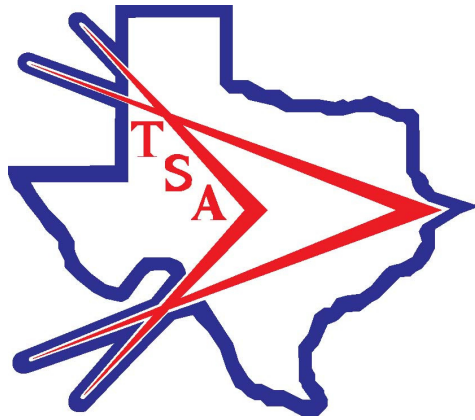


Texas Technology Student Association



Corporate Sponsorship:

**“Supporting Engineers
Of the Future”**

Technology Student Association

<http://www.texastsa.org/>

Corporate Sponsorship Chair: Mary Zimmerman

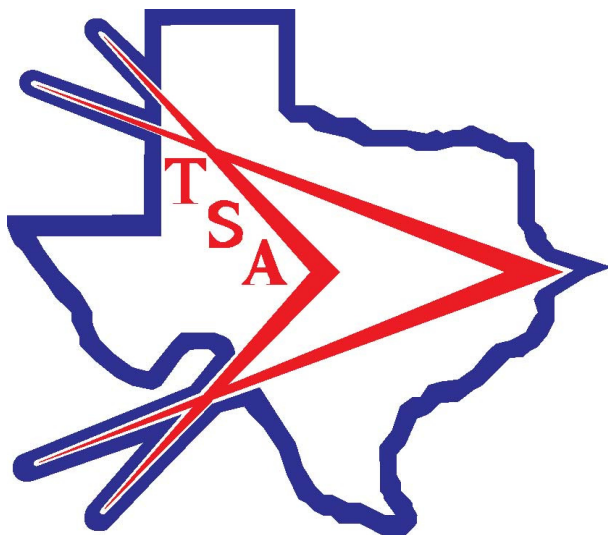
E-mail: mtbbz@yahoo.com

Phone: 281-996-2605

Important Facts and Statistics.....

About Us...

The Texas Technology Student Association is affiliated with the National Technology Student Association. The Technology Association (TSA) is a national, nonprofit organization for middle and high school students with a strong interest in engineering, science, technology and mathematics. Since TSA was chartered in 1978, over 2,000,000 students have participated in this organization!



Membership....

Texas TSA has over 10,000 middle and high school students and 185+ teachers/advisors. National TSA has 48 state delegations, a membership of 150,000 middle and high school students, 2,500 teachers/advisors, with representation statistics of 45% female, 35% minority, in addition, 75% of the students are college bound!

Recognition and Program Services

TSA Recognition...

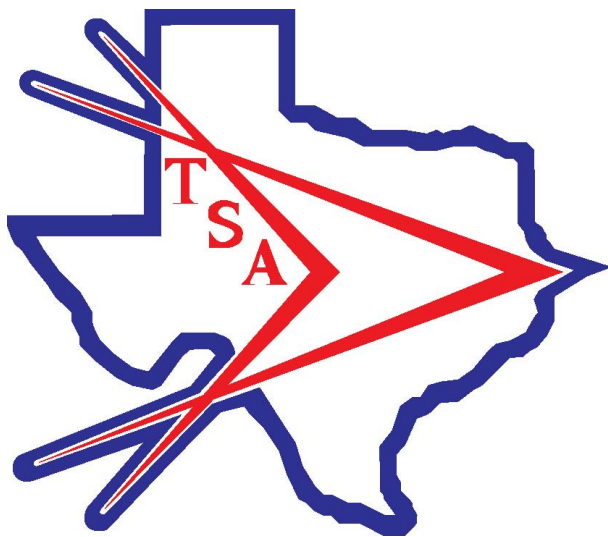
TSA is recognized by the following:

- U.S. Department of Education
- National Association of Secondary School Principles
- Association of Career and Technical Education
- Career and Technical Student Organizations (CTSO)
- International Technology Education Association
- National Science Foundation
- State Education Departments
- Local Education Agencies
- American Cancer Society (TSA National Service partner)



Program Services....

- National Competitive Events
- Leadership Academies at both state and national levels
- Annual National Conference
- Technology Honor Society Achievement and Recognition Programs
- Newsletters, Directories, Manuals, Website, other Support Materials
- Local, Regional, State, and National Activities
- National Service Project



What Events Can You Sponsor?

