

Attention Educators!!

Encourage your students to participate in a contest called the **Young Inventors' Challenge, sponsored by the Chicago Toy and Game Group/People of Play.**

1. **Learn about the Chicago Toy and Game Fair here: <https://www.chitag.com/>**
2. **Read about People of Play here: <https://www.peopleofplay.com/>**
3. **Watch the 2020 YIC Awards Show here: <https://www.youtube.com/watch?v=8Esip2Lwa0o&t=2968s>**
4. **Find out all about the contest (Young Inventors' Challenge) here: <https://www.youtube.com/watch?v=8Esip2Lwa0o&t=2968s>**

Deadline for Registration: 10/31/21

Deadline for ALL Entry Materials: 11/7/21

Date of Virtual Award Show announcing all winners: 11/20/21

I would be **thrilled** to speak with your teachers and students about participation! **THERE IS STILL TIME FOR STUDENTS TO JOIN THIS AMAZING OPPORTUNITY!**

Thank You and Remember to Play:-))

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Why place emphasis on the Toy and Game Fair's Young Inventors' Challenge?

The Contest:

- **aligns** with several Common Core Standards.
- **bolsters** creative thinking, critical thinking, and strategic thinking.
- follows STEAM for guiding student inquiry, dialogue, and critical thinking.
- **Enriches and challenges** students to have fun with a project-based activity.
- **Uses** no instructional time (unless schools and districts allow classroom time).
- **has FREE resources** on the website. The only fee is the contest entry fee, and there are scholarship opportunities for those who may need the cost covered.
- **gives prizes** to the winners!
- **has professionals** from the Toy Industry explore every entry and they may even consider a student's toy or game for production.
- **will be held virtually** for everyone's health safety, which means that participation is easier than ever, since families do not have to actually attend the fair.

Common Core Standards Achieved Through Participation in the Young Inventors' Challenge

ELA:

RI.: Know and use various text features(e.g. Headings, table of contents, glossaries, electronic menus, icons) to locate key facts or information from a text.

RI 5: Use text features and search tools(e.g. Key words, sidebars, hyperlinks)to locate information relevant to a specific topic effectively.

RST 7: Integrate quantitative or technical information expressed in words in a text with a version of that information expressed visually (e.g. in a flowchart, diagram, model, graph, or table).

RH 7: Integrate visual information (e.g. charts, graphs, photographs,videos, or maps) with other information from print or digital texts.

RST 3: Follow precisely a multistep procedure when carrying out experiments, taking measurements or performing technical tasks.

W 2: Write informative/explanatory texts to examine a topic and convey ideas and information clearly.

W 4: Produce clear and coherent writing in which the development and organization are appropriate to task, purpose, and audience.

W 6: Use technology, including the internet, to produce and publish writing as well as to interact and collaborate with others; demonstrate sufficient command of keyboarding skills to to type a minimum of three pages in a single sitting.

W 7: Conduct short research projects that build knowledge about a topic.

W 9-10.5 Develop and strengthen writing as needed by planning, revising, editing,rewriting, or trying a new approach , focusing on addressing what is most significant for a specific purpose and audience.

W 10 Write routinely over extended time frames(time for research, reflection, and revision) and shorter time frames(a single sitting or a day or two) for a range of discipline-specific tasks, disciplines, and audiences.

Science:

Engage students in the science and engineering practices of Asking Questions and Defining Problems, Planning and Carrying out Investigations, and Developing and Using Models.

SEL:

Goal 1: Develop self-awareness and self-management skills to achieve school and life success.

Goal 2: Use social awareness and interpersonal skills to establish and maintain interpersonal relationships.

Goal 3: Demonstrate decision-making skills and responsible behaviors in personal, school and community contexts.

Theatre:

Anchor Standard 2: Organize and develop artistic ideas and work.

Anchor Standard 3: Revise, refine, and complete artistic ideas and work.

Anchor Standard 5: Develop and refine artistic techniques and work for presentation.

Media Arts:

Anchor Standard 1: Generate and conceptualize artistic ideas and work.

Anchor Standard 2: Organize and develop artistic ideas and work.

Anchor Standard 3: Revise, refine, and complete artistic ideas and work.

Anchor Standard 5: Develop and refine artistic techniques and work for presentation.

Visual Arts:

Anchor Standard 1: Generate and conceptualize artistic ideas and work.

Anchor Standard 2: Organize and develop artistic ideas and work.

Anchor Standard 3: Revise, refine, and complete artistic ideas and work.

Anchor Standard 5: Develop and refine artistic techniques and work for presentation.

