Wednesday, October 17, 2018

Dear TSA Advisors and Technology, Engineering and Design Teachers,

Attached is the tentative schedule for the Western Region NC TSA Conference, to be held on the campus of Appalachian State University on Friday, February 22, 2019.

All TSA chapters including Guilford County and west are encouraged to attend. Schools from these regions that are interested in starting a TSA chapter are also encouraged to participate as well.

I am also attaching the event information, A TENTATIVE SCHEDULE, registration link and the medical/photo release form. Please make sure that you turn in the medical/photo release form when you check-in at registration. **This year we are asking that each school provide at least one coordinator and two judges for this event. Registration will open on December 18, 2018. Registration is $15.00 per student and $10.00 per advisor/guest. This includes a conference shirt.**

Please note that some of the events will operate **differently** than described in the TSA Competitive Events Guides. Due to time constraints, some events that normally involve on-site construction of projects will deviate from the event guidelines.

As many of you know, weather in Boone is naturally unpredictable. If the university is closed or if the roads are deemed unsafe by the event coordinator, the event may be delayed or canceled.   If the conference is canceled, then schools will receive a maximum of a 50% refund. Refunds will not be given to schools that decide not to attend due to weather or any other unforeseen events. *There will be no on-site registration.*

We can only *guarantee* spaces in events to those schools/students that have **pre-registered by February 2nd.** Payment should be postmarked no later than **February 9th**. Failure to submit payment prior to the conference will result in elimination from the event.

For additional information about the events, contact the event coordinator, Jerianne Taylor (taylorjs@appstate.edu), via phone or email.

We look forward to seeing you on February 22nd .

 Sincerely,

Jerianne S. Taylor

 Jerianne Taylor, EdD, DTE
 NC TSA Executive Director and State Advisor
 Career & Technical Education Program Director
 Appalachian State University
 828-262-6352 (phone) 336-692-4794 (cell) 828-265-8696 (fax) taylorjs@appstate.edu (email)

PERSONAL LIABILITY RELEASE FORM

North Carolina Technology Student Association
2019 Regional Competitive Events Conference
February *22,* 201*9-* Appalachian State University, Boone, NC

Name of Student Participant:

Name of School: Advisor:

NOTE: <u>EVERY STUDENT</u> MUST HAVE A COPY OF THIS FORM SIGNED BY PARENT OR GUARDIAN IN ORDER TO PARTICIPATE.

I hereby agree to release Appalachian State University and the North Carolina Technology Student Association, Inc., its representatives, agents, servants, and employees from liability for any injury to the above named person, resulting from any cause whatsoever occurring to the above named person at any time while attending the North Carolina Technology Student Association Western Region Conference, including travel to and from the conference, excepting only such injury or damage resulting from willful acts of such representatives, agents, servants and employees.

I do voluntarily authorize the North Carolina Technology Student Association's Western Region Conference Chair, assistants and/or designee to administer and/or obtain routine or emergency diagnostic procedures and/or routine or emergency medical treatment for the above named person as deemed necessary in medical judgment.

I agree to indemnify and hold harmless the North Carolina Technology Student Association, Inc., Appalachian State University, said medical service coordinator and/or assistants and designees from any and all claims, demands, actions, or rights of action, on account of said procedures and/or treatment rendered in good faith and according to accepted medical standards.

Having read and understood completely the "Student Code of Conduct" for the North Carolina Technology Student Association, Inc., I do hereby agree to follow the conduct described. I fully understand that this is an educational activity and will, to the best of my ability, apply myself for the purpose of learning and will uphold at all times the good qualities of a person representing the North Carolina Technology Student Association, Inc.

_____   _____
                  Participant   Date

_____   _____
            Parent or Guardian   Date

PUBLICITY: I agree to allow pictures of my child from this conference to be used for NC TSA and Appalachian State University promotional purposes.

_____   _____
            Parent or Guardian   Date

☐   **I DO NOT** give NCTSA the right to collect self- reported data, that will be used for educational purposes only, from my child.