Middle School Events

Agriculture and Biotechnology Challenge

Participants (one team per chapter) conduct research on a contemporary agriculture or biotechnology issue of their choosing, document their research, and create a display. The information gathered may be student-performed research or a re-creation or simulation of research performed by the scientific community. If appropriate, a model or prototype depicting some aspect of the issue may be included in the display.

Career Challenge

Participants (one individual per chapter) conduct research on a selected technology-related career and use the knowledge gained to prepare a resume and cover letter, complete a job application, and participate in a mock interview.

Challenging Technology Issues

Participants (three teams of two members per state) prepare and deliver an extemporaneous oral presentation, with team members explaining opposing views of a current technology issue that has been selected on site from a choice of three options.

Chapter Team

Participants (one team of six members per chapter) demonstrate their understanding of parliamentary procedures relative to business meetings. Participants must successfully complete a written parliamentary procedures test in order to proceed to the finals, where finalists perform an opening ceremony and dispose of three items of business within a specified time period.

Communication Challenge

Participants (one individual per chapter) write, design and produce 1) a newsletter that promotes the chapter's activities, 2) an effective sponsor support request on chapter letterhead, and 3) a business card. Finalists work creatively under constraints to design a solution to an on-site problem.

Construction Challenge

Participants (one team per chapter) submit a display that documents the use of their leadership and technical skills to fulfill a community need related to construction. Finalists discuss their projects in a presentation and an interview.

Cyberspace Pursuit

Participants (one team of three to five members per chapter) are required to design, build and launch a World Wide Web site that features the school's technology education program, the TSA chapter, and the chapter's ability to research topics pertaining to technology. Click to access the middle school design brief.

Digital Photography Challenge

Participants (three individuals per state) produce and submit an album and an 8" x 10" collage of digital photographs consisting of six color or black and white digital photographs that present a single chapter activity/theme. Finalists produce three digital photographs taken at the conference site that have been edited appropriately for the on-site task.

Dragster Design Challenge

Participants (two individuals per chapter; one entry per individual) design, produce working drawings for, and build a CO₂-powered dragster according to stated specifications and using only certain specified

Electrical Applications

Participants (two individuals per chapter) demonstrate knowledge of basic electrical theory through a written test. Finalists assemble a specific circuit from a schematic diagram (using a kit provided) and make required electrical measurements. Finalists then explain their solution during an interview.

Electronic Game Challenge

Participants (one team per chapter, one entry per team) develop an E-rated game that focuses on the subject of their choice. The game should be interesting, exciting, visually appealing and intellectually challenging. A working, interactive game is submitted for evaluation.

Environmental Challenge

Participants (one team per chapter, one entry per team) identify and research a specific environmental problem or issue that has been influenced by advancements in technology. Students present their findings in the form of a multimedia presentation.

Flight Challenge

Participants (two individuals per chapter, one entry each) study the principles of flight and design in order to fabricate (using materials provided) and test-fly gliders. Gliders must be designed to be launched from a catapult that is provided on site. Flight duration of the gliders and documentation of the design process are the primary elements of the evaluation.

Graphic Design Challenge

Participants (two individuals per chapter, one entry per individual) create and produce a graphic design that is appropriate for national TSA conference publications and other small promotional items. In a given year, the design must promote the theme for the next year's national TSA conference.

Inventions and Innovations

Participants (one team per chapter with a minimum of three individuals) investigate and determine the need for the invention of a device, system or process. The invention may be groundbreaking, or it may be an improvement to an existing device, system or process. The invention may be an idea, in lieu of a working model. Team members present their idea for an invention using a stand-alone multimedia presentation, documentation notebook, and a model or prototype. Finalists make an oral presentation about the invention to a panel of judges who will act as a group of venture capitalists interested in funding an invention.

Leadership Challenge

Participants (one team of three individuals per chapter) work in teams to develop a plan of action that addresses a specific challenging situation provided on site. Under time constraints, finalists develop a plan for a second situation and then make a team presentation.

Manufacturing Challenge

Participants (one team of at least three individuals per chapter) design and manufacture a product using discarded material that has been donated from business or industry. The chapter submits documentation of chapter activities and two product samples made during the manufacturing experience.

Medical Technology Challenge

Participants (one team of two or more students per chapter) conduct research on a contemporary medical technology issue of their choosing, document their research, and create a display. The information gathered may include student-performed research or a re-creation or simulation of research performed by the scientific community. If appropriate, a model or prototype depicting some aspect of the issue may be included in the display.

