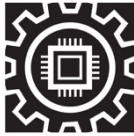


TEAM ENGINEERING CHALLENGE (MIDDLE SCHOOL — VIRTUAL)



PURPOSE

This contest is designed to evaluate and to recognize outstanding students for excellence and professionalism in the areas of creative and critical thinking skills and the decision-making process, to solve a problem. The contest is intended to foster creativity, innovation, teamwork, and problem-solving skills.

First, download and review the General Regulations at: <http://updates.skillsusa.org>.

ELIGIBILITY

This contest is open to active SkillsUSA members enrolled in a middle school chapter (grades 6-8). A team consists of 3 students from the same local chapter. Teams must qualify from their local state conference.

CLOTHING REQUIREMENT

To assist in keeping costs manageable for new middle school teams, we are offering two contest attire options.

OPTION 1

Class E: Contest specific — Business Casual

- Official SkillsUSA white polo shirt.
- Black dress slacks (accompanied by black dress socks or black or skin-tone seamless hose) or black dress skirt (knee-length, accompanied by black or skin-tone seamless hose).
- Black leather closed-toe dress shoes.

OPTION 2

Class A: SkillsUSA Official Attire

- Official SkillsUSA white polo shirt.
- Red SkillsUSA blazer, windbreaker or sweater, or black or red SkillsUSA jacket.
- Button-up, collared, white dress shirt (accompanied by a plain, solid black

tie), white blouse (collarless or small-collared) or white turtleneck, with any collar not extend into lapel area of the blazer, sweater, windbreaker or jacket.

- Black dress slacks (accompanied by black dress socks or black skin-tone seamless hose) or black dress skirt (knee-length, accompanied by black or skin-tone seamless hose).
- Black dress shoes.

Contest Clothing Notes (Apply ONLY to Virtual Competitions):

- Official SkillsUSA Competition Clothing recommended but NOT required.
- Contestant clothing options include the following:
 - Official Competition Clothing.
 - Trade Appropriate Clothing.
 - Professional Dress.
 - Business Casual.
- Clothing must meet industry safety standards.
- No identification of the contestant, school or state is allowed on clothing.
- No offensive, vulgar or inappropriate images or text are allowed on contestants clothing.
- No shorts or sleeveless shirts are allowed.
- Skirts must be at least knee-length.
- Proper Personal Protective Equipment (PPE) must be worn by contestant to meet all state, local and school requirements due to COVID-19.
- Scoring deductions may only be given and/or disqualification of contestant if clothing safety standards are not met.

These regulations refer to clothing items that are pictured and described at: www.skillsusastore.org. If you have questions about clothing or other logo items, call 1-888-501-2183.

Note: Contestants must wear their official contest clothing to the contest orientation meeting.

OBSERVER RULE

Observers will be allowed to watch the match providing space is available. No talking or

gesturing will be permitted. The event chair or moderator may remove observers and/or close the event to observers for cause.

EQUIPMENT AND MATERIALS

1. Supplied by the technical committee:
 - a. All necessary information and furnishings for judges and technical committee
2. Supplied by the contestants:
 - a. Drawing equipment (team's choice - for example: ruler, straightedge, T-square, triangle, scale, pencils, pens, compass, etc.)
 - b. Safety glasses
 - c. Calculator
 - d. Scissors
 - e. Exacto-knife or equivalent
 - f. Coloring/Writing utensils (Markers, Crayons, Colored Pencils, etc.)
 - g. Paint is not allowed.
 - h. Students are not allowed materials that will "add" to their prototype.
 - i. Tape, glue, paper, staples, paper clips, etc
 - j. Other tools as listed on the contest update page of the national website
 - k. Computer with high-speed internet capability and camera to use applications such as Zoom, Teams, etc. The minimum recommended internet bandwidth speeds for joining Zoom meetings, accessing on-demand curriculum and other online operations is 2.0 Mbps up and down. You can test your current internet speeds by following this link: www.speedtest.net. Allow the page to load and click on GO.
 - l. A secondary camera(s) may be required to provide judges with the ability to view contestants from different angles. Additional camera requirements will be located on the SkillsUSA website at <http://updates.skillsusa.org>.
 - m. A contest Proctor will be required to be on site to assist judges. A local industry expert is preferred to serve as the Proctor and shall not be an individual that has been involved with the training of the contestant(s). The Proctor will serve as the onsite "hands and eyes" for the judges. Proctor will follow

instructions from the judges for safety and operations related to the competition. Proctor may be asked by judges to perform several tasks such as operating a portable camera to show specific components or steps, measure parts, or any task that will provide judges with information needed to assist in accurate scoring of the contestant's work or presentation. However, the Proctor shall not serve as a judge nor have any influence on contestant scores.

- n. The contestant's instructor or advisor shall be on site to observe all competition activities to ensure a safe and healthy competition experience for all participants. That instructor or advisor will not be allowed to interact or interfere with the competitor unless a safety issue arises that requires interaction. Any other support or interaction between the contestant and the instructor/advisor will result in disqualification.
- o. All competitors must create a one-page résumé and submit an electronic copy to the technical committee chair at least seven (7) days in advance of the competition. Failure to do so will result in a 10-point penalty. Instructions for submission of the electronic résumé copy will be provided on the SkillsUSA website at <http://updates.skillsusa.org>.

Note: Your contest may also require a hard copy of your résumé as part of the actual contest. Check the Contest Guidelines and/or the updates page on the SkillsUSA website at <http://updates.skillsusa.org>.

