

Interactive Learning Project Competition

Student PSEA invites you to join in on a statewide competition at our annual Student PSEA Spring Conference.

WHAT *is it?* A competition where applicants design and create an interactive learning project for a targeted group of students. Projects should be student-centered and demonstrate a need for students to engage in hands-on learning in a specific content area(s).

WHO *can do it?* There are two categories for entry: Individual and Chapter.

- Individual category applicants create their own entry and are in competition against other individual applicants.
- Chapter category is for two or more participants from the same chapter who work collaboratively to create one entry.
- There will be one winner per category.

WHERE *is it?* Student PSEA Spring Conference at *the Penn Stater Hotel*

WHEN *is it?* March 28-29, 2025

- Entry forms must be submitted BEFORE March 24, 2025 to be considered eligible for competition. All applicants submitting an entry form by this date will guarantee a reserved table to set-up their ILP.
- Applicants are responsible for setting up completed projects BEFORE the first breakout session.

HOW *to enter?* Simply design/create an Interactive Learning Project, submit the registration form, and bring your completed ILP to the Spring Conference. Applicants should thoroughly read and abide by the Rules & Guidelines. Applicants are encouraged to also review the Scoring Rubric to ensure that they meet scoring criteria.

Interactive Learning Project Competition

Rules & Guidelines

Failure to comply with any of the following will result in a disqualification

PRIOR TO CONFERENCE

1. **REGISTRATION FORM** - All applicants (individual/chapter) **MUST** complete and submit via email, a registration form by the deadline, *March 15, 2024*. Late registrations will not be accepted. Incomplete registration forms will be disqualified.
2. **INTERACTIVE LEARNING PROJECT** - Design, create, and complete an ILP. Bring the entire completed ILP to the spring conference. ILPs should be designed to include Bloom's Taxonomy Levels of Learning as well as Gardener's Multiple Intelligences. Please review the scoring rubric to ensure all areas of need are being met.
 - ****Maximum Dimensions:** 3ft wide X 5ft high X 2 ½ft deep.
 - **Projects exceeding any of these dimensions will be disqualified.

CONFERENCE

3. **SET-UP** - Applicants are responsible for setting up their physical project in the designated area/space *BEFORE the first breakout session on March 22, 2024*.
 - a. Display ONE completed Registration Form on the table area where it can easily be seen by the judges.
 - b. ILP Objectives must be clearly stated on the ILP display. Objectives should align to the student outcomes and state standards.
 - c. ILP Directions must be clearly stated on the display. Directions should be clear and concise; easily able for the targeted students to read and complete independently.
 - d. ILP grade level & content area must be listed on/near the display.
 - e. Ensure that the ILP is completely self-explanatory to both students and judges.
4. **DISCLAIMER** - Interactive Learning Projects will be on public display. Please do not leave anything of value unattended; PSEA is not responsible for broken, lost, or stolen items. If your ILP requires the use of a laptop or other valuable item(s), please let the PSEA office know upon arrival.

Interactive Learning Project Competition

Registration Form		
Category	<input type="checkbox"/> Individual	<input type="checkbox"/> Chapter _____
	Name: _____ Email: _____ Phone: _____ Address: _____ _____ _____ Chapter: _____ Chapter Advisor: _____	Chapter: _____ Chapter President: _____ Chapter Advisor: _____ Address: _____ _____ _____ ILP Participant Names: _____ _____ _____
Interactive Learning Project Title	_____	
ILP Grade Level	<input type="checkbox"/> Early Childhood (PreK-4) <input type="checkbox"/> Mid-Level (4-8) <input type="checkbox"/> Secondary (7-12) <input type="checkbox"/> Specialty/Exceptionality (PreK-12)	
ILP Content Area	<input type="checkbox"/> ELA <input type="checkbox"/> Math <input type="checkbox"/> Science <input type="checkbox"/> Social Studies <input type="checkbox"/> Music <input type="checkbox"/> Arts <input type="checkbox"/> Library Science <input type="checkbox"/> Physical Education <input type="checkbox"/> Counseling <input type="checkbox"/> Career & Tech <input type="checkbox"/> Other _____	
ILP Objective(s)	_____ _____ _____ _____ _____ _____	
Standards	_____ _____ _____	

Interactive Learning Project Competition

ILP Title: _____

ILP Category and Name: Individual _____

Chapter _____

Scoring Rubric

	5 Points	3 Points	1 Point	0 Points
Objective(s) And Bloom's Taxonomy	Appropriate for grade level AND content area. Includes 5 or more Blooms Taxonomy levels of learning.	Appropriate for grade level OR content area. Includes 3-4 of Bloom's Taxonomy levels of learning.	Appropriate for grade level OR content area. Includes 1-2 of Bloom's Taxonomy levels of learning.	Grade level AND content area are not appropriate. Bloom's Taxonomy levels of learning are NOT used.
Directions	Appropriately worded for grade level AND content area. AND Sequential AND clear and easy to follow.	Appropriately worded for grade level OR content area. AND Sequential OR clear and easy to follow.	Not appropriate for grade level OR content area. OR Out of sequence OR unclear and unable to follow easily.	Not appropriate for grade level AND content area. AND Out of sequence AND unclear and unable to follow easily.
Gardner's Multiple Intelligences	Evidence of 6 or more of Gardner's Multiple Intelligences. Appropriate for grade level and content area.	Evidence of 4-5 of Gardner's Multiple Intelligences. Appropriate for grade level and content area.	Evidence of 2-3 of Gardner's Multiple Intelligences. Appropriate for grade level and content area.	Evidence of 1 or less of Gardner's Multiple Intelligences. Not appropriate for grade level and content area.

Interactive Learning Project Competition

	5 Points	3 Points	1 Point	0 Points
Focus	Focus is clear. AND Skills and concepts are effectively stated.	Focus is clear. OR Skills and concepts are effectively stated.	Focus is clear. OR Skills and concepts are simply stated.	Focus is unclear. AND Skills and concepts are not stated.
Usability	Project is practical and durable for classroom use. AND Teacher facilitation is not needed.	Project is practical and durable for classroom use. AND Minimal teacher support is needed.	Project is NOT practical or durable. OR Teacher facilitation is needed throughout the entirety.	Project is NOT practical or durable. AND Teacher facilitation is needed throughout the entirety.
Organization	Exceptionally well-organized and labeled.	Materials are well organized but NOT labeled.	Materials are semi-organized with some labeling.	Project lacks organization and labels.
Mechanics	Project is free of errors in spelling, grammar, or punctuation.	Project contains 1-2 errors in spelling, grammar, or punctuation.	Project contains 3-4 errors in spelling, grammar, or punctuation.	Project contains 5+ errors in spelling, grammar, or punctuation.
Visual Appeal (Tie Break Only)	Visually appealing in all aspects of design. AND Professional quality work.	Visually appealing in most areas. AND Good quality work.	Visually appealing in most areas. OR Good quality work.	Lacks visual appeal, color, design, etc. AND Poor quality work.

Total Score: _____

Tie Break Score: _____ or NA_____