Prepared Speech

Participants (one individual per chapter) develop and deliver a prepared speech, using visual support, on the assigned topic. The presentation must reflect the theme of the current year's national conference.

Problem Solving

Participants (one team of two individuals per chapter) use problem solving skills to develop a finite solution to a stated problem given on site. Participants work as a team to provide the best solution, which is measured objectively.

Structural Challenge

Participants (one team of two members per chapter) work to determine superior engineering as they conduct research and then model and test a structure that is designed to hold the greatest load. Teams submit their models for destructive testing.

System Control Technology

Participants (one team of three members per state) develop a computer-controlled model solution to a problem provided on site. Typically, the problem is a scenario of a situation in an industrial setting that requires a solution. Teams analyze the problem, build a computer controlled mechanical model, program the model, explain the program and mechanical features of the model-solution, and leave instructions for operating the device.

Technical Design Challenge

Participants (two individuals per chapter) demonstrate the ability to read and interpret technical sketches, drawings, and the use of materials when they complete a technical design and illustration test. Finalists demonstrate their ability to solve an on-site technical design problem using standard sketching, drafting, and problem-solving techniques.

Technical Writing Challenge

Participants (three individuals per state) are required to conduct research in two or three specified subtopics of a broader technological area and, using the knowledge and resources gained through that research, write a comprehensive report on the one subtopic that is designated on site.

Technology Bowl Challenge

Participants (one team of three individuals per chapter) are required to complete a written objective examination to qualify for the oral question/response, head-to-head team competition phase of the event.

Technology Transfer Challenge

Participants (one team from the TSA chapters involved, with a maximum of six students on the team from three middle school chapters) design, manufacture and package a marketable mass-produced product through a collaborative effort. Two completed products will be included in the display for this event.

Transportation Challenge

Participants (two individuals per chapter) design, engineer, and fabricate a battery-powered vehicle that covers a course in the shortest amount of time.

TSA Cup: Marine Design Challenge

Participants (one team of at least two individuals per chapter, one entry per team) research and present sailboat design principles and build a model sailboat that is raced in a test tank. Participants choose a country and incorporate information about that country — as well as information about a sailboat design/manufacturing company from the country — into an event display.

TSA Multimedia

Participants (one individual per chapter, one entry per individual) creates and designs a stand-alone multimedia presentation to promote TSA.

Video Challenge

Participants (three teams per state) develop and submit a detailed storyboard, production plan, and finished video that depicts the chapter's involvement in TSA, technology education, or community service.

High School Events

Agriculture and Biotechnology Design

Participants (three teams of two or more members per state, one entry per team) conduct research on a contemporary agriculture or biotechnology problem of their choosing, document their research, and create a display. The information gathered may be student-performed research or a re-creation or simulation of research performed by the scientific community. If appropriate, a model or prototype of the solution may be included in the display.

Animatronics

Participants (one team per chapter; one entry per team) will demonstrate knowledge of mechanical and control systems by designing, fabricating, and controlling an animatronics device that will communicate, entertain, inform, demonstrate and/or illustrate a topic, idea, subject or concept. Sound, lights and a surrounding environment must accompany the device.

Architectural Model

Participants (one individual or team per chapter, one entry per individual or team) develop a set of architectural plans and related materials for an annual architectural design challenge and construct an architectural model to accurately depict the design.

Career Comparisons

Participants (one individual per chapter) thoroughly research various technology-related careers that are associated with one of the following technology areas: Biotechnology, Communications, Energy and Power, Engineering, Manufacturing, Medical Technology, Technology Education Teaching, Transportation, or Construction. After documenting the research, each student submits a cover letter and resume for the selected career and completes a formal job application. Semifinalists participate in an on-site mock interview.

Chapter Team (Written and Oral)

Participants (one team of six members per chapter) take a written parliamentary procedures test in order to proceed to the semifinals. Semifinalist teams perform an opening ceremony, dispose of three items of business, and perform a closing ceremony within a specified time period.

Computer-Aided Design (CAD),

Architecture with Animation

Participants (two individuals per state) create representations, such as foundation and/or floor plans, and/or elevation drawings, and/or details of architectural ornamentation or cabinetry. Students may be expected to animate a presentation of their entry.

Computer-Aided Design (CAD),

Engineering with Animation

Participants (two individuals per state) create 3D computer model(s) of an engineering or machine object, such as a machine part, tool, device, or manufactured product. Students may be expected to animate a portion of their model.

