

## CyberFair Overview

<http://www.globalschoolnet.org/gsh/cf/>

International Schools CyberFair, now in its twelfth year, is an award-winning, authentic learning program used by schools and youth organizations around the world. Students conduct research about their local communities and then publish their findings on the World Wide Web. Recognition is given to schools for the best projects in each of eight categories: local leaders, businesses, community organizations, historical landmarks, environment, music, art, and local specialties.

This White House endorsed program encourages youth to become ambassadors for their own local communities by working collaboratively with community members and using technology tools to publish a Web site that displays what they have learned. The annual contest has involved more than one million students from 4,500 schools across 100 countries—and is considered the longest running international education cyber-event of its kind.

Competition judging also takes place online. Students evaluate each others projects by using a Web-based evaluation tool designed by Global SchoolNet. The top forty entries are reviewed by international judges, to determine the winners. Winners of International Schools CyberFair are announced each Spring at a event that is global in itself, with hundreds of schools participating via Internet.

### ***CyberFair Vision for Collaboration***

The purpose of International Schools CyberFair is for students, their schools and their local communities to use the Internet to share resources, establish partnerships and work together to accomplish common goals. We believe that involving youth in educational outreach projects can foster worldwide friendships and unite communities.

### ***The Global Community - We are linked to the world!***

We want our children to learn the skills they need to succeed both in the world of today and in all the tomorrows that follow. We want safe and strong communities in which citizens can live and learn together. We want our students to be responsible "global citizens" who appreciate and respect the diversity of the world around them.

Communication technologies can foster positive and productive interaction among local and distant groups.

Youth participating in International Schools CyberFair will learn what it means to be part of a community... both locally and globally. They'll work with groups of children located around the world, each group showcasing their local community on-line. Youth will act as "Student Ambassadors," working with local leaders, local artists, local business, and the rest of their community to show the world what is special about \*their\* place.

As examples, students can meet local artists and musicians, interview them, tape their music, photograph their art, and show the world their cultural heritage. Or, students can work with their local chamber of commerce, farmers, or local business leaders, to show the world the things they make, grow and build. CyberFair Theme

### ***What does the theme "Empower and Unite" mean?***

In partnership with the World Future Society, the theme for CyberFair 2007 is "Empower and Unite!"

Students are encouraged to prepare for the future - by thinking about the possible future, the probable future, the preferable future and the preventable future.

Students are challenged to produce projects that "shine the spotlight" on people, places, businesses and other things in their local community -- that serve to "empower, inspire, motivate, and encourage positive change."

Projects that tell inspirational stories and best illustrate "future thinking" will be invited to the World Future Society international conference in Minneapolis, July 2006.

## Categories



### **CATEGORY 1: Local Leaders**

Design a website that spotlights famous or important people in your community (i.e. politicians, authors, artists, musicians, sports figures).



### **CATEGORY 2: Community Groups and Special Populations**

Design a website that showcases unique, interesting or specific community populations.



### **CATEGORY 3: Businesses and Organizations**

Design a website that showcases local businesses or organizations (i.e. chamber of commerce, city hall, hospitals, banks, libraries, boys & girls clubs, civic clubs, stores and shops).



### **CATEGORY 4: Local Specialties, Sports and Health**

Design a website that showcases local specialties and unique items or things produced, grown, or raised in your community (i.e. crafts, foods, produce, flowers, animals). or



Design a website that showcases local or unique sports, games or health programs. (i.e. surfing, skiing, rock climbing, jump rope jingles, sporting events, health awareness or substance abuse programs).



### **CATEGORY 5: Local Attractions (Natural and Man Made)**

Design a website that showcases local natural and man-made attractions (i.e. rivers, oceans, mountains, museums, zoos, parks, camp grounds). [Learn more](#)



### **CATEGORY 6: Historical Landmarks**

Design a Web site that documents and showcases local historical landmarks (i.e. Missions, battle fields, architecture, street names). [Learn more](#)



### **CATEGORY 7: Environmental Awareness and Issues**

Design a website that exposes local environmental concerns or that highlights special efforts to promote a sense of awareness and action (i.e. disaster preparedness, floods, earthquakes, hurricanes, beach erosion, solid waste management, water, air, and noise pollution). [Learn more](#)



### **CATEGORY 8: Local Culture, Music and Art Forms**

Design a website that showcases local music and musicians or art forms that are important elements of the community experience (i.e. dance, festivals, songs, ceremonies, sculpture, painting, crafts). [Learn more](#)

## Instructions

### **Task 1: Publish**

Develop and publish a web project, based on research about your local community.

**IMPORTANT:** Make sure you focus on this year's theme: "Empower and Unite!"

Identify and describe your 'local community.' The defined community need not be restricted by geographic location.

Select one of the eight CyberFair categories and conduct a research project involving your selected community and its resources.

Publish your web project on the Internet.

### **Task 2: Reflect**

Describe the research process and learning outcomes by completing your Project Narrative and linking to your bibliography.

**IMPORTANT:** The CyberFair Project Narrative must be submitted using the official narrative form. You may access the project narrative form from your personal CyberFair Checklist.

Observe and record the following elements of your project and include that information in the required Project Narrative. You may want to assign 3-5 students to act as project historians to observe and describe these processes.

- Describe how the activities and research conducted by your students supported required coursework, curriculum requirements, and content standards.
- Describe how your project reflects a balance of students interacting with their communities and the use of information technology tools.
- Describe how your students functioned as "ambassadors" and spokespersons for their project both on-line and in person.
- Describe the impact that that CyberFair had or will have on your community.
- Describe how the project engaged local businesses and industry experts as volunteers, contributing their time and technical expertise.

### **Task 3: Evaluate**

Participate in a Peer Review Evaluation process to select and rank other CyberFair web projects.

Provide insightful feedback about other Doors to Diplomacy projects.

Read and discuss the feedback and comments that your own project receives.

## Project Narrative

You will document your achievement of these goals in your CyberFair Project Narrative. The deadline for submitting BOTH your Project Narrative and your final CyberFair project is midnight - on the deadline date.

An outstanding project narrative will tell an interesting story about your project and its impact upon student learning and within your community. It will clearly show how the project meets or exceeds objectives for both the CyberFair contest and the category in which it's entered.

Teachers and students should work together to complete the Project Narrative. Discuss each section with the students. Brainstorm ideas and wording. Assign a small group of students to create a draft. Discuss their draft with the group until the group reaches a consensus, and then have another group complete this form. If time represents a problem the teacher may take the lead, but the input and consensus of your students should be an integral part of the final completion of this form.

### **Defines Your Community**

Your narrative defines your "community" and shows how your project brought this community together to "share and unite" around a common goal. Your narrative should clearly describe the project's contribution to both your local community and to the global Internet community. Of course, the contents of your project web pages should support the claims you make in the project narrative.

### **Chronicles Your Project**

The Project Narrative is a valuable chronicle of your project for your parents, administrators, and members of your community to help them understand and appreciate your efforts and accomplishments in putting this project together. The Project Narrative "documents" the student learning that has occurred.

### **Hyperlinks to Your Project**

The Project Narrative page contains a hyperlink directly to your CyberFair project so that visitors will understand the story behind the creation of your CyberFair project.

### **Bibliography Required**

You must now include a hyperlink to your project bibliography where you should cite relevant sources for the information in your project. In the past, the evaluation rubric addressed in a general way how well you cited your sources. However, the rubric now requires that you have a specific bibliography page where you cite all of your sources.