

eCYBERMISSION

ACCEPT THE CHALLENGE



Science, Math & Technology Competition

What Is eCYBERMISSION and How Is It Different From Other Competitions?

eCYBERMISSION is a unique web-based science, math and technology competition for students in grades 6–9 that targets students of all capability levels. The competition encourages and rewards a diverse range of proficiency levels, interests and backgrounds. It promotes self-discovery for all students and allows them to recognize the real-life applications of these disciplines. eCYBERMISSION:

- Poses multiple open-ended challenges that are relevant and interesting to a wide variety of students
- Provides powerful and fun collaboration tools such as Instant Messaging and Discussion Forums to encourage team communication
- Rewards teams based on a broad set of criteria that underscores the value of diverse skills
- Provides prizes to recognize the efforts of student winners
- Includes a fun, interactive experience called MissionMax (www.missionmax.com) that relates to science, math and technology

Why Is the United States Army Sponsoring a Competition For Students?

The Army has long recognized the fundamental importance of science, math and technology to our global competitiveness and especially our national security. Army leadership has also acknowledged a national decrease in the number of students interested in science, math and technology careers nationwide and the ever-growing need to remain globally competitive in these fields.

- eCYBERMISSION enables the Army to return something to America's communities for the service of their sons and daughters to the nation

- eCYBERMISSION supports the nation's commitment to education and to the achievement of excellence in math and science
- Our national security will increasingly require the latest in science and technology skills

How Does the Competition Work?

Student teams identify a problem in their community that is related to either: Health & Safety, Arts & Entertainment, Sports & Recreation or the Environment. Selecting a real-life problem encourages self-discovery and illustrates how science, math and technology apply to everyday life.

- Teams identify a problem, formulate a hypothesis and conduct research and experiments
- Teams are encouraged to collaborate online using Discussion Forums, chat rooms and Instant Messaging
- Teams must virtually submit their Mission Folder, the official write-up of their project with attached files (e.g., photographs, survey questions or their own web site) to complete their entry
- Judges review and score the Mission Folders online to determine Regional (criteria and cumulative) winners



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- Regional winning teams with the highest cumulative score are then invited to the National competition
- Each team presents their project to a panel of live judges, which determines the National first place winners

What Role Does the Army Play?

- Army personnel serve as **€CYBERMISSION** Ambassadors who promote the competition in schools, academic forums and educational events
- A pool of Army research scientists, engineers, Soldiers and civilians serve as CyberGuides or online coaches to teams

Who Can Enter the €CYBERMISSION Competition?

€CYBERMISSION is open to all students attending a U.S. or Department of Defense Education Activity school in grades 6–9. Teams must include three or four student members from the same grade level. Team members can be from private, public or home schools. Each team must also select an adult Team Advisor.

When Will This Year's €CYBERMISSION Be Launched?

This year's competition launches September 15, 2003! Participants can begin registering on that day by visiting www.ecybermission.com. Registration will be open from September 15 to December 16, 2003, and the deadline for submitting a Mission Folder is February 23, 2004.

How Are Mission Folders Evaluated?

Each Mission Folder is independently evaluated by three judges. Random judging assignments ensure that all Mission Folders are reviewed and scored objectively. **€CYBERMISSION** judges are volunteers who are interested in promoting science, math and technology education.

For more information on **€CYBERMISSION**, please visit www.ecybermission.com or e-mail missioncontrol@ecybermission.com

Judges score the Mission Folders based on four diverse judging criteria with associated weights:

Application of
Science, Math &
Technology—40%

Innovation,
Originality &
Creativity—20%

Benefit to the
Community—20%

Team Collaboration
& Communication—
20%

What Can Participants Win?

€CYBERMISSION provides numerous incentives and awards for participation. Potential prizes include U.S. EE savings bonds, plaques, travel, media recognition, T-shirts and more!

- All participants who submit a Mission Folder receive a T-shirt and certificate of achievement

Regional Criteria Winners (64 teams total)

- \$2,000 EE Savings Bond per student winner

Regional First and Second Place Finalist Winners (32 teams total)

- \$3,000 EE Savings Bond per student winner
- First Place Finalist Winners (students and Team Advisors) from each region also win a trip to an exciting location for several days of educational activities, final judging and fun!

National First Place Winners (4 teams total)

- During the National competition, judges select one National winning team per grade. Each member of the winning team will receive:
 - \$5,000 EE Savings Bond
 - Medal
 - Plaque

National Finalists (12 teams total)

- All other participants in the National competition will receive:
 - \$3,500 EE Savings Bond
 - Medal