

ThinkQuest Africa 2003 Manual

July 23, 2003 - First draft of consolidated TQA manual

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Overview

ThinkQuest Africa is the first Pan African Internet Challenge based on the international ThinkQuest competition for teams from Africa.

ThinkQuest Africa (TQA) Internet Challenge is a website competition for African learners. If you are a student in Africa, TQA urges you to help build Africa's educational resources by developing educational websites with African content.

TQA focuses on interactive, collaborative learning. You will be encouraged to work in an international team, particularly with learners from different parts of Africa in developing

websites. TQA will also encourage teachers to act as coaches and in this way, it links learners and teachers from all over Africa in an Internet adventure.

Take advantage of the Internet as a source of information and a powerful collaborative tool, to learn, compete, make new friends and win attractive awards.

Your work will be published on the TQA web site and learners from all over the world will use it as an educational reference.

TQA is about hard work, team work, scheduling, learning, and most of all it is great fun!

How Can I Join?

Joining TQA is very easy,

1. You have to be a member of a team; teams could be made up of 2, 3 or 4 learners and 1 or 2 coaches. Team members should be between the age of 12-19.
2. Select the topic of your web site and register your team on the TQA web site (www.thinkquestafrica.org) by filling the online application. Make sure you submit before **Monday August 18, 2003 12:00 PM (noon Cairo time)**.
3. Make sure that your parent/guardian signs the parental consent form and send it by fax to TQA.
4. Your application will be screened for appropriateness and if approved, you will have a special area on the site to post your entry.
5. Make sure that you complete your entry (web site) and submit it to TQA web site before **Monday, November 17, 2003 12:00 PM (noon Cairo time)**.

How do I form a team?

In order to participate in the TQA Internet Challenge, you must be a member of a team. A team may consist of two, three or four learners, and one or two coaches. No more than one learner member may be living outside Africa at the time of registration.

You do not have to be the same age, or be enrolled at the same school, or be from the same country. You are encouraged to form teams and collaborate (via the Internet) with other learner who have different levels of experience with, and access to, technology resources, as well as with learners from different countries, of different genders, and with different interests, skills, and backgrounds.

Each learner team member must make significant contributions to the success of the team and be a full participant in the development of its entry. Coaches may help with team formation, provide guidance and encouragement, and help learners locate human, technical and information resources in support of their efforts. Coaches and others who are not learner team members may not work directly on the entry. At least one coach and one learner team member must have an active e-mail address that can be used for communication with the ThinkQuest staff.

Select one of these categories

- Arts and literature
- Science and mathematics
- Social sciences

- Sports and health
- Interdisciplinary

How will entries be judged?

A panel of international judges will review the sites and will give them grades according to the criteria described in the [TQA rules](#) and the detailed explanation of the judging criteria

The judging criteria are as follows:

- 10 points - Team Collaboration and Diversity of Computer and Network Resources among Learner Team Members
- 20 points - Educational Value
- 20 points - Entry Quality
- 20 points - Internet Style of Learning
- 10 points - Entry Usage
- 10 points - Multilingual
- 10 points - Africa related content

When will I know the results?


The judging process of the entries begins immediately after the entry deadline. Finalist teams will be announced December 2003.






How can I get more information?

1. Read the rest of this document for more detailed information.
2. Contact your country co-ordinator in the Contact Information section.
3. Email info@thinkquestafrika.org

Contact Information

Please contact your country co-ordinator in the table below. For all other enquiries, contact info@thinkquestafrika.org.

