



SW MN Technical Skills Challenge
Minnesota West Jackson Campus- April 24, 2009 or
Minnesota West Granite Falls Campus– April 30, 2009

Pick-A-Path Web Story Competition

The purpose of this collaborative (team) project is to develop interactive stories that may be used in the classroom to inspire beginning readers. Stories are created using your wealth of imagination and PowerPoint technology.

Rules

Grade Level: 9-12. ** see below for clarification

**General education students should be in grades 9-12, special education student partners may be in grades K-12

Individual or Team: Teams of 2-3 students per team. Each team must be composed of general education and special education students who shall work as partners to develop and present a story of their making.

Time Frame: Final product must be submitted by April 17, 2009.

Materials/Equipment Allowed: Website, laptop computer, LCD projector or similar electronic means to support and display a presentation to the judges. You may also use a digital camera to take pictures of scenes you would use in your story.

Materials/Equipment Not Allowed: Copyrighted images, stories, sounds, or other pre-existing templates of Pick-A-Path stories.

Pick a story ending: Teams will pick one of the story endings listed below to develop their story. This will be the last line in your story.

... That is the last time Sam will sneak out of the house.

... Who knows what kind of surprises will happen on Lisa's next camping trip?

... I sure am lucky to have such good friends.

... I love my dog (*or another type of pet*) but I never thought she (*or he*) would be full of so much energy.

... I can't wait until I get see Funny Larry (*or another name*) when he (*or she*) visits again next year.

... Space creatures, they are so unpredictable.

Use of PowerPoint:

-The story should be interactive and allow the reader to take different paths to reach the ending of the story. Incorporate alternate paths or story events using hyperlinks. (Utilize the Microsoft website: <http://www.microsoft.com/education/story.mspx> as a guide to expand upon and create a Pick-a-Path story using the Microsoft PowerPoint software.)

-PowerPoint presentations must be no longer than 20 frames and last no more than 10 minutes.

-At least 3 of the slides must incorporate 2 or more paths for the reader to choose. The use of background music or sounds in the story is optional.

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Tips on getting this project going...

- Connect with a teacher or two to help you create a team and help with questions that may come up.
- Everybody has different talents and gifts. Make sure no one on your team is left out of this project.
- If you need ideas on how to use hyperlinks to create alternate paths in your story, use the link mentioned in competition rules.
- Organize slides by creating a "map" of the story (and alternate paths) using paper/pencil before you begin the PowerPoint.
- Brainstorm ideas for your story as well as pictures that could be used to create visual interest along with your story line.
- Keep in mind that the final product is a story to create interest in reading for younger children.
- Test it out by reading it to younger students in your school.

Judging

Judges will be representatives from the field of education and computer technology. Projects will be judged on:

- __adherence to rules
- __technical application (use of PowerPoint features)
- __teamwork (general ed. and special ed. students working together)
- __creativity
- __presentation on the day of the event competition highlighting the extent the Pick-a-Path story has or could be used to inspire reading in your school district.

Deadlines

Copy your presentation onto a CD-R and mail to Gail Polejewski at the address below by 4:30 PM on Friday, April 17, 2009.

General Event Questions/Mail CD-R to:

Gail Polejewski
SW/WC Service Cooperative
1420 East College Drive
Marshall, MN 56258
507-537-2273
gail.polejewski@swsc.org

Specific Questions About This Competition:

Tammy Stahl or Darwin Dyce
SW/WC Service Cooperative
1420 East College Drive
Marshall, MN 56258
Tammy: 507-537-2291 Darwin: 507-537-2287
tammy.stahl@swsc.org darwin.dyce@swsc.org

See following page for Pick-A-Path Story EXAMPLE.....

Pick a Path Story Page Example*

This example has shows where 2 hyperlinks were used in the story page.
(*Since this is not the actual story these links are not active.)



To learn how to make hyperlinks for your Pick a Path story, follow this link:
<http://www.microsoft.com/education/story.msp>

Once you understand the rules, use the "tips to get the project going" to help get started. Understanding how the project is judged is also helpful.

See following page for Registration Sheet.....

**Technical Skills Challenge
REGISTRATION FORM
Pick-A-Path Competition**

School: _____

Mailing Address: _____ Zip: _____

Instructor Name: _____

Instructor's Email: _____ Phone: _____

I am registering students for competition at the following campus:

_____ Jackson Campus, April 24, 2009 _____ Granite Falls Campus, April 30, 2009

- Event will run from 9:30-2:30 at both campuses

Team Competition- Maximum of 2-3 students per team. (Grades 9 - 12):

Student Names/Grades:

Team #1: _____

Team #2: _____

Team #3: _____

* If more registration space is needed, please copy this page as necessary.

Questions? Contact Gail Polejewski at 507-537-2273 or email: gail.polejewski@swsc.org

EARLY BIRD Registration Fee: \$10 per Student if Postmarked by April 3, 2009.

After April 3, registration cost: \$20 per student. (NO registrations accepted after April 17).

Check Enclosed Please Bill My School (Purchase Order#: _____)

Checks payable to: SW/WC Service Cooperative, Technical Skills Challenge

Refunds are not available. Substitutions are acceptable. If possible, please call before the event with student name(s) for any substitutions.

Mail or FAX this completed registration to:

SW/WC Service Cooperative
1420 East College Drive
Marshall, MN 56258
Attn: Laurie Van Watermeulen
Fax#: 507-537-7327