<u>Participants: please bring a signed copy of this form to the Conference</u>

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Below is a summary description of the 2018 and 2019 MIDDLE School level TSA competitive events. Detailed specifications and rules regarding each event can be found in the *2018 & 2019 Middle School Technology Activities, National TSA Conference Competitive Events Guide.*

Biotechnology: Participants (**three teams per chapter**) conduct research on a contemporary biotechnology issue of their choosing, document their research, and create a display. The information gathered may be student-performed research or a re-creation or simulation of research performed by the scientific community. If appropriate, a model or prototype depicting some aspect of the issue may be included in the display. *No Onsite Presentations or Interviews.*

CAD Foundations Participants (two [2] individuals per chapter) have the opportunity to demonstrate their understanding of CAD fundamentals as they create a two-dimensional (2D) graphic representation of an engineering part or object.

Career Prep: Participants **(three individuals per chapter)** conduct research on a selected technology-related career and use the knowledge gained to prepare a letter of introduction and a chronological skills resume. Top 5 Semifinalists participate in a mock interview.
In 2019, students choose one (1) of these careers:

- Health Science
- Information Technology
- Science, Technology, Engineering & Mathematics
- Transportation, Distribution & Logistics

Children's Stories: Participants **(three teams per chapter; a team of one individual is permitted)** create an illustrated children's story that will incorporate educational and social values. The story must revolve around the theme for a given year that is posted on the TSA website. Top 5 semifinalists will present their stories to the judges.
> **Theme: Tactile STEM Book**
> **Design a tactile picture book that explains a STEM concept of your choice for children with a disability.**

Coding Participants (two [2] teams of two [2] members per chapter) will demonstrate their knowledge of computer science and coding by taking a written test. Semifinalists will further demonstrate their programming knowledge by participating in an on-site programming challenge. Details about the on-site challenge (e.g., programming language to be used and practice problems) can be found on the TSA website under Themes and Problems.

Community Service Video: Participants **(three teams per chapter; entries may be submitted by an individual or group)** create and submit a video that depicts the local TSA chapter's service with the American Cancer Society, national TSA's community service partner.

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Construction Challenge: Participants **(three teams per chapter)** submit a scale model/prototype with a portfolio that documents the use of their leadership and technical skills to fulfill an identified community need related to construction. *No Onsite Presentations or Interviews.*

Digital Photography: Participants **(three individuals per chapter)** produce an album of color or black and white digital photographs (representing or relating to a chosen theme) and place the album on a storage device for submission. Semifinalists produce a series of digital photographs taken at the conference that are edited appropriately for an on•site task. *No on•site problem.*
      Theme: *Landscape of Seasons*

Dragster: Participants **(five individuals per chapter; one entry per individual)** design and produce a CO2•powered dragster according to stated specifications, using only specified materials. *No on•site interview.*

Flight: Participants **(five individuals per chapter, one entry each)** study the principles of flight and design in order to fabricate a glider that stays in flight for the greatest elapsed time. Flight duration of the gliders and documentation of the design process are the primary elements of evaluation.

Inventions and Innovations: Participants **(three teams of at least three individuals per chapter; one entry per team)** investigate and determine the need for an invention or innovation of a device, system, or process, and then brainstorm ideas for a possible solution. Top 5 Semifinalists make an oral presentation to a panel of judges (who act as venture capitalist investors) to persuade the panel to invest in their invention/innovation.

Junior Solar Sprint: Participants **(three teams per chapter, one entry per team)** apply STEM concepts, creativity, teamwork, and problem-solving skills as they design, construct, and race a solar-powered model car.

Mass Production: Participants **(one team of at least two individuals)** manufacture a marketable product related to the [current year's theme](). The team submits a documentation portfolio of the activities involved and three identical products made during the manufacturing process.
    Theme: A desktop novelty item.
    (Something that serves no purpose other than to 'entertain' a visitor to a person's workspace. No electronic parts are permitted.)

