

08

Value Adding Quest

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and Innovation
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Agriculture Educators
Association of
Western Australia
(Inc) AEAWA



Business
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Design and
Technology
Teachers
Association
(Inc) DATTA



Education
Computing
Association of
Western Australia
(Inc) ECAWA



Home
Economics
Institute of
Australia (Inc)
HEIA (WA)



Forest
Industries
Federation
of WA



Burnells
of Perth



Western
Potatoes
Limited
WPL

welcome to the 2008 Value Adding Quest

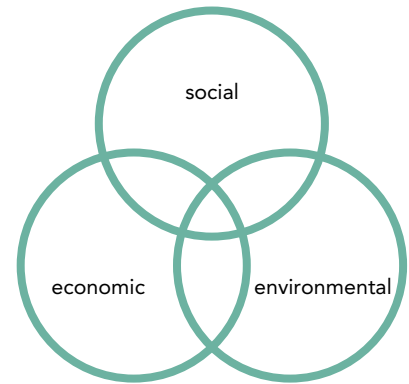
The Value Adding Quest promotes the Technology and Enterprise learning area. The 2008 Value Adding Quest encourages students to identify a community need and explore the options for value adding by creating a product, concept, process or promotion which adds value to primary products or the natural environment.

The 2008 Value Adding Quest supports the use of Western Australian resources and highlights the principles related to sustainability. Technology and Enterprise is synonymous with sustainability because they are both about meeting the needs of current and future generations through integration of social advancement, environmental protection, and economic prosperity.

When designing and producing while considering sustainability, think about the impact of material choice; waste minimisation; water, energy and biodiversity conservation; social and emotional health of individuals and members of the community; and awareness and respect for other cultures.

For more information on sustainability visit the Australian Sustainable Schools Initiative – WA website:

<http://www.sustainableschools.wa.edu.au/>



The Quest, which commenced in 1997, is a competition run by Technology and Enterprise Learning Area professional associations and is open to all WA students. We welcome all first time and experienced teachers to the Quest. There are prizes for students and schools for first time teachers to encourage them to enter their students' work. All students involved with the Quest receive a Certificate of Participation.

The Quest provides the opportunity for students to create technologies that solve problems and address real issues in a sustainable way when meetings needs. It is an innovative, authentic, relevant and practical way to stimulate students and for teachers to learn more about the Technology and Enterprise Learning Area.

The contributing professional associations provide professional development to support teachers interested in entering the Quest. The Project Officer whose contact details are at the end of this brochure can provide information about professional development.

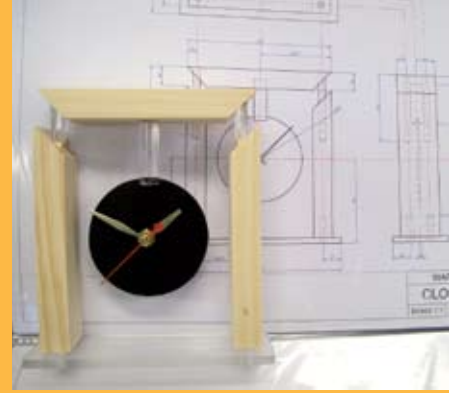
Make 2008 the big year for Value Adding and Technology and Enterprise. Best wishes in your endeavours.

design situation

Western Australia's primary products and natural environment contribute to our standard of living and quality of life. Many primary products such as fibres, timber, foods and minerals are sold to other countries, often in their natural state or partially processed. These countries value-add to our products and Western Australians pay more when they buy them back as manufactured goods.

Value-adding to our local resources ourselves is more consistent with sustainability principles. Meeting the needs of current and future generations through integration of environmental protection, social advancement and economic prosperity should be better realised by managing our resources in this way.

Promote Western Australian innovation, creativity, enterprise and sustainability by developing products, processes, concepts or promotions designed for the local, national or international market that add value to our local resources.



design challenge

Develop a product, process, concept or promotion, consistent with sustainability principles, that adds value to a Western Australian primary product and meets a human need.

Write your own design challenge or task to suit the Value Adding Quest context OR use one of the examples below:

- Develop an innovative strategy to promote Western Australian products.
- Develop a wheat promotional package demonstrating value adding concepts to display to a group of city children.
- Develop an innovative strategy to promote healthy foods to a target group.
- Identify a potential market/need for Western Australian fine products made from wood and develop a prototype to demonstrate your ingenuity.
- Groups of visitors from an Asian country are visiting your local school. Develop a strategy to promote Western Australian products.
- Using ICT create an information product that value adds to a Western Australian primary product.
- Promote a primary product using biodegradable packaging.
- Develop a sample dish or meal for a target age group for sale at the school canteen demonstrating how it complies with the "traffic light" food and drink policy.
- Promote the nutritional value of potatoes, including the design of a potato-based dish suitable for a specific occasion, as outlined in the promotional strategy.
- Develop a strategy to promote the "traffic light" healthy food and drink choice's school policy.