CONTEST PROCEDURES

1. Contestants will be identified by number only.
2. The Team Written Test
 - a. Instructions for taking the test will be posted on the SkillsUSA Contest Update Website. <http://updates.skillsusa.org>.
 - b. Team written test must be taken at least seven (7) days in advance of the competition.

3. The technical committee will provide each team with the problem and the contest supplies at the time of the contest orientation.
 4. Each team's "solution" will be constructed on site.
 - a. Construction is ONLY allowed in the contest area and during the contest times as presented in the pre-contest briefing.
 5. Contest judges will interview each team as a part of the contest.
 - a. Team interview timeslots will be available during the pre-contest briefing.
4. Tie Breaker — Tie will be broken by reviewing the Highest score from the team rubrics. If tie is not broken from option a, then option b and c will be looked at in order.
 - a. "Solution: Performance"
 - b. "Interview: Problem-Solving/Teamwork"
 - c. "Written Test score"

SCOPE OF THE CONTEST

Knowledge Performance

The contest includes a written test to be taken by all members of the team at the same time. Written test is based off standard problem-solving processes and concepts.

Skill Performance

The demonstration is a presentation of an occupational skill accompanied by a clear explanation of the topic through the use of examples, experiments, displays and practical testing operations.

Contest Guidelines

The Team Engineering Challenge contest will allow SkillsUSA members to demonstrate their ability to work together to solve a problem.

1. The challenge will be selected from an area such as, but not limited to:
 - a. Transportation
 - b. Communications
 - c. Construction
 - d. Manufacturing
 - e. Biotechnology
 - f. Engineering
2. The contestant's advisor/instructor must attend the mandatory orientation meeting with the contestant.
3. Contestants will not take the skills-related written or Professional Development Test as outlined in the general regulations.

Standards and Competencies

Note for Virtual Competitions: Contestants may not be required to perform all the standards and competencies listed in this section. However, contestants should be prepared to perform components in all areas. Prior to the competition, the technical committee may determine which standards and competencies contestants will perform for the virtual contests. The technical committee will determine if additional information is needed for contestants prior to the competition. These changes will be posted on the SkillsUSA Championships contest update website at: <http://updates.skillsusa.org>.

TEC 1.0 — Perform effectively as team members

- 1.1 Demonstrate group problem-solving techniques
- 1.2 Demonstrate team proficiency in construction of a building project
- 1.3 Perform additional teamwork competencies as determined by the technical committee

TEC 2.0 — Wear appropriate clothing for the national contest

- 2.1 Display clothing that meets national standards for competition
- 2.2 Demonstrate good grooming in dress and personal hygiene
- 2.3 Official contest clothing recommended but not required for virtual competitions. No clothing assessments will be performed. See "Contest Clothing Notes" in the "Clothing Requirements" section in this document above.

TEC 3.0 – Integrate knowledge of basic engineering principles into technical writing and presentations following the guidelines the contest technical committee has established

- 3.1 Apply engineering knowledge in the areas of force, work, rate, resistance, energy, power, force transformers, momentum, waves and vibrations, energy converters, transducers, radiation, optical systems

TEC 4.0 – Transform existing systems into conceptual models

- 4.1 Transform conceptual models into determinable models
- 4.2 Use determinable models to obtain system specifications
- 4.3 Select optimum specifications and create physical models
- 4.4. Apply the results from physical models to create real target systems
- 4.5 Critically review real target systems and personal performance
- 4.6 Design effective and usable IT-based solutions and integrate them into the user environment
- 4.7 Assist in the creation of an effective project plan
- 4.8 Identify and evaluate current and emerging technologies and assess their applicability to address the users' needs

TEC 5.0 – Showcase knowledge of project planning

- 5.1 Apply brainstorming techniques
- 5.2 Implement benchmarking
- 5.3 Discuss continuous improvement
- 5.4 Explain cause and effect relationships
- 5.5 Apply knowledge of customer satisfaction
- 5.6 Demonstrate how to collect data
- 5.7 Apply decision-making skills
- 5.8 Define and describe a process
- 5.9 Empower team members
- 5.10 Recognize methods of idea generation
- 5.11 Prioritize tasks
- 5.12 Reach consensus amongst the team
- 5.13 Display teamwork during the contest
 - 5.13.1 Have equal team participation
 - 5.13.2 Show positive group dynamics
 - 5.13.3 Define team roles

Committee Identified Academic Skills

The technical committee has identified that the following academic skills are embedded in this contest.

Math Skills

- None identified

Science Skills

None identified

Language Arts Skills

- Provide information in oral presentations
- Demonstrate use of verbal communication skills: choice, pitch, feeling, tone and voice
- Demonstrate use of nonverbal communication skills: eye contact, posture and gestures using interviewing techniques to gain information
- Identify words and phrases that signal an author's organizational pattern to aid comprehension
- Organize and synthesize information for use in written and oral presentations
- Demonstrate knowledge of appropriate reference materials
- Demonstrate understanding of skill

Connections to National Standards

State-level academic curriculum specialists identified the following connections to national academic standards.

Math Standards

- None identified

Science Standards

- None identified

Language Arts Standards

- Students adjust their use of spoken, written and visual language (e.g., conventions, style, vocabulary) to communicate effectively with a variety of audiences and for different purposes
- Students employ a wide range of strategies as they write and use different writing process elements appropriately to

communicate with different audiences for a variety of purposes

- Students use spoken, written and visual language to accomplish their own purposes (e.g., for learning, enjoyment, persuasion and the exchange of information)

Source: IRA/NCTE Standards for the English Language Arts.
To view the standards, visit: www.ncte.org/standards.