Construction Systems

Participants (one team of two members per chapter) completes a written test on general construction systems knowledge. Semifinalist teams demonstrate their knowledge by solving a construction systems problem that is announced on site.

Cyberspace Pursuit

Participants (one team of three to five members per chapter) are required to design, create and launch a web site that features the school's technology education program, the TSA chapter, and the chapter's ability to research topics pertaining to technology. Pre-conference semifinalists participate in an on-site oral examination/interview.

Debating Technological Issues

Participants (three teams of two members per state) debate against a team/s from another chapter in order to advance to the semifinals. The teams are instructed on site to take either the pro or con side of a topic that is designated annually.

Desktop Publishing Participants (one individual per state; one entry per individual) develop a notebook that includes a tri-fold pamphlet, a three-column newsletter, and a poster. All participants (not just semifinalists) then work to solve an on-site problem that demonstrates their abilities to use the computer to design, edit, and print materials for publication.

Dragster Design

Participants (two individuals per chapter; one entry per individual) design, produce working drawings for, and build a CO₂-powered dragster.

Electronic Game Design

Participants (three teams per state; a minimum of two individuals per team) develop an E-rated game that focuses on the subject of their choice.

Electronic Research and Experimentation

Participants (one team of two or more individuals per chapter; one entry per team) research, plan, design, and construct an electronic device. Entries are evaluated on quality of research, ingenuity and complexity of the device, and effectiveness of the exhibit display.

Engineering Design

Participants (one team of three to five members per chapter, one entry per team) work as part of a team to solve a design problem. Through use of a model/prototype, display and design notebook, the team explains in detail how it has solved the problem and the solution's impact on society and the environment. Semifinalists demonstrate the problem and solution in a timed presentation.

Essays on Technology Participants (three individuals per state) conduct research in an announced technological area and, using the knowledge and personal insights gained from this research, write a persuasive essay on one subtopic selected from two or three related subtopics assigned on site.

Extemporaneous Presentation

Participants (three individuals per state) give a three to five minute speech, fifteen minutes after having drawn a card on which a technology or TSA topic for a speech is written.

Fashion Design Participants (one team of two to four members per chapter) research, develop, and create garment designs, garment mock-ups, and portfolios that reflect the current year's published theme. Semifinalists participate in an on-site event in which they present their potential garment designs to judges on a TSA runway.

Film

Participants (three teams per state) develop a film that focuses on a subject of their choice from one or more of the following areas: the arts, social studies, science, or technology. Possible subjects include but are not limited to social study documentaries, nature films, advertisements, comedies, or dramas. Sound may accompany the film/video.

Flight Endurance

Participants (two individuals per chapter; one entry per individual) analyze flight principles with a rubber band-powered model aircraft.

Future Technology Teacher

Participants (three individuals per chapter) research and select three accredited colleges or universities that offer technology education/engineering technology teacher preparation as a major. Each participant must write a one page simulated college essay about the wish to become a teacher in either major. Participants also develop and present a lesson plan.

Imaging Technology

Participants (one individual per chapter; one entry per individual) capture images and process photographic prints for display that depict the current year's published theme. Semifinalists participate in an on-site event in which they record digital images and utilize multimedia software to prepare a storyboard/outline and media presentation of newsworthy TSA conference activities and events.

Manufacturing Prototype

Participants (one team per chapter) design and manufacture a prototype of a product and provide a description of how the product could be manufactured in a state-of-the-art American manufacturing facility.

Medical Technology

Participants (three teams per state; two or more participants per team) conduct research on a contemporary medical technology problem of their choosing, document their research, and create a display. The information gathered may be student-performed research or a re-creation or simulation of research performed by the scientific community. A model or prototype of the solution must be included in the display.

Music Production

Participants (three teams per state) produce a musical piece that is designed to be played during the national TSA conference opening or closing general sessions.

On Demand Video

Participants (one team of two or more students per chapter; one entry per team) write, shoot, and edit a sixty second video during the conference in this on-site event.

Prepared Presentation

Participants (three individuals per state) deliver an oral presentation that includes audio and/or visual enhancement based on the theme for the current year's conference.

Promotional Graphics

Participants (two individuals per chapter; one entry each) develop and present a graphic design that can be used as a TSA recruitment tool and that includes the theme for the next year's conference.

Radio Controlled Transportation

Participants (one team of two members per chapter; one entry per team) design, fabricate, test, and demonstrate the use of a radio-controlled vehicle that collects and distributes a load during a five minute demonstration. Evaluation is based on performance, vehicle craftsmanship, and documentation of design efforts.