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judging criteria



Judging focuses on student achievement of the Technology and Enterprise Learning Area outcomes when they add value to a primary product, process, concept or promotion. Remember that the judges will be looking for innovation, creativity and enterprise consistent with the application of sustainability principles. The criteria listed below, developed from the Technology and Enterprise Learning Area outcomes should be used as a general guide by teachers. Entries within different categories will demonstrate to the judges, different levels of achievement of the outcome criteria.

Ensure that entries demonstrate the Technology Process outcome and at least one or more of the Materials, Information or Systems outcomes.

Students' literacy and numeracy competencies underpin the achievement of the Technology and Enterprise learning outcomes. In 2008, the judges will recognise those entries that explicitly demonstrate student application of literacy and numeracy skills. Entrants are encouraged to include literacy and numeracy samples relevant to the design project (task).

technology process

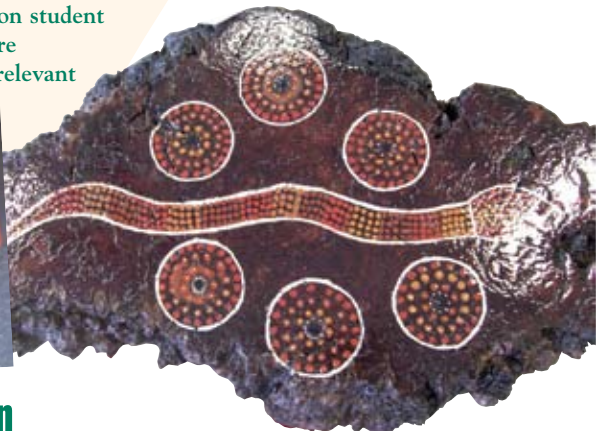
Students develop a value added product, process, concept or promotion that meets human needs and realises opportunities by:

- conducting investigations and research;
- generating ideas to devise a range of solutions;
- preparing design and production proposals;
- managing the production; and
- evaluating intentions, plans and actions and the finished results considering functionality, aesthetics and social, environmental and economic appropriateness.

materials

Students develop value added products, or processes, by:

- selecting and using appropriate materials; and
- evaluating the implications of using particular materials for the finished product considering functionality, aesthetics and social, environmental and economic appropriateness.



information

Students develop information products or processes by:

- considering the nature of information;
- creating an information product or process; and
- evaluating the impact of the information product, process or concept considering functionality, aesthetics and social, environmental and economic appropriateness.



systems

Students design, adapt and use systems when developing a value added product, process, concept or promotion by:

- considering the nature of systems;
- using systems to value-add; and
- applying relevant principles to develop systems.

Entries should demonstrate the application of the Technology Skills and Enterprise and Technology in Society outcomes through the Technology Process.



enterprise

Students pursue value adding opportunities when developing a product, process concept or promotion by:

- generating, identifying and assessing opportunities;
- identifying, assessing and managing risks;
- generating and using creative ideas and processes;
- being flexible and dealing with change;
- managing resources; and
- solving ongoing problems.



technology skills

Students apply process, materials, information or system-specific technology skills when value adding by:

- using organisational, operational and manipulative skills appropriate to the design and production task; and
- demonstrating an understanding and application of the relevant health and safety considerations.



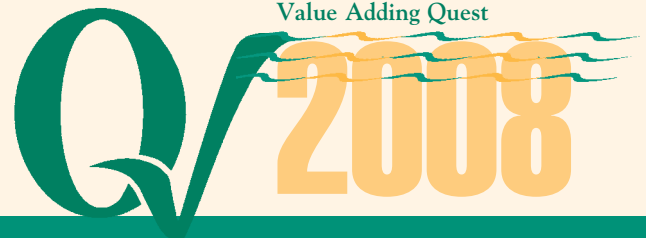
technology in society

Students when developing, producing and marketing products, processes, concepts or promotions that add value to a primary product or natural environment apply an understanding of the need to:

- explore the values, cultural beliefs and ethical position of the intended user and apply this understanding when meeting the needs and realising opportunities.



Value Adding Quest



terms and conditions of entry

- All West Australian students from years K–12 are eligible to enter.
- An individual, group or full class of students can enter the Quest.
- Copyright remains with the entrant, but the competition organisers reserve the right to use submitted entries in any publicity or promotion relating to the Value Adding Quest. Entries may be kept for up to one year.
- Participants who want their entries to be returned must include prepaid, self addressed packaging with the entry. Entries will otherwise not be returned.
- While we encourage all students to participate, we ask classroom teachers to select the best entries in their class and submit those of the highest standard. All students who participate in the quest are eligible for a certificate of participation even if their entry is not submitted. Teachers need to submit an entry form to request the number of Certificates of Participation required.
- Certificates of Merit will be awarded to entries of a high standard that do not win a category prize.
- The judges will not enter into correspondence concerning their decisions. They retain the right not to make an award in a given category.