Mechanical Engineering Participants (two [2] teams of three to six [3-6] individuals per chapter; one [1] entry per team) will design and build a "Rube Goldberg" mechanical device. This device will contain three (3) subsystems within a larger system. Each subsystem will contain all six (6) simple machines in a fun and inventive way. The final solution or grand finale is open-ended to maximize creativity. The transfer of energy in a device will travel a specific path from start to finish for a minimum of seven (7) seconds per board. The device must be self-powered utilizing kinetic energy. The device must be capable of repeated demonstrations without long setup times. No On-site interviews.

Medical Technology: Participants **(three teams of at least two individuals per chapter; one entry per team)** conduct research on a contemporary medical technology issue of their choosing, document their research, and create a display. If appropriate, a model or prototype depicting an aspect of the issue may be included in the display. *No Onsite Presentations or Interviews.*

Microcontroller Design: Participants (three teams of three to five individuals per chapter) develop a working digital device with real•world applications. Through a multimedia presentation, product demonstration, and documentation, the team demonstrates in detail its knowledge of microcontroller programming, simple circuitry, product design, and marketing.
> **Challenge:** *Smart Home Device.*

Off the Grid Throughout the world, people are working to become more self-sustaining when it comes to landscaping and architectural design. Sometimes the purpose is to live off the grid, and other times it is to create a smaller carbon footprint. There are many options throughout the world, but sometimes a location limits or enables those options. In this event, participants conduct research on a sustainable architectural design for a home in a country of the team's choosing (other than their home country).
Participants (three [3] teams per chapter) will create a display and a model. The model can be of the home the team designed or of a specific aspect of their design. Semifinalist teams will give a presentation and are interviewed about their design. The design brief for this competition will be posted on the TSA website under Competitions/Themes and Problems.
> **Theme: Design a home for a family of four (4) and two (2) architecturally integrated food sources.**

Prepared Speech: Participants **(two individuals per chapter)** deliver a speech that reflects the theme of the current year's national conference.
> **Theme:** Model the Way

Problem Solving: Participants **(one team of two individuals per chapter)** use problem solving skills to develop a finite solution to a problem provided on site.

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Promotional Marketing: Participants **(three individuals per chapter, one entry per individual)** design a three-part **TSA Marketing Toolkit.** *No on•site problem.*

Challenge: TSA Marketing Tool Kit

1. Printable : a banner 96"x 48" advertising a fundraiser for a new 3D printer and materials for the chapter to use for conferences

2. Wearable: a 1" lanyard for chapter members to wear at conferences

3. Digital Signage: The local school board has approved the beginning of a new TSA chapter at a new middle school in your county. Your chapter is going to assist them in getting started. The board has given your chapter 10 minutes to speak at the next board meeting. The advisor has required that you show the digital advertisement that will play in the lobby of the new school announcing the first meeting of this year.

STEM Animation: Participants **(three teams per chapter, one entry per team)** use computer graphics tools and design processes to communicate, inform, analyze, and/or illustrate a STEM topic, idea, subject, or concept. Semifinalists give a presentation.

Challenge: Artificial intelligence (AI) is the theory and development of computer systems able to perform tasks that normally require human intelligence and cognitive functions. These functions may include, but are not limited to: learning, decision-making, problem-solving, speech recognition, translation between languages, and visual acuity.

AI is typically defined as the study of "intelligent agents," which are devices that perceive their environment and take actions to maximize their achievement. AI has the potential to impact humanity in a multitude of ways and is both fascinating and complicated. AI has the possibility of affecting countless lives. Create a STEM animation that demonstrates what AI is and could be.