Scientific and Technical Visualization (SCIVIZ)

Participants (three teams per state) develop a visualization focusing on a subject or topic from one or more of the following areas: technology, engineering, science, mathematics, or social studies.

Structural Engineering

Participants (one team of two members per chapter; one entry per team) work as part of a team, on site with supplied materials, to build a model of a structure that is destructively tested to determine design efficiency.

System Control Technology

Participants (one team of three members per state; one entry per team) work as part of a team on site to develop a computer-controlled model-solution to a problem, typically one from an industrial setting. Teams analyze the problem, build a computer-controlled mechanical model, program the model, explain the program and mechanical features of the model-solution, and leave instructions for evaluators to operate the device.

Technical Sketching and Application

Participants (two individuals per chapter) complete a written test in order to qualify as semifinalists. Semifinalists must demonstrate their ability to solve an on-site engineering graphics problem using standard drafting techniques.

Technology Bowl (Written and Oral)

Participants (one team of three members per chapter) complete a written, objective test in order to qualify for oral question/response, head-to-head team competition.

Technology Dare

Participants (one team of two members per chapter) design, fabricate, and demonstrate the application and control of mechanical, fluid, and electrical power by applying power and energy principles to move balls with a pneumatic flow. Evaluation is based on a demonstration of the application of mechanical, fluid, and electrical energy principles, and craftsmanship.

Technology Problem Solving

Participants (one team of two members per chapter) use problem solving skills and limited materials to develop a solution to a problem given on site.

Transportation Modeling

Participants (one individual per chapter; one entry per individual), using only certain materials and following required specifications, design and produce a CO₂-powered scale model of a vehicle that fits the annual design problem and that takes appearance and performance into consideration.

Visit Texas TSA Website: <http://www.texastsa.org>

Become a Texas TSA National Competitive Event Sponsor
Today!!

How Would You Benefit as a Texas TSA National Competitive Event Sponsor?

- Brand a competitive event with your name. (The rules and regulations will be managed by Texas TSA).
- Connect your company with technology teachers and their students across the state.
- Create meaningful partnerships with TTSA's statewide decision makers through personal invitations.
- Link your website to the Texas TSA web page.
- Have your advertisements appear in the Texas TSA Official newsletter.
- Be recognized at the State TSA conference with exposure to approximately 2,000 attendees.
- Serve or provide judges for a statewide competition.
- Support the largest State youth organization for technology education students.

Save Time and Money with TTSA's New Sponsorship Package

This package is designed to provide each sponsor with increased promotion within TTSA, while keeping your budget in mind and offering a discounted package rate. Saves time and Money!

***New Sponsorship Package....
\$500.00 per Event***

1 Year Benefits

- Branding a competition:

Example:

Sponsor: Acme, Inc.

Event: Technology Problem Solving

- Full page ad in TTSA's State Competition Program
- Web Link on www.texastsa.org
- *State Scene* newsletter ad (half page)
- Host a special interest session at the state conference
- Meet with TTSA state advisors at the state conference

Save Time and Money with

TTSA's *New Sponsorship Package*

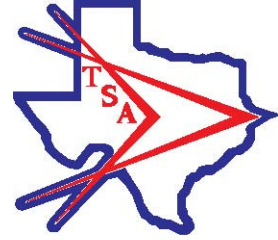
We look forward to adding you to our Texas TSA Corporate Sponsorship Family!

Contact:

Texas TSA's Corporate Sponsorship Chairperson, Mary Zimmerman or mtbbz@yahoo.com to reach more than 11,000 students and teachers throughout the state of Texas, as we educate students about the STEM (Science, Technology, Engineering, and Mathematics) concepts and develop the inventive minds of engineers and scientists of tomorrow!



Texas Technology Students Association Sponsorship Package



Please complete the following (type or print)

Company Name _____

Contact _____ Contact Title _____

Address _____

City _____ State _____ Zip Code _____

Telephone Fax _____ Email _____

Fees: \$500.00 per competitive event with any remaining funds to be deposited in the general fund without any restrictions, this is a one year package.

Please list the name of the competitive events you wish to sponsor.

1. _____
2. _____
3. _____
4. _____
5. _____

Payment



Enclosed is a check in the amount of \$_____ made payable to the Texas Technology Students Association

**Please mail form to Texas Technology Student
Association, 6413 Hinsdale Dr. Amarillo, TX 79109
c/o Karen Ripperger
Phone: 806-352-8449*