general categories

All entries will automatically be entered in the appropriate age category.

category	year	prize
Category 1	K-3	1st \$200.00 2nd \$100.00 3rd \$50.00 Best entry from a first time entering teacher \$50.00
Category 2	4 & 5	1st \$200.00 2nd \$100.00 3rd \$50.00 Best entry from a first time entering teacher \$50.00
Category 3	6 & 7	1st \$200.00 2nd \$100.00 3rd \$50.00 Best entry from a first time entering teacher \$50.00
Category 4	8-10	1st \$200.00 2nd \$100.00 3rd \$50.00 Best entry from a first time entering teacher \$50.00
Category 5	11 & 12	1st \$200.00 2nd \$100.00 3rd \$50.00 Best entry from a first time entering teacher \$50.00

school awards

The following awards will be presented to schools:
1st \$100.00 2nd \$75.00 3rd \$50.00

special awards

ONE special award may be entered. Students should indicate on the entry form the special award they wish to enter.

sponsor	eligibility criteria	prize
Agricultural Educators Association of WA (Inc)	Value adding in agriculture (K-12)	\$240.00
Burnells of Perth	Value adding to fabric by primary student(s) using a sewing machine	Retail goods to the value of \$150.00 for the school
Burnells of Perth	Value adding to fabric by secondary student(s) using a sewing machine	Retail goods to the value of \$150.00 for the school
Business Educators of WA (Inc)	Value adding to create a business (7-12) – 2 prizes	\$500.00
Design & Technology Teachers Association of WA (Inc)	Value adding within a Design & Technology subject (8-12) – 2 prizes	\$500.00
Educational Computing Association of WA (Inc)	Value adding by creating an information product or using ICTs (K-12)	\$250.00
Forest Industries Federation of WA	Value adding to wood by students from (K-10)	\$250.00
Forest Industries Federation of WA	Value adding to wood to create a piece of fine furniture (11-12)	\$250.00
Home Economics Institute of Aust (WA) (Inc) Primary	Value adding to create a nutritious food (K-7)	\$250.00
Home Economics Institute of Aust (WA) (Inc) Secondary	Value adding to create a nutritious food (8-12)	\$250.00
Western Potatoes Limited Primary	Value adding to potatoes (K-7)	\$250.00
Western Potatoes Limited Secondary	Value adding to potatoes (8-12)	\$250.00

entry form

category

Please tick appropriate box

- Category 1 Years K-3
- Category 2 Years 4 & 5
- Category 3 Years 6 & 7
- Category 4 Years 8-10
- Category 5 Years 11 & 12

special awards

Please tick ONE special award only

- AEAWA Award
- Burnells Primary Award
- Burnells Secondary Award
- BEWA Award
- DATTA Award
- ECAWA Award
- FIFWA K-10 Award
- FIFWA Yr 11&12 Award
- HEIAWA Primary Award
- HEIAWA Secondary Award
- WPL Primary Award
- WPL Secondary Award

Please indicate if you are a first time entering teacher in the Value Adding Quest

Return prepaid packaging included (please tick box if applicable)

Participants

School

Address

Postcode

Telephone

Facsimile

Email

Teacher

Number of certificates required

Principal

TEACHER/PARENT DECLARATION I/we declare that the submitted work is solely that of the participants indicated above.

Signed

Please make sure you read and complete the next page.

Value Adding Quest

2008

closing date

THURSDAY 11TH SEPTEMBER 2008

All entries to be sent to The Value Adding Quest, PO Box 1479, South Perth WA 6951

photographic and student work release form

(one form per student – please photocopy)

Student name _____ Year _____

I, (name of parent/guardian) _____
give permission to the Value Adding Quest Management Committee to:

1. Use photographs taken of my child for use in any print or electronic publication, on display boards, or for any VAQ professional use. Yes/No
2. Publish the name of the student and details of his/her entry in the 2008 Value Adding Quest. (This may include community newspapers, The West Australian, television and radio) Yes/No
3. Publish photographs and scanned images of the entry on the Value Adding Quest web page, and the Department of Education and Training's K-10 syllabus website, including any photographs contained in the entry. Yes/No
4. Take photographs of the entry and product and use these to advertise and publicise the Value Adding Quest. Yes/No
5. Use his/her entry for professional development. Yes/No

Signed: (Parent/Guardian)

Address:

Date:

Presentation of Awards Ceremony

The winners of all awards will be announced at the 2008 Value Adding Quest presentation ceremony which will be held during Education Week. Further details will be available on the Value Adding Quest website. Finalists in all categories will be formally invited to the presentation of awards evening. School groups and family supporters are encouraged to attend to support their finalist.

Further information and point of contact

Maria Biscotto – Project Officer. Phone/fax 08 9450 3157 or email vquest@iinet.net.au

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