Structural Engineering: Participants **(three teams of two individuals per chapter)** apply the principles of structural design and engineering through basic research, design, construction, and destructive testing to determine the design efficiency of a structure. *No on•site construction.*

Structural Engineering Continued:
Link to 2019 Challenge: http://tsaweb.org/docs/default-source/themes-and-problems-2018-2019/themes/tsa-middle-school-structrual-engineering-problem-statement-2019.pdf?sfvrsn=6b61c31e_0
Link to Verification Form:
http://tsaweb.org/docs/default-source/competition-forms-2018-2019-(from-vv-8.29.18)/ms-structural-engineering-analysis-and-assessment-form.pdf?sfvrsn=3a35b609_2

http://tsaweb.org/docs/default-source/competition-forms-2018-2019-(from-vv-8.29.18)/ms-structural-engineering-verification-form.pdf?sfvrsn=c7101704_2

Tech Bowl: Participants **(one team of three individuals per chapter)** take a written objective examination to qualify for the oral question/response, head•to•head team competition phase of the event.

Video Game Design: Participants **(three teams of two to six individuals per chapter)** develop, build, and launch an E•rated game that focuses on the subject of their choice. The game should be interesting, exciting, visually appealing, and intellectually challenging. The game and all required documentation will be evaluated. *No on•site interview.*

Website Design: Participants **(three teams of three to six individuals per chapter, one entry per team)** design, build, and launch a website that features the team's ability to incorporate the elements of website design, graphic layout, and proper coding techniques. *No on•site interview.*

> ***Link to 2019 Challenge: http://tsaweb.org/docs/default-source/themes-and-problems-2018-2019/themes/tsa-middle-school-website-design-brief-2019.pdf?sfvrsn=53aab9a0_2***
>
> **To submit your URL, please use this link:**
> **https://goo.gl/forms/PWW2Ge4IubOK6M0u2**
> **Be sure to submit your URL on or before 11:59 PM on February 21, 2019.**

VEX IQ: Teams must be registered with Roboevents.com in order to compete. Limit of ONE team per chapter. Additional information is located at: http://tsaweb.org/competitions-programs/vex-robotics

VEX VRC: Teams must be registered with Roboevents.com in order to compete. Limit of ONE team per chapter. Additional information is located at: http://tsaweb.org/competitions-programs/vex-robotics

Be sure to refer to the following site for competition updates:
http://www.tsaweb.org/Competition•Updates

Below is a summary description of the 2017 and 2018 HIGH school level TSA competitive events. Detailed specifications and rules regarding each event can be found in the 2019 & 2020 High School Technology Activities, National TSA Conference Competitive Events Guide.

3D Animation: Participants **(three teams of two to sixmembers per chapter)** demonstrate their knowledge of 3D Animation technology and design skills to creatively solve the challenge posted on the national TSA website. *No On-site Competition.*

Architectural Design: Participants **(three teams, or one individual, per chapter; one entry per team or individual)** develop a set of architectural plans and related materials for an annual architectural design challenge and construct a physical, as well as a computer-generated model, to accurately depict their design.

Biotechnology Design: Participants **(three teams of two to six individuals per chapter, one entry per team)** select a contemporary biotechnology problem (that relates to the current year's published area of focus) and demonstrate understanding of it through documented research, the development of a solution, a display, and an effective multimedia presentation. *No On-Site Interviews.*
   Area of focus: Marine Technology

Board Game Design Participants (three [3] teams per chapter) develop, build, and package a board game that focuses on the subject of their choice. The game should be interesting, exciting, visually appealing, and intellectually challenging. Each team will have to design the packaging, instructions, pieces, and cards associated with creating and piloting a new board game. Semifinalists for the event will set up the game, demonstrate how the game is played, and explain the game's features.

Children's Stories: Participants **(three teams per chapter; a team of one individual is permitted)** create an illustrated children's story of high artistic, instructional, and social value. The narrative may be written in prose or poetry and take the form of a fable, adventure story, or other structure. The physical storybook should be of high quality and designed to meet the year's given theme. The story must have a science, technology, engineering, and mathematics (STEM) focus. Top 5 semifinalists will read their stories to the judges.
   Theme: Multi-Modal Picture Book: Design a book with tactile and auditory features that enrich the storybook experience for children ages 4-7 who have a disability.

