General Contest Description
The Elementary Contest presents teams with an open-ended design challenge that must be solved within the criteria and constraints indicated. In addition to solving the problem and documenting the process, teams must provide evidence of understanding how the activity could be integrated into the elementary curriculum (as is, or with team recommended modifications). The team is expected to provide a rationale for the activity, and give suggestions on how it might be effectively integrated at the appropriate elementary grade level(s).

Approved Materials
Some materials will be provided at the competition by the contest coordinator. Teams were expected to bring the following tools and materials with them to the contest. These items are not provided at the site and this list constitutes the only items that contest participants may use outside of the items provided by the contest coordinator.

1. Miter box and saw (back saw and/or dovetail saw) [You will be cutting only thin strips of pine no larger than ½” in thickness, so simple custom-built miter boxes are fine. No power saws allowed.]
2. Two C-clamps (for holding miter box to table safely)
3. 2-4 small spring clamps
4. Hand drill (power or manual)
5. Standard drill bits (various sizes, including 3/16” and ¼”)
6. Regular #2 pencils
7. Standard rulers (12-18” English or Metric)
8. Safety glasses (one pair per member)
9. Standard size handheld paper hole punch (single punch)
10. White glue and/or carpenter’s glue
11. Glue gun with glue sticks
12. Scissors
13. Markers (various “fine” and “bold” sizes)
14. Colored pencils
15. [Optional] Pencil sharpener (simple, handheld one to keep pencils and colored pencils sharp. There is no sharpener in the contest room.)
16. Standards for Technological Literacy book (ITEA, 2000) or chart of National Technology Content standards
17. One or two technical books of choice [books related to design, modeling, and graphic communications would be of particular benefit]

Schedule
The competition runs from 9:30 a.m. - 1:00 p.m.
- 9:30 a.m. - Contest introduction by judges
- Approximately 9:45 a.m. – Teams begin to solve problem
- 12:00 noon – Work time ends and testing/presenting begins
- Approximately 12:45 p.m. – Clean-up work areas
- 1:00 – Contest concludes (judges continue to evaluate)

Teams
- Up to 10 teams allowed (maximum of one per university)
- Each team may consist of 2 - 3 TECA students
- There can be no more than one graduate student per team