

Tech Prep Showcase

General Information:

Only the first-place high school and college postsecondary winning team(s) of each career cluster may be entered in national competition.

Teams may choose to dress in costume appropriate to the project and display.

This year in Arizona, Three medals (one gold, one silver and one bronze) will be given for the top three teams in each of the six main career paths: Arts and Communication; Human Services; Industrial and Engineering Technology. (Note from the national technical committee: Rather than limiting the teams competing, it is our intent to use the paths to add more structure to the contest until it reaches the point where each of the 16 clusters can stand on its own.

TECH PREP SHOWCASE

PURPOSE

To encourage career technical students to promote their schools' career preparation program to their community and industry. They will develop a learning-based project that will benefit their school, industry or community with a focus on their career preparation. They will then develop a display to use in their community to explain the project, their studies and its benefits.

First, refer to General Regulations, Page 9.

CLOTHING REQUIREMENT

Contestants may wear SkillsUSA official attire for the occupational area of the demonstration. Official attire for men: Official red blazer or jacket, black dress slacks, white dress shirt, plain black tie with no pattern or SkillsUSA black tie from Midwest Trophy, black socks and black shoes.

Official attire for women: Official red blazer or jacket; black dress slacks or skirt with businesslike white, collarless blouse or white blouse with small, plain collar that may not extend onto the lapels of the blazer; black sheer or skin-tone hose and black shoes.

Note: Contestants must wear their official contest clothing to the contest orientation meeting. Teams will be judged in official attire at the contestant briefing. Teams may apply to the technical committee for permission to have one or more team members present in "costume." Permission requests must be in writing, must include a photo of the costume and must clearly state the reason for the request. The costume must be appropriate to the project and display: historical dress of the trade, special safety attire, employer's uniforms, etc.

To purchase official clothing, contact Midwest Trophy Manufacturing Co. Inc. by calling 800-324-5996 or order online at: www.mtmrecognition.com/skillsusa.

ELIGIBILITY

All students on the three-member team must be currently enrolled in a state-approved career and technical program. The Tech Prep program must be part of an organized chapter of SkillsUSA. Students must be current, active members of SkillsUSA. Only the first-place high school and college/postsecondary winning teams are eligible to participate.

EQUIPMENT AND MATERIALS

- Supplied by the technical contest committee:
 - One 8' wide by 8' deep space supplied with a 6' table (Chairs may be available)
 - One standard 120-volt electrical outlet. Teams must provide approved electrical extension cords
- Supplied by the contestants:
 - Project for display
 - One-page, typewritten resume
 - If needed, one three-prong, 20' electrical cord and power strip

DISPLAY REQUIREMENTS

- The display must fit within the assigned space, leaving room in the booth for the contestants to perform their demonstration.
- Displays may not entail hazardous or flammable materials.
- The national headquarters of Skills USA must be notified in advance if the display may include large equipment. Displays that generate excessive noise are discouraged and may be penalized.
- Local schools/consortia are responsible for all equipment to be used, including delivery and installation in the booth area. Teams must bring their own extension cords, power strips, tablecloths and all other needed supplies.
- All display components must fit through doors and up steps, as forklifts and carts are not usually available. It is the responsibility of the team, not the event organizers, to deliver all display components from the curb to the show floor.
- After the official contestant briefing by the Technical Committee, contestants will have approximately four hours to completely install their display. No access to the contest site is allowed before that time.

Advisors are encouraged to supervise their teams but are reminded that these are to be student displays. Students should expect to have no more than 30 minutes prior to judging the following day.

7. All displays must remain set up, manned by at least one student -team member, and open to the public from the beginning of the contest until the time of tear-down, which will be announced by the technical committee. Early tear-down or leaving the booth unmanned at any time prior to teardown may result in a penalty assessment.

SCOPE OF THE CONTEST

The student teams will use their course of study as the basis of a project that will benefit their class, school, community or industry. The project must highlight an aspect of their career cluster training. Upon completion of the project, the students will develop a display and use it within their community to explain their training and their project. This contest will judge mastery of their training, its application, project's benefit to their community and display and presentation techniques.

Knowledge Performance

This contest does not require a skill-related, written test.

Contest Guidelines

1. A team consisting of three students enrolled in the same recognized Tech Prep program must present the project; students may only be members of one team.
2. The project must be designed and constructed by students who were enrolled during the school year immediately preceding the National Leadership and Skills Conference.
3. Guidance by Tech Prep instructors, counselors, and career and academic teachers is encouraged.
4. Emphasis is placed on the project, the display and the presentations! demonstrations.
5. Panels of judges selected from business, labor, education and government will evaluate projects.