Coding: Participants **(two (2) individuals, or two (2) teams of two to three (2-3) members).** Participants respond to an annual coding-related design challenge by developing a software program that will accurately address an on-site problem in a specified, limited amount of time. Specific elements to be used, such as the programming language, operating system, or application programming interface (API), will be released on-site. Completed solutions will be objectively measured to determine the best and most effective solution for the stated problem.

Computer-Aided Design (CAD), Architecture: Participants **(two individuals per chapter)** use complex computer graphic skills, tools, and processes to develop representations of architectural subjects, such as foundation and/or floor plans, and/or elevation drawings, and/or details of architectural ornamentation or cabinetry.

Computer-Aided Design (CAD), Engineering: Participants **(two individuals per chapter)** use complex computer graphic skills, tools, and processes to develop three-dimensional representations of engineering subjects such as a machine part, tool, device, or manufactured product.

Computer Integrated Manufacturing (CIM): Participants **(three teams of two members per chapter)** design, fabricate, and use Computer Integrated Manufacturing (CIM) to create a promotional TSA product that will showcase the current conference city and/or state.

Digital Video Production: Participants **(three teams per chapter, one entry per team)** develop a public service announcement and a digital video (with sound) that focuses on the given year's theme.
Theme: A Mockumentary
A mockumentary or mock documentary is a genre of film, a parody that takes the form of a serious documentary on a chosen subject.

Dragster Design: Participants **(five individuals per chapter, one entry per individual)** design, produce working drawings for, and build a CO2-powered dragster. *No Interviews.*
For 2019 ONLY: The dragster body must include at least one (1) wing, spoiler, fin or splitter as part of the finished product. It must be part of the one-piece body, not an add-on or additional piece, and must stay within all other regulated specifications as outlined in the event regulations

Engineering Design: Participants **(three teams of three to six individuals per chapter, one entry per team)** develop a solution to a National Academy of Engineering grand challenge that is posted on the national TSA website. The solution offered will be informed and designed by precise problem definition, thorough research, creativity, experimentation (when possible), and the development of documents and appropriate models (mathematical, graphical, and/or physical prototype/model). Semifinalists justify and demonstrate their solution in a timed presentation.
Theme: Practical and Cost Effective Uses for Solar Energy In and Around a Home

Fashion Design and Technology: Participants **(three teams of two to four members per chapter)** research, design, and create a portfolio and wearable prototype that reflect the current year's theme. Semifinalist teams participate in a presentation/interview in which they present their garment designs to judges. *No Fashion Show.*Theme: CosPlay

Cosplay is the practice of dressing up as a character from a movie, book, or video game, especially one from the Japanese genres of manga and anime. Each team should design and create from scratch three (3) garments to fit the cosplay theme. Garments can be based on characters, movies, comics, and books but cannot contain copyrighted logos or images without written permission.

Flight Endurance: Participants **(five individuals per chapter, one entry per individual)** analyze flight principles with a rubber band-powered model aircraft.

Future Technology Teacher: Participants **(three individuals per chapter)** research and select three accredited colleges or universities that offer technology education teacher preparation as a major. Each participant writes a one page simulated college essay explaining why he/she would like to become a technology educator and what would constitute success in the field. Participants also develop and present a lesson plan to judges. Top 5 Semifinalists will present their lessons to the judges.

Music Production: Participants **(three teams per chapter; a team of one member is permitted)** produce an original musical piece that is designed to be played during the national TSA conference opening or closing general sessions.

