

Chain Reaction Contraption Competition Presentation Rules & Rubric

Objective and Overview:

After 20 team finalists are selected, those teams will attend the STEAM Fair to present their project in front of a panel of judges for a chance to win! There will be prizes for one team in each grade level category (Elementary, Middle School, & High School) and one Best in Show. On the day of the STEAM Fair, four teams will be assigned a time to report to the presentation area.

Presentation Rules:

- At least two team members must be present at the presentation.
- Team members must take pride in their appearance and behave in a manner showing respect for themselves and others.
- The team's presentation needs to be at least 5 minutes long, but no longer than 10 minutes.
- Teams may decide to show their submitted video, in-part or in its entirety, as part of the presentation or visual aid.
- Students should include the following information in their presentation:
 - The responsibility of each team member & how those tasks were decided
 - Describe the planning process in more detail
 - What were some challenges of developing their machine?
 - What techniques were used to overcome the challenges?
 - Share big ah-ha moments and big oh-no moments.
- Students are expected to create a visual aid to assist in sharing their process in developing the complex machine. Teams are encouraged to use technology, like PowerPoint, Google Slides or Prezi, that consist of images and phrases/key words that highlight the information throughout their presentation.
- The visual aid must be submitted via the assigned Google Drive folder **by two days prior** to the day of the STEAM Fair. This will ensure that presentations will be timely in being set up during the assigned presentation time.

**Audience Requirements:**

- All team members are required to stay in the presentation area for an entire hour.
- Students who are not presenting are expected to be active listeners in the audience during the other presentations.
- Teams will be encouraged to participate during a question-and-answer period after each team's presentation. This is a time to make connections with other teams and learn from the process each have gone through.

Presentation Rubric

Student Group:

Judging Time:

| <p>A rubric is an important component to any project and helps ensure that all projects are judged fairly and on the same fundamental concepts. Students should use this rubric to guide them through the process as they prepare their Chain Reaction Contraption Presentation for the STEAM Fair.</p> | | <p>Scale 0-5 (0 = missed it in the presentation; 1-2= touched on it or included it, but inconsistently/unclearly; 3= met all basic requirements; 4= had it in presentation and was well done; 5 = above expectation/showed creativity and innovation in expressing ideas verbally.</p> |
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| Category | <u>Presentation Expectations</u> for Students | |
| Appearance | Students should present themselves in an appropriate manner | |
| Speaking | Students should speak loudly and clearly and at the right speed to be audible to the audience and judges. | |
| Group Etiquette | Students should introduce themselves and their group members when on stage - need at least 2 group members present. Students should be courteous of their other group members and share the stage and speaking time. It should be evident that group members worked well together on this project. | |
| Time Management | Students should plan out their presentations and keep an eye on the time. Presentations must be 5 minutes long but no longer than 10. Students should make sure each speaking point gets equal or relevant amounts of time. | |
| Use of Visual Aid | Effectively use visual aid (PowerPoint, Google Slides, Prezi, etc.). It is easy to read, may include the video, and was not a distraction from their presentation. | |
| Presentation Content | <p>Students must follow all aspects detailed within the "Presentation Rules". Judges will be expecting to receive the following information within your verbal presentation.</p> <ul style="list-style-type: none"> - What was the responsibility of each team member & how where those tasks decided? (Describe the planning process in more detail) - What were some challenges of developing their machine? - What techniques were used to overcome the challenges? - Share big ah-ha moments and big oh-no moments. | |
| Audience Participation | Students will display appropriate audience behavior by being respectful during the other presentations. Team members will ask thoughtful questions during the question and answer period. | |