

The Great Computer Challenge, 2026

Desktop Publishing, Level I

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 job is to invite people to the maker fair and create a name tag for participants. Talk to your friends and think of ideas. Come up with a plan. Then make it look nice – use pictures, shapes, lines, colors, or drawings and be creative!

Challenge 1

Name Tag

Every inventor needs a name tag so people know who they are.

Format:

- 4 x 6" (wide, not tall)
- Goal: Design a colorful badge (name tag)

Include:

- A large, simple logo for the "Maker Fair" (like a gear, a lightbulb, or a robot)
- A big, clear box where an inventor can write their name
- One word: **MAKER**

Create a simple card or flyer to tell your family about the event.

Format:

- 8.5 x 11" (just a regular size sheet of paper)
- Goal: Use a big picture to show what the event is about.

Include:

- A large picture of something you would build (examples: a robot, a rocket, or a treehouse)
- The words: **MAKER FAIR**
- The date: **MAY 16**

Judging Criteria

The judges will look at how creative your flyer is. They want to see images related to imagination and invention.

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!***