



BISHOP GRIMES JR/SR HIGH SCHOOL

ACADEMIC GAMES



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BISHOP GRIMES JR/SR HIGH SCHOOL

ACADEMIC GAMES

Dear Parents,

We are excited to announce the upcoming Academic Games at Bishop Grimes Jr/Sr High School on March 23, 2024.

We invite you to register your child to participate! This annual event brings together students in grades K – 6 from schools across Central New York to celebrate their academic gifts and talents.

The purpose of this event is:

- to develop self-esteem and dignity through excellence in academic/cultural achievement
- to interact and socialize with students from local schools
- to promote quality Catholic education
- to have FUN!

The Academic Games will include: Math, Spelling, Essay, Art (Drawing/Painting), Music (Vocal/Instrumental), LEGO Robotics, Science, Oratory, and Religion. Please note some events require submission of works for judging prior to the date of the games. Contestants may participate in multiple events and must be accompanied by an adult throughout the day. Some events held in the late morning have similar start times. Students participating in multiple events will be scheduled accordingly and made aware of room/time assignments at registration.

Please note that kindergarteners are eligible to participate in the following categories: Art, Oratory, Music, Religion, and Science.

The Academic Games are designed for all students to participate in person on the day of the event. If students are unable to attend activities on March 23, they can still submit entries in Religion, Art, and Essay.

First, second, and third place ribbons will be awarded to winners in each event at every grade level. Honorable mention ribbons may be awarded in some categories. Every student will receive a participation ribbon.

There is no cost to register or participate. There will be an opportunity to make an optional donation to Blessings In A Backpack or Joseph's House.

Please refer to the Academic Games information packet for more information. If you have questions, please call the Bishop Grimes Admissions Office at 315-314-7157.

We look forward to seeing you at the 2024 Academic Games!

Sincerely,

Sue Collins
Academic Games Co-Chairperson

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 for 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 teacher or Bishop Grimes drop box by Thursday, March 14. All essays will be displayed at the Academic Games and may be picked up at the conclusion of the games.

ART / DRAWING / PAINTING:

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 teacher or Bishop Grimes drop box by Thursday, March 14. All entries will be displayed at the Academic Games and may be picked up at the conclusion of the games. Entries outside the requirements listed here will be disqualified.

MUSIC (VOCAL / INSTRUMENTAL)

This event is open to students in grades K – 6. Students may participate in one or both parts of the musical event. 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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LEGO ROBOTICS

Students in grades 1- 6 are invited to participate in the LEGO-Robotics Olympics. Up to 2 students may work together on a car. (Please note group member names on the registration form.) Heats will take place by grade level in the gym.

EVENTS

Participants may choose to participate in the race event and/or the maze event. Participation in both categories is not required.

- **RACE:** There will be 2 separate race categories, one for autonomous and one for remote control. Dragsters will race on a straight, flat 25-foot course that is 3-feet wide.
- **MAZE:** *New this year!* There will be a simple maze course for a maze robot that includes a sensor and motor. The goal is to complete the maze in the shortest amount of time.

CONSTRUCTION REQUIREMENTS:

- 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:

- Start with entire car behind the start line - No part of a car or any launch mechanism is permitted beyond 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.
- 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
- Have 3 timed trials with the fastest time recorded

IMPORTANT TO KNOW:

- Our intention is to offer a friendly, non-competitive event 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-in space" available to store science projects while students participate in other categories.

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 teacher or Bishop Grimes Drop Box on Thursday, March 14. All entries will be sent to seniors in our community.

NOTECARDS

- Notecards should not exceed 8.5x11
- Be creative
- Please no envelopes

BISHOP GRIMES ACADEMIC GAMES

REGISTRATION INFORMATION

DATES TO REMEMBER

- Friday, March 8, 2024 - Registration Deadline (Extended from prior date)
- Thursday, March 14, 2024 - Entries for Art, Essay and Religion due to your school contact or Bishop Grimes drop box.
- Saturday, March 23, 2024 - Academic Games at Bishop Grimes Jr/Sr High School

There is no cost to register or participate, but please consider making a donation. We are collecting the following items for Blessings In A Backpack and Joseph's House: Progresso canned meat soup, Chef Boyardee, tuna cracker snack kits, 100% juice boxes, paper towels, tissues, napkins, plastic wrap, aluminum foil, sandwich bags.



Register today at: <https://forms.gle/cj6NZkuBuRb3hw7b7>

REGISTER NOW!

ACADEMIC GAMES DAY

SCHEDULE OF EVENTS

8:00 AM	<i>Check-In 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)
8AM - 11AM	Art, Essay, and Religion Viewing Galleries

**Robotics participants must check in 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 Allison Kenien at akenien@syrdiocese.org