Country	Contact Information
 <p data-bbox="266 1745 350 1772">Benin</p>	<p data-bbox="477 1591 797 1623">Organization : ORDIV</p> <p data-bbox="477 1623 781 1654">Name : Ken Lohento</p> <p data-bbox="477 1654 833 1686">Email : kenloh@avu.org</p> <p data-bbox="477 1686 984 1717">Web site : http://www.oridev.org/</p> <p data-bbox="477 1717 808 1749">Tel. : +229-98-04-49</p> <p data-bbox="477 1749 1406 1822">Address : 03 BP 4301, Carre 535-550 Saint-Jean, Face ISFOP, Cotonou, Benin</p>

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 <p>Ethiopia</p>	<p>Organization: MENELIK II Senior Secondary School Name: Mr. Girma Mitiku Email: girmamitiku@yahoo.com Tel: 251-1-57 36 42(Off), 251-1-18 11 95(Res) Fax: C/O Aster G/Mariam: 251-1-51 10 20 Address: P.O.Box: 2787, Addis Ababa, Ethiopia</p>
 <p>Gambia</p>	<p>Organization: World - Links and Gambia YMCAs Name: Poncelet O. Ileleji Email: instructor@ymca.gm or gambia@world-links.org or Poncelet2@yahoo.com Web Site: www.worldlinks-gambia.gm or www.ymca.gm Tel: (220) 392647, Mobile (220) 912508 Fax: (220) 390793</p>
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 <p>Uganda</p>	<p>Organization : Think Quest Uganda Name : Robert S. Lusiba Email : demielus@yahoo.com Tel. : +256-75-696384 Fax : +256-75-696384 Address : C/O COMPUTER ERA 2000 LTD. Ambassador house, 2nd floor, suites, 16A & 23A. Plot 56/60 Kampala road</p> <hr/> <p>Organization: SchoolNet Uganda Name: Kakinda Daniel Lugudde Email: dkakinda@schoolnetuganda.sc.ug, dkakinda@yahoo.com, dkakinda@hotmail.com Web Site: http://www.schoolnetuganda.sc.ug Tel: 256-77- 820 167 Address: PLOT 83/85 Park Royal building, Kampala Rd. Kampala, Uganda</p>
 <p>Zambia</p>	<p>Organization: Microlink technologies Ltd Name: Chilufya Musosha Email: chilufya@microlink.zm Web Site: www.microlink.zm Tel: + 26097778086 Fax: + 2601225476 Address: 1st floor building 2 central Park Cairo Road Lusaka. P.O. Box 35681 Lusaka. Zambia</p>
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ThinkQuest Africa Internet Challenge Rules 2003 Contest Year

Updated: April 17, 2003

Updated: July 23, 2003 - consolidated awards section

Introduction

ThinkQuest Africa (TQA) Internet Challenge is the first regional programme Internet contest managed by [SchoolNet Africa](#) to encourage and support learners to form teams from different African countries. It is a new style of learning that encourages learners to collaborate across geographical borders to develop educational web sites.

TQA is an annual African/international contest open to school learners, aged 12-19. The purpose of the contest is to promote the Internet Style of Learning - an interactive, participatory approach that encourages learners to take advantage of the Internet as a source of information and a powerful collaborative tool. Learners are encouraged to work in teams of two or three - from different schools and even different countries - to build web sites used as learning tools by other learners.

Contest Schedule and Deadlines

- Online Applications - Applications for the TQA 2003 Internet Challenge may be submitted via the TQA Web site no later than Monday August 18, 2003 12:00 PM (noon Cairo time).
- Entries- Entries for the TQA 2003 must be completed, and submitted no later than the entry deadline of Monday, November 17, 2003 12:00 PM (noon Cairo time).
- Judging - Judging process of the entries begins immediately after the entry deadline. Results will be announced mid December 2003.

Team Makeup and Eligibility

In order to participate in the TQA, a learner must be a member of a team. A team may consist of two, three or four learners, and one, or two coaches. No more than one learner member may be living outside Africa at the time of registration.

Learner members do not have to be the same age, be enrolled at the same school, or be from the same country. In fact, learners are encouraged to form teams and collaborate (via the Internet) with other learners who have different levels of experience with, and access to, technology resources, as well as with learners from different countries, of different genders, and with different interests, skills, and backgrounds. Each learner team member must make significant contributions to the success of the team and be a full participant in the development of its entry. Coaches may help with team formation, provide guidance and encouragement, and help learners locate human, technical and information resources in support of their efforts. Coaches and others who are not learner team members may not work directly on the entry. At least one coach and one learner team member must have an active e-mail address that can be used for communication with the TQA staff.

