



BISHOP GRIMES JR/SR HIGH SCHOOL

ACADEMIC GAMES



Graduation & College Acceptance



1:1 Apple Technology



Inclusive Athletics
Over 40 Modified, JV, & Varsity Offerings



10 Unique Performing Arts Ensembles

BISHOP GRIMES JR/SR HIGH SCHOOL

ACADEMIC GAMES EVENT DESCRIPTION

MATH:

The Math event is open to all students in grades 1-6. The competition consists of a timed objective test appropriate for each grade level. Tests, scrap paper, and pencils will be provided. Test material is based on the New York State and Diocesan Curriculum. Study lists are not available for any event.

SPELLING:

Students in grades 1-6 are invited to enter this event. An age appropriate written test will be administered at each grade level. Pencil and paper will be provided. Study lists are not available for any event.

ESSAY:

Students in grades 1-6 are invited to enter this event and write about one of the following topics:

- "Someone I Admire"
- "Describe My Trip to The Moon"
- "What Would I Like to Invent"
- "A Family Tradition"
- "How I Show Respect"
- "Fun to Me Is"

Using a computer or their neatest penmanship, best spelling and grammar, students in grades 1-3 will write 1-2 paragraphs and grades 4-6 will write 2-4 paragraphs. **The essay should include a cover sheet indicating ONLY the title and grade level. The student's name and school should be legibly printed on the BACK of the essay. Please do not put essays in folders or report covers.**

Entries are due to your child's homeroom teacher by Friday, April 14th. All essays will be displayed at the Academic Games and may be picked up at the conclusion of the games. Otherwise, they will be returned to each student's Academic Games point of conduct.

ART / DRAWING / PAINTING:

*Entries outside the requirements listed below will be disqualified**

Students in grades K - 6 are welcome to participate. All artwork must be original and done solely by contestant. Drawing or painting must be done on an 8.5x11 or 11x14 paper. Please do not frame or mat entry. Contestants may use one or any combination of the following media: pencils, crayons, markers, watercolors, pastels, tempera paint or finger-paint. To the back of each piece of artwork, staple an index card noting:

- The child's description or title of the work
- The child's name, school and grade level
- The words "Drawing / Painting"

Entries are due to your Academic Games point of contact by Friday, April 14th. All entries will be displayed at the Academic Games and may be picked up at the conclusion of the games. Otherwise, they will be returned to each child's Academic Games point of contact.

MUSIC (VOCAL / INSTRUMENTAL)

This event is open to students in grades K - 6. Students may participate in one or both parts of the events. Whether vocal or instrumental, musical selections must not exceed 5 minutes. Selections may be less than 5 minutes in duration. The selection of music is solely the decision of the contestant.

Students will be in a room with the judge one at a time, with no parents/family members in the judging room.

Vocal contestants may sing acapella or if they so choose, provide their own accompaniment by playing an instrument themselves or using a recording.
(Example: CD/CD player must be provided by student.)

Instrumental contestants must provide their own sheet music and instruments.
(A piano is the only instrument available at the games.)

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ACADEMIC GAMES EVENT DESCRIPTION

LEGO ROBOTICS

Students in grades 1-6 are invited to participate in the LEGO-Robotics Dragster Olympics. Up to 2 students may work together on a car. (Please note group members names on the registration form.) Heats will take place by grade level in the gym. There will be 2 separate "events", one for autonomous and one for remote control.

CONSTRUCTION REQUIREMENTS - ALL DRAGSTERS MUST BE:

- Robotic (Autonomous or remote control, no push vehicle)
- Constructed entirely from Lego elements (or Lego look-alikes) with no modified elements
- Child safe (no parts that shoot off)
- Self-powered and carry its power source with it

RULES - ALL DRAGSTERS WILL:

- Race on a straight, flat 25 foot course
- Start with entire car behind the start line
- Travel along the ground for the entire transit
- Be placed behind the start line & can only be "triggered" (hit start button) by the operator
- Not be pushed, pulled or propelled in any other way except the start button
- Stay on the track and cause no disruption to the other cars
- Have no size or weight constraints and must fit on the track (approx. 3ft wide)
- Have 3 time timed trials with the fastest time recorded
- Structured points will be lost if pieces fall off during timed trials
- Be allowed modifications during timed trials if entrants feel it necessary
- Be timed until entire vehicle crosses the finish line

IMPORTANT TO KNOW:

- No part of a car or any launch mechanism is permitted beyond the start line
- This event is not a competition, but an opportunity to showcase creativity (Please allow students to participate with limited adult involvement)
- Entrants will be judged on creativity, structure, speed and effort
- At the games, those attending will have an opportunity to vote for their favorite dragster design

SCIENCE

The science event is open to students in grades K - 6. The event consists of a science project and an oral presentation. Participants are required to bring their projects to the science event. The oral presentation must not exceed 5 minutes.

Students will be in a room with the judge/judges one at a time, with no parents/family members in the judging room. There will be a "project check room" available to store science projects while students participate in other categories. Look for more information in the event program when you check in that morning.

ORATORY

The Oratory event is a reading interpretation open to grades K - 6. A reading interpretation is a short story, poem or historical oration. Grades K - 1 will memorize or read their selection of 1 - 3 minutes in length. Grades 2 - 6 will read their selections of 2 - 4 minutes. Entrants will be judged on interpretation, choice of material, poise, diction, and effectiveness.

Students will be in a room with the judge/judges one at a time, with no parents/family members in the judging room.

RELIGION

Students in grades K - 6 are welcome to participate. Students are invited to create a friendly greeting note card to a senior citizen using the guidelines below. Notes are due to your school by Friday, April 14th. All entries will be sent to seniors in our community. Stay tuned for more exciting information.

NOTECARDS

- Note cards should not exceed 8.5X11
- Be creative
- Envelopes not required

DATES TO REMEMBER

Thursday, March 16th, 2023 - Registration Deadline

Friday, April 14th, 2023 - Entries for Art, Essay and Religion due to your school (or faith formation teacher)

Saturday, April 29, 2023 - Academic Games at Bishop Grimes Jr/Sr High School

ACADEMIC GAMES DAY SCHEDULE OF EVENTS

8:00 AM	<i>Registration Opens</i>
8:30 AM	<i>Opening Ceremonies - Cafeteria</i>
8:45 AM	Math
9:30 AM	Spelling
10:15 AM	Oratory
10:15 AM	LEGO Robotics
11:00 AM	Science
11:00 AM	Music (Vocal & Instrumental)

****Robotics participants must register by 9:15 AM and voting will take place from 9:30 - 10 AM***

Please note: Some events held in late morning have similar start times. Students participating in multiple events will be scheduled accordingly and made aware of room/time assignments at registration. For any questions please contact Sue Collins at scollins@syrdiocese.org or Nicole DeVona at ndevona@syrdiocese.org