Photographic Technology: Participants **(three individuals per chapter)** capture and process photographic and digital prints that depict the current year's published theme. Semifinalists participate in an on-site event in which they capture digital images and utilize multimedia software to prepare and develop a media presentation during the annual conference. *No On-Site Problem.*

> **Theme:** This year participants have the opportunity to show their photography skills working with different lighting conditions. Participants must create a portfolio featuring five (5) pictures. Please note that picture #1 must contain people and/or animals. All other pictures may or may not have people or animals in them. Make sure to read the event rules for further directions.
>
> - Picture #1: Color picture that must contain a person or people and/or an animal(s) taken in bright afternoon sunlight (between 11 AM and 2 PM). In the photo's description, state the time that the picture was taken.
> - Picture #2: Color picture taken outside during sunrise or sunset
> - Picture #3: Black and white picture working with fluorescent lighting
> - Picture #4: Black and white picture taken using candlelight
> - Picture #5: Student choice as to whether it is color or black and white
>   Options for the light source:
>   - Moonlight
>   - Starlight
>   - Nighlight
>   - Spotlight
>   - Flashlight

Prepared Presentation: Participants **(three individuals per chapter)** deliver an oral presentation that includes a visual enhancement, based on the theme for the current year's conference.

Promotional Design: Participants **(three individuals per chapter, one entry each)** develop and submit electronically a graphic design that can be used to promote participation in TSA-related interests.

Scientific Visualization (SciVis): Participants **(three teams per chapter, one entry per team)** develop a visualization focusing on a subject or topic from one or more of the following areas: science, technology, engineering or mathematics.

Structural Design and Engineering: Participants **(two teams of two individuals per chapter, one entry per team)** work as part of a team to build a structure that is posted on the [TSA website](#). The structure is destructively tested and assessed to determine design efficiency. Semifinalists work on a construction problem that is a variation of the posted design. *No On-site Problem.*

> *Problem: http://tsaweb.org/docs/default-source/themes-and-problems-2018-2019/themes/2019_tsa-hs-structural-trestle-problem.pdf?sfvrsn=6e264a75_0*

Technology Bowl: Participants **(one team of three individuals per chapter)** complete a written, objective test in order to qualify for oral question/response, head-to-head team competition.

Technology Problem Solving: Participants **(one team of two individuals per chapter)** work together on site to develop and create a solution to a problem using the limited materials provided and the tools allowed.

Transportation Modeling: Participants **(three individuals per chapter, one entry per individual)** design and produce a scale model of a vehicle that fits the annual design problem.

> **Theme: Maglev City People Mover (for inner city point-to-point movement)**

Video Game Design: Participants **[three teams per chapter (a minimum of two individuals per team), one entry per team]** develop an E+10-rated game that focuses on the subject of their choice. *No On-site Interviews.*

> **Theme: Role Playing Game that is TSA focused.**
> https://drive.google.com/file/d/11kTw9rGkxoSN3ksEWAgo_Ti0eYVsrMOW/view

Webmaster: Participants **(three teams of three to five individuals per chapter)** are required to design, build, and launch a website that features their school's career and technology/engineering program, the TSA chapter, and the chapter's ability to research and present a given topic pertaining to technology. Semifinalists participate in an on-site interview to demonstrate the knowledge and expertise gained during the development of the website - with an emphasis on web design methods and practices, as well as their research for the annual design topic. *No On-Site Interview.*

Link to the 2019 Challenge
To submit your URL, please use the following link:
https://goo.gl/forms/1t5YNVehKVmuWUEU2
Be sure to submit your URL on or before 11:59 PM on February 21, 2019.

VEX VRC - Teams must be registered with Roboevents.com in order to compete. Limit of ONE team per chapter. Additional information is located at http://tsaweb.org/competitions-programs/vex-robotics

Be sure to refer to the following site for competition updates:
http://www.tsaweb.org/Competition-Updates

High School

Time	Event	Room
	Check-In/Inspections begin at 8:00	
8:00	VEX Robotics	Blue Ridge
	Project Set-Up Until 10:00	
	3D Animation	329 RCOE
	Architectural Design	124 B RCOE
	Biotechnology Design	124 B RCOE
	Board Game Design	124B RCOE
	Children's Stories	115A RCOE
	CIM	124 B RCOE
	Digital Video Production	Upload
	Dragster Design	Grandfather
	Engineering Design	124 B RCOE
	Engineered Dragster	Grandfather
	Fashion Design	124 B RCOE
	Flight Endurance	Varsity Gym
	Future Technology Teacher	RCOE 236
	Music Production	124 B RCOE
	Photographic Technology	124 B RCOE
	Prepared Present.-Sign Up	321 RCOE
	Promotional Design	Upload
	SciVis	Upload
	Structural Engineering	424 RCOE
	Transportation Modeling	Grandfather
	Video Game Design	Upload
	Webmaster	Upload