Individual Eligibility

A LEARNER is eligible if he or she is:

- 12 to 19 years of age on the application deadline date,
- not registered as a full-time learner in an institution of higher learning,
- enrolled at an elementary or secondary school (or equivalent) in any country

where participation in the contest is lawful.

Restrictions:

- A learner cannot be a member of more than one TQA contest team during one contest year.
- No more than two immediate family members of a TQA team may be related to each other.
- Entries that have been previous winners or honorary mentioned in TQA or TQ international will not be admitted.

A COACH is eligible if he or she is:

- An employee of a school, OR has been approved by a learner member's parent or guardian,
- Able to give regular help and coaching assistance to the learner's) to be coached, and
- An educator or other adult 21 years and older

Persons over the age of 18 years, who are ineligible to participate as a learner team member, may serve as a coach provided that there is at least one coach on the team that meets the above stated criteria.

Contest Categories

Teams may submit their entries in any of the five categories listed below

- Arts & Literature
- Science & Mathematics
- Social Sciences
- Sports & Health
- Interdisciplinary*

* There are no limits on this category. An Interdisciplinary entry category might combine subjects from two of the other categories - The Physics of Baseball, for example. Or, it simply may not fit into any of the other categories.

Proposal Process

Learners may find other team members, start or join a team, research and choose their entry topic, and begin the application process at any time before the proposal deadline. There is no required sequence for this process, but each team must complete and submit its application by the application deadline. If the proposal complies with the TQA rules and its planned entry offers educational benefits for other learners, it will be approved. The team will be notified by email of approval within two weeks of receipt of their application. Once approved, the team will be given space on the TQA Web server for the development and testing of its entry.

The Proposal Process will require:

- Information on team members, coaches, and schools,
- The contest category of the proposed entry,
- A short description of the proposed entry, and
- A completed Parental/Guardian permission form for learner participation. A parent or guardian of each participating learner must complete this permission form. It certifies that the learner and parent or guardian understands and will abide by the Rules. It also appoints the learner's coach(es).

The application form must be completed via the TQA Web site. Only the parental permission section will be accepted by mail or fax, and only when the parent or guardian is unable to make this submission via the ThinkQuest Africa Web site.

Submitting the Entry

A completed entry consists of two items:

- The collection of Web pages the team has produced and successfully uploaded to the ThinkQuest Africa Web server, and
- A completed final questionnaire. (available at <http://www.thinkquestafrica.org>)

When the team has completed these two entry items, its entry will be reviewed. If the entry has educational merit and complies with the rules, it will be submitted for judging and made available for use by others via the Web. Entries may be submitted any time until the entry deadline.

Awards

Based on the relative merits of the entries, the judges will select the top scoring entries in each category to receive awards, with the exception of any team that has been disqualified and whose members will not receive any award. All award announcements will be posted on the TQA website.

Winning teams will receive awards as well as a certificate of achievement and their sites will be published on the TQA library.

All cash awards, if any, are subject to income tax consequences in the learner's country of citizenship and if different the country of residence. Learners and their guardians should carefully understand and abide to the tax implications of the awards in their respective countries.

Only African contestants are eligible to receive cash awards, non African participants will receive certificates of merit in case of winning.

Judging Criteria

The eight judging criteria, weighted as indicated below, will be used for all category awards.

1. 10 points - Diversity of Computer and Network Resources among Learner Team Members and Team Collaboration

The Judges will consider significant differences in computer and network resources available among the learner team members' schools. The greater the difference between the highest and lowest learner team members' levels of access to computer and network resources, the more points the Judges will award. Team members must enter this information when the team completes its entry form.

In order to encourage collaboration by learners with different skills, resources, and backgrounds, the Judges will evaluate:

1. How successfully team members collaborated on their entry by sharing their individual knowledge, skills, effort and contributions with other team members, and
2. Other factors (such as the different languages, nationalities, genders and ages of the participants) that influenced the collaboration.

In the entry form, each team should provide detailed information about its learner team members that are relevant to this criterion.

