



All Academy Day: Computer-Building Event Details

Overview

Description

Teams will build three computers from the materials provided and create two partitions on each of the hard drives.

Related curriculum

Developed for IT Essentials

Number of players

These instructions are written for two teams made up of four to five competitors, each to compete simultaneously. By increasing the amount of equipment, the event may be expanded to have as many teams competing at the same time as you like.

Time required to prepare for or set up this event

40 minutes for preparation: setting up the room, testing the equipment, downloading and printing documents

Length of time to play

We suggest giving the teams 30 minutes to build and partition the computers and the judges 15 minutes to score the results and reset the event.

Rules

Object of the game

Successfully build three computers and create two partitions on their hard drives.

Playing the game

- Each team is given identical materials from which to complete the following tasks:
 - Build three complete PCs with the parts provided
 - Set up a FAT32 and an NTFS partition on the hard drive of each computer
- Teams are to use their own PC tool kits.
- The members of the team can help each other. No one else is permitted to assist the teams.
- In case of a tie in points, the team that completes the task in the shortest time wins.

Scoring

- Scoring will be based on the following items:
 - Physical connections
 - Power up
 - Drives reading data

- Partitioning drive
- Use the computer-building event scoring form to validate completion of the tasks and determine the appropriate number of points for each team.
- In case of a tie, the team that completes the event in the shortest time wins.

Earning points

- Each team can earn up to 100 points. Bonus points may also be earned on top of the 100 points.
- Enter the Team Grand Total from the Computer-Building Event scoring form into the All Academy Day scoring sheet.

Deductions

Ten points will be deducted for each component the contestants break.

Bonus

A bonus may be awarded to the first three teams to correctly complete the assigned tasks.

Equipment List

To ensure the contest is fair, the materials should be identical for each team.

Supplies for each team

- Three CD-ROM Windows installation disks or boot floppy disks, depending upon the age of your equipment
- Three CD-ROM drives
- Three computer chassis
- Three floppy disk drives
- Three hard drives
- Three motherboards (if using an integrated motherboard, the video, sound, and NIC might already be contained on the board)
- Three NICs
- Three power supplies
- Three sound cards
- Three video cards
- Grounding wrist straps
- Three monitors
- Three mouse and keyboard sets
- Ribbon cables for disk drives
- Static mats
- One six-plug power strip

General supplies

- Pens for judges

- Timer or stopwatch
- “Computer-Building Event” sign for the room or area

Downloads to print

- Rules (print four, one for each team plus one for each judge)
- Judging forms (print one for each team plus spare forms)

Judges

- One facilitator or head judge
- One additional judge

Room set-up

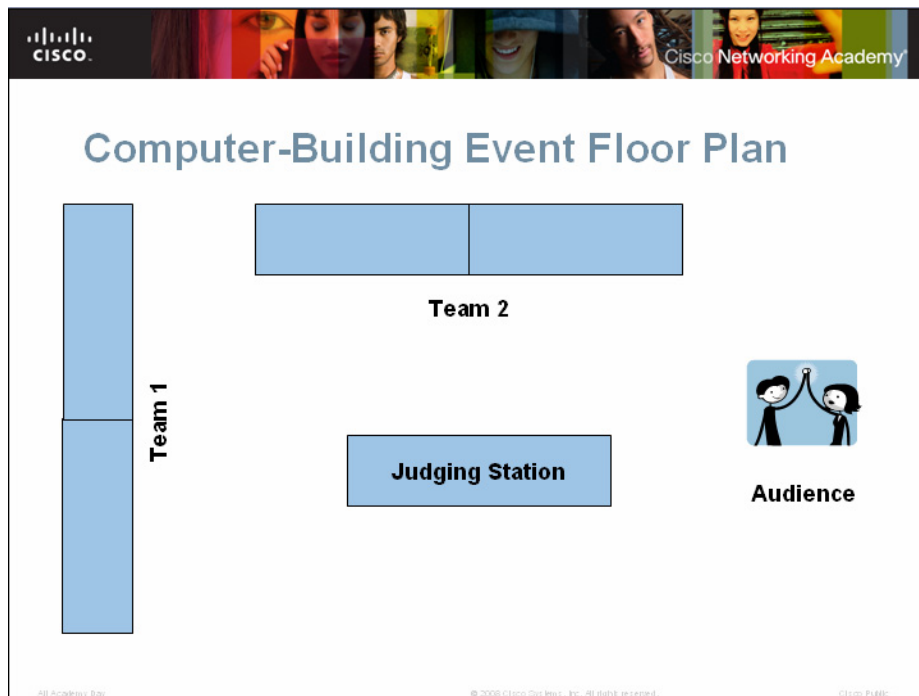
- Five 6-foot tables (8-foot tables are fine)
- Enough chairs for contestants, judges, and audience

In addition, each team should supply the following

- One PC tool kit

Room Setup

- Post a “Computer Building Event” sign on the door or in the room.
- For each team, place two tables end to end to form one table at least 12 feet long.
- Place the remaining table in the center of the room to serve as a judging center.
- Seat the audience members so they can see the teams.



Hints for Success

- Test all the equipment the day before the contest.
- Have academies and students read the rules before they come to the event.
- Tape the rules to the contestant and judging tables.



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