

ILLUSTRATED TALK CONTEST Youth Expo 2010

GUIDELINES

- Team contestants develop and illustrate how to take steps to prepare for the future.
- Talk must be focused on a daily work experience of the career chosen or the steps taken to obtain a specific career.
- Open to all students 9-18 years of age.
- The top three contestants in each age group (9-12, 13-15 and 16-18) will be awarded.

RULES

1. Each parish may enter two (2) teams or individuals per age group (**each team may have a maximum of two (2) members**).
2. Contestants are expected to research and write their own talks.
3. Visuals must be used to illustrate the talk (PowerPoint presentations, overhead projections, posters, etc).
4. Must be an illustrated talk, not a demonstration of method.
5. Talk must be 4-7 minutes in length. A penalty will be assessed for presentations that do not meet the time requirement. The penalty will be three points for each 30 second block (or portion thereof) above or below the limit.

2010 Family & Youth Expo Theme:

Theme – “Inspiring Youth with the Tools Necessary for Achieving Excellence”

We define "excellence" to mean several related things. At the level of the *individual learner*, it means performing on the boundary of individual ability in ways that test and push back personal limits, in school and in the workplace. Excellence characterizes a *school or college* that sets high expectations and goals for all learners, and then tries in every way possible to help students reach them. Excellence characterizes a *society* that has adopted these policies, for it will then be prepared through the education and skill of its people to respond to the challenges of a rapidly changing world. Our nation's people and its schools and colleges must be committed to achieving excellence in all these senses. In an ever changing world, what are the tools necessary for youth to achieve excellence in all of the aforementioned areas?

The following are examples that may be used to help contestants prepare for their illustrated talks:

Internet	Television	Web Camera
Computer Software	Computers	E-mail
Cellular Phones	Agro-technology	Instant Messaging
Facebook	Twitter	Telephone
Textbooks	Digital Cameras	Video Camera