Middle School

Time	Event	Room
	Check-In/Inspections begin at 8:00	
8:00	VEX Robotics	Blue Ridge
	Project Set-Up Until 10:00	
	Biotechnology	124 C RCOE
	Career Prep	239 RCOE
	Children's Stories	115A RCOE
	Community Service Video	Upload
	Construction Challenge	124 C RCOE
	Digital Photography	Upload
	Dragster Design	Grandfather
	Engineered Dragster	Grandfather
	Flight	Varsity Gym
	Inventions & Innovations	124 C RCOE
	Junior Solar Sprint	Grandfather
	Mass Production	124 C RCOE
	Mechanical Engineering	229 RCOE
	Medical Technology	124 C RCOE
	Microcontroller Design	124 C RCOE
	Off Site Grid	124 C RCOE
	Promotional Marketing	Upload
	STEM Animation	Upload
	Structural Engineering	424 RCOE
	Video Game Design	Upload
	Website Design	Upload

REMINDERS:

- Stay with your advisor, chaperone or event coordinator.
- DO NOT WANDER across campus.
- Pick up all trash!
- Be considerate of others' belongings and space.
- Always use extreme caution when crossing the street.
- Remember that classes are going on in the buildings today. Be respectful of others' right to learn!

High School — Competitions

Time	Event	Room
9:00	VEX Robotics	Linville Falls
10:00	Coding	127 RCOE
	Dragster Design-Races	Grandfather
	Flight Endurance-Testing	Varsity Gym
	Prepared Presentation	321 RCOE
	Struct. Engineering-Testing	424 RCOE
	Technology Bowl-Written	Roan Mtn.
11:00	CAD 2D	227 RCOE
	CAD 3D	229 RCOE
	Technology Bowl-Orals	Roan Mtn.
12:00	Children's Stories-Finalists	115A RCOE
	Future Technology Teacher -Finalists	RCOE 236
	Problem Solving	Grandfather
1:00	Transportation Modeling-Races	Grandfather
	Finalists' results will be posted on the door of 124A and outside their designated room.	
	Awards Ceremony	
4:00	IG Greer Auditorium	

Middle School — Competitions

Time	Event	Room
9:00	VEX Robotics	Linville Falls
10:00	Dragster Design-Races	Grandfather
	Flight Endurance-Testing	Varsity Gym
	Structures-Testing	424 RCOE
	Technology Bowl - Written	Roan Mtn.
11:00	Children's Stories	115A RCOE
	Career Prep	239 RCOE
12:00	CAD Foundations	331 RCOE
	Coding	127 RCOE
	Mechanical Eng.-Testing	124C RCOE
	Inventions & Innovations	238 RCOE
	Junior Solar Sprint Races	Grandfather
	Prepared Speech	321 RCOE
	Problem Solving	Grandfather
1:00	Technology Bowl-Orals	Roan Mtn.
	Awards Ceremony	
3:00	IG Greer Auditorium	

Grandfather, Linville Falls, Blue Ridge and Roan Mountain Ballrooms are located in Plemmons Student Union.

The Gym/Gym Lobby is located in Varsity Gym next to Roess Dining Hall

124 A in the College of Education Building will serve as Conference Headquarters.

All events will take place in College of Education Building, Plemmons Student Union, Varsity Gym, and I.G. Greer Auditorium.

*

Food is available at Roess Dining Hall, which is directly adjacent to Varsity Gym, or in the Plemmons Student Union. Please use the bridge to cross Rivers Street!

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SPECIAL THANKS TO:

PITSCO EDUCATION

Career & Technical Education APPALACHIAN STATE UNIVERSITY