Project Requirements

- A. Time limit: Maximum time limit for a presentation/demonstration is eight minutes. Following the presentation, judges may ask questions. Following judging, judges may return to debrief teams on their presentation.
- B. Maximum size of the display area is 8,wide by 8, long. Display components may extend to 8' high within the hack 36" of the booth. None of the display can exceed 36" height in the front 51 of the booth (exception: machinery, tools, and furniture used in the presentation are exempt from the height restriction). Walls/side panels and additional tables, easels, etc. must not block the view into adjacent booths and must fit within the space limit. Projects exceeding these limits will be disqualified.
- C. Project Mobility: All projects must be self-contained. There will be no on-site technical support, Internet hookup or backup equipment. Each team must be able to maneuver the project into the contest area. For large projects, modular makeup is recommended.

Judging Criteria

Each project will be judged according to its own merits and compliance with the listed criteria, as well as competitively within each cluster and/or judging group. Participants should read the guidelines carefully and make sure the project presentation covers all the criteria.

- A. Knowledge Attained (ISO points): Students should, through written and oral presentations, demonstrate the achievement of core knowledge related to their Tech Prep cluster.
- B. Demonstration/Evidence of Technical Skill (150 points): Through demonstrations, photographs, products and other media, students should show evidence of technology skills appropriate for their Tech Prep level and Tech Prep cluster.
- C. Presentation Skills (200 points): Students should demonstrate appropriate mastery of skills in communication, answering questions and explaining processes related to their projects. Each student team member must take an active role in the presentation/demonstration. Use of technology for the presentation is encouraged.

- D. Integration of Business and Industry (150 points): The project must demonstrate evidence of integration and/or cooperation with business and industry. This must include at least one of the following:
1. Students' working in the industry
 2. Business and industry partners providing assistance and guidance at the school
 3. Application of the project to an industry setting
- E. Community Value (200 points), The project must reflect value to the community. related business field or related field of study as determined by the cluster.
- F. Overall Effect (150 points), Students project a businesslike and professional manner. Project and presentation are well organized; students display knowledge of, and enthusiasm for, the project and its contribution to the community, business or related field of study.
- G. Three medals (one gold, one silver and one bronze) will be given for the top three teams in each of the six main cluster areas (assuming scores are within the designated medal range) listed below.

CLUSTER AREAS

The project must be entered in its appropriate cluster category area. The technical committee may reassign a team to another cluster category at its sole discretion.

Arts and Communication

1. Arts, Audiovisual Technology and Communications
Designing, producing, exhibiting, performing, writing and publishing multimedia content, including visual and performing arts and design, journalism and entertainment services

Human Services

2. Government and Public Administration
Planning, managing and providing government legislative and administrative and regulatory services and related general purpose government services at the federal, state, and local

3. Law, Public Safety and Security
Planning, managing and providing judicial, legal and protective services, including professional and technical support services in the fire protection and criminal justice systems
4. Education and Training Services
Planning, managing and providing education and training services and related learning support services including assessment and library and information services
5. Human Services
Planning, managing and providing human services including social and related community services

Industrial and Engineering Technology

6. Architecture and Construction
Designing, planning, managing, building and maintaining physical structures, including roadways and bridges and industrial, commercial and residential facilities and buildings
7. Manufacturing
Planning, managing and performing the processing of materials intermediate or final products and related professional and technical and support activities such as production planning and control, maintenance and manufacturing! process engineering
8. Science, Technology and Math
Planning, managing and providing scientific research and professional and technical services (e.g., physical science, social service, engineering) including laboratory and testing services and research and development services
9. Transportation Distribution and Logistics
Planning, management and movement of people, materials and goods by road, pipeline, air, rail and water and related professional and technical support services such as transportation infrastructure planning and management, logistics services, mobile equipment and facility maintenance

Scorecard

		Contestant Number				
Items Evaluated	Possible Points	1	2	3	4	5
Knowledge Attained	150					
Demonstration/Evidence of Technical Skill	150					
Presentation Skills	200					
Integration of Business and Industry	150					
Community Value	200					
Overall Effect	150					
Résumé	0-50 Penalty only					
Clothing Penalty	0-50 Penalty only					
Total Possible Points	1000					