 Sweepstakes, Technology Education

## Division 2D: Technology Education, Grade 9

### Premiums for Technology Education, Grade 9

Technology Education (unless otherwise listed)

\$7 \$6 \$5 \$4 \$3 \$0

Technology Education (classes 21-22)

\$30 \$25 \$20 \$15 \$10 \$0

Technology Education Sweepstakes

\$25

### Class Listing for Technology Education, Grade 9

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#### Grade 9

- 1 Engineering/mechanical drafting: hand or CAD
  - 2 Architectural: hand or CAD/Architectural models
  - 3 Engineering/3D Modeling: printed model with plans
  - 4 Computer graphics: composite and collage
  - 5 Computer graphics: original art/illustrated design
  - 8 Photography-people/portrait: black and white or color
  - 9 Photography-animal photography: black and white or color
  - 10 Photography-nature and outdoors: black and white or color
  - 11 Photography-landscape/cityscape: black and white or color
  - 12 Photography-altered/experimental: black and white or color
  - 13 Photography-photojournalism: black and white or color
  - 14 Screen printing/sublimation: one color
  - 15 Screen printing/sublimation: multi-color
  - 16 Electricity: wiring
  - 17 Electronics: electronic buzzers, ringers, small robots (no legos)
  - 18 Robotics: electronics
  - 19 General plastics: clocks and other
  - 20 General metals: sheet/machining/welding
  - 21 Robotics: engineering/construction
  - 22 Woodworking: large furniture
  - 23 Woodworking: small furniture
  - 24 Woodworking: not furniture
  - 26 Cars: CO2 or compressed air
  - 27 Rocketry and flight
  - 28 Group projects: solar boat/supermileage
  - 29 Group projects: anything creative and interesting in tech-ed
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- 40 Sweepstakes, Technology Education



## Division 2E: Technology Education, Grade 10

### Premiums for Technology Education, Grade 10

Technology Education (unless otherwise listed)

\$7 \$6 \$5 \$4 \$3 \$0

Technology Education (classes 21-22)

\$30 \$25 \$20 \$15 \$10 \$0

Technology Education Sweepstakes

\$25

### Class Listing for Technology Education, Grade 10

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#### Grade 10

- 1 Engineering/mechanical drafting: hand or CAD
  - 2 Architectural: hand or CAD/Architectural models
  - 3 Engineering/3D Modeling: printed model with plans
  - 4 Computer graphics: composite and collage
  - 5 Computer graphics: original art/illustrated design
  - 8 Photography-people/portrait: black and white or color
  - 9 Photography-animal photography: black and white or color
  - 10 Photography-nature and outdoors: black and white or color
  - 11 Photography-landscape/cityscape: black and white or color
  - 12 Photography-altered/experimental: black and white or color
  - 13 Photography-photojournalism: black and white or color
  - 14 Screen printing/sublimation: one color
  - 15 Screen printing/sublimation: multi-color
  - 16 Electricity: wiring
  - 17 Electronics: electronic buzzers, ringers, small robots (no legos)
  - 18 Robotics: electronics
  - 19 General plastics: clocks and other
  - 20 General metals: sheet/machining/welding
  - 21 Robotics: engineering/construction
  - 22 Woodworking: large furniture
  - 23 Woodworking: small furniture
  - 24 Woodworking: not furniture
  - 25 Group projects: home displays
  - 26 Cars: CO2 or compressed air
  - 27 Rocketry and flight
  - 28 Group projects: solar boat/supermileage
  - 29 Group projects: anything creative and interesting in tech-ed
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- 40 Sweepstakes, Technology Education

## Division 2F: Technology Education, Grade 11

### Premiums for Technology Education, Grade 11

Technology Education (unless otherwise listed)

\$7 \$6 \$5 \$4 \$3 \$0

Technology Education (classes 21-22)

\$30 \$25 \$20 \$15 \$10 \$0

Technology Education Sweepstakes

\$25

### Class Listing for Technology Education, Grade 11

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#### Grade 11

- 1 Engineering/mechanical drafting: hand or CAD
  - 2 Architectural: hand or CAD/Architectural models
  - 3 Engineering/3D Modeling: printed model with plans
  - 4 Computer graphics: composite and collage
  - 5 Computer graphics: original art/illustrated design
  - 8 Photography-people/portrait: black and white or color
  - 9 Photography-animal photography: black and white or color
  - 10 Photography-nature and outdoors: black and white or color
  - 11 Photography-landscape/cityscape: black and white or color
  - 12 Photography-altered/experimental: black and white or color
  - 13 Photography-photojournalism: black and white or color
  - 14 Screen printing/sublimation: one color
  - 15 Screen printing/sublimation: multi-color
  - 16 Electricity: wiring
  - 17 Electronics: electronic buzzers, ringers, small robots (no legos)
  - 18 Robotics: electronics
  - 19 General plastics: clocks and other
  - 20 General metals: sheet/machining/welding
  - 21 Robotics: engineering/construction
  - 22 Woodworking: large furniture
  - 23 Woodworking: small furniture
  - 24 Woodworking: not furniture
  - 25 Group projects: home displays
  - 26 Cars: CO2 or compressed air
  - 27 Rocketry and flight
  - 28 Group projects: solar boat/supermileage
  - 29 Group projects: anything creative and interesting in tech-ed
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- 40 Sweepstakes, Technology Education

## Division 2G: Technology Education, Grade 12

### Premiums for Technology Education, Grade 12

Technology Education (unless otherwise listed)

\$7 \$6 \$5 \$4 \$3 \$0

Technology Education (classes 21-22)

\$30 \$25 \$20 \$15 \$10 \$0

Technology Education Sweepstakes

\$25

### Class Listing for Technology Education, Grade 12

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#### Grade 12

- 1 Engineering/mechanical drafting: hand or CAD
  - 2 Architectural: hand or CAD/Architectural models
  - 3 Engineering/3D Modeling: printed model with plans
  - 4 Computer graphics: composite and collage
  - 5 Computer graphics: original art/illustrated design
  - 8 Photography-people/portrait: black and white or color
  - 9 Photography-animal photography: black and white or color
  - 10 Photography-nature and outdoors: black and white or color
  - 11 Photography-landscape/cityscape: black and white or color
  - 12 Photography-altered/experimental: black and white or color
  - 13 Photography-photojournalism: black and white or color
  - 14 Screen printing/sublimation: one color
  - 15 Screen printing/sublimation: multi-color
  - 16 Electricity: wiring
  - 17 Electronics: electronic buzzers, ringers, small robots (no legos)
  - 18 Robotics: electronics
  - 19 General plastics: clocks and other
  - 20 General metals: sheet/machining/welding
  - 21 Robotics: engineering/construction
  - 22 Woodworking: large furniture
  - 23 Woodworking: small furniture
  - 24 Woodworking: not furniture
  - 25 Group projects: home displays
  - 26 Cars: CO2 or compressed air
  - 27 Rocketry and flight
  - 28 Group projects: solar boat/supermileage
  - 29 Group projects: anything creative and interesting in tech-ed
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- 40 Sweepstakes, Technology Education