

The Great Computer Challenge, 2026

Desktop Publishing, Level 2

Scenario

The city is hosting the first-ever **Monarch Maker Fair**, a giant "show and tell" for people who love to build and create. Inventors are bringing robots, artists are showing off giant sculptures, and students are building clever gadgets. The event is a celebration of imagination and hands-on learning.

- **Location:** Monarch Community Center
- **Date:** Saturday, May 16, 2026
- **Time:** 10:00 a.m. to 4:00 p.m.
- **Cost:** \$5 for adults, Free for kids

Guidelines & Requirements

Your mission is to design three related pieces (described in the "Challenge" sections below) for the Monarch Maker Fair. Discuss ideas with your team and present the information in fun and interesting ways.

Be creative! Use shapes, digital art, colors, and fonts to make the "Maker" theme feel exciting.

Challenge 1

Flyer

Create a flyer for the school bulletin board, organizing all the "who, what, where, and when" information.

Format:

- 8 ½ x 11", full color

Include:

- Event title (*Monarch Maker Fair*)
- A catchy tagline (*example: "If You Can Dream It, You Can Make It!"*)
- Event location, date, time, and cost (*find information above*)
- A list of three activities (*examples: Robot Races, Cardboard Kingdom, 3D Printing*)

Challenge 2

Product Card

Each invention at the Fair needs a card next to it to explain what it is. Imagine a product that might be on display (a robot, a rocket, a sculpture) and create a professional layout with product information.

Format:

- 5 x 8", landscape (wide, not tall)

Include:

- A "Project Name" placeholder
- A "Maker Name" placeholder (*inventor's name*)
- A section with 2-3 bullet points to describe what the product does

Challenge 3

Event Map

The community center is big. Design a simple map to help visitors find the different "Zones." Use shapes and text to represent physical space.

Format:

- 8.5 x 11", landscape (wide, not tall)

Include:

- Labeled areas for: The Robot Lab, The Art Corner, and The Snack Station
- Icons for restrooms and the exit
- A small "Welcome" header at the top

Judging Criteria

Your team will be judged on imagination and completion of the information listed above.

SOL Correlation

- **KNOWLEDGE CONSTRUCTOR:** Students critically curate a variety of digital resources using appropriate technologies, including assistive technologies, to construct knowledge, produce creative digital works, and make meaningful learning experiences for themselves and others.
- **INNOVATIVE DESIGNER:** Students use a variety of technologies, including assistive technologies, within a design process to identify and solve problems by creating new, useful or imaginative solutions or iterations.
- **CREATIVE COMMUNICATOR:** Students communicate clearly and express themselves creatively for a variety of purposes using appropriate technologies (including assistive technologies), styles, formats, and digital media appropriate to their goals.
- **GLOBAL COLLABORATOR:** Students use appropriate technologies, including assistive technologies, to broaden their perspectives and enrich their learning by collaborating with others and working effectively in teams locally and globally.

***Have fun and thank you for participating in the
Great Computer Challenge, 2026!***