2. 20 points - Educational Value

In order to encourage teams to create entries that have significant educational value, the Judges will evaluate:

1. The importance of the educational objectives of the entry,
2. The extent to which the entry meets these educational objectives in (a) above, and
3. The originality, innovation and artistic presentation of the entry and its material.

3. 20 points - Entry Quality

In order to encourage learners to create high-quality entries, the Judges will evaluate:

1. The technical quality of the entry, including its reliability, ease-of-use, internal consistency, robustness, and ability to perform quality checks on data submitted, and to work efficiently as increasing numbers of learners and schools use the entry, and
2. The quality of the content of the entry, including the accuracy and completeness of information (formulae, propositions, text, illustrations, etc.), the expressiveness and clarity in communication of ideas, and the appropriateness of the attribution(s) for the work of others.

4. 20 points - Internet Style of Learning

In order to encourage each team to create an entry which uses computers and the Internet to enhance the users' learning experiences, the Judges will evaluate the extent to which an entry:

1. Allows for active participation by others,
2. Encourages others to share data, ideas, and materials that can enrich the overall value of the entry, and that help to create a "learning community" around the entry, and
3. Fosters interactive, participatory, collaborative "Internet style" learning that

encourages users to explore the Internet's timely resources and to create new relationships that broaden the communities in which they live.

4. In the entry form, each team should describe how its team members believe the entry will allow, encourage and foster these activities and how users can enrich the value of the entry.
5. 10 points - Entry Usage
The Judges will determine whether an entry has been, and is likely to be, highly used by others. This evaluation will be based on:
 1. The valid frequency of use of an entry, the nature of its use and users, and the comments of other users about the entry.
 2. The expectation that other learners will heavily use the entry.

Consequently, factors learners should consider as they build an entry include:

- The entry's appealing nature
- Its breadth of potential users
- Its educational effectiveness
- Its originality, appropriateness, and clarity
- Its ability to work on a variety of platforms and browsers.

Learner team members should also plan how to effectively and appropriately inform potential users of the merits of their entry, and how to implement their plan once the entry is made available for use by others.

6. 10 points - Multilingual
Learners will have the possibility of gaining extra points based on its multilingual nature. Learners are encouraged to develop multilingual web sites in either a combination of the official languages (English, French) or one of the official languages in addition to one local language.
7. 10 points - Africa related content
The Judges will determine whether an entry has a significant Africa related content in terms of addressing topics of importance / benefit to Africa, in terms of providing rich content about African countries, culture, contributions to different fields, within the framework of the above mentioned TQA categories etc.

Parental Permission for Learners

Each parent (or guardian) of a TQA learner must certify that he or she:

1. Has determined, from the appropriate authorities of the country and the political subdivisions thereof in which the learner resides, and/or from legal advisers in such country that:
 - Participation by the learner and by the coach(es) in The TQA contest is proper under, and accords with, applicable laws and regulations, and
 - TQA contest complies with all applicable laws and regulations, no actions

must be taken, and no filings or payments must be made, by or on behalf of the TQA, with respect to such contest or such participation,

2. Will promptly advise TQA if any of the foregoing statements are no longer believed to be accurate or there is doubt about such accuracy, and
3. Believes that the TQA contest is consistent with the customs of the learner's country.

General Rules for Participants of All ThinkQuest[®] Africa Contests

Contents of Application and Entry

General

Each team member must make significant contributions to the success of the team and be a full participant in the development of the entry.

No application or entry may report upon, or otherwise deal with, (a) live vertebrate animal experimentation by the team or (b) experiments that involve human subjects.

Neither an application nor an entry may contain any statement, data, information, or assertion (whether true or false) that would defame the character of, or expose to ridicule, any living person or a person who died after December 31, 1965, except that an entry may report on, or discuss, the character of a public figure if, and only if:

- a. A respectable historian has written a book or produced some other important work that deals with the public figure in detail and that reports (not speculates) that such defamatory materials are truthful, and there has been no litigation contesting the truthfulness of such defamatory materials, or
- b. A final decision (one that is not subject to further appeal) by a court of law or other reputable tribunal decides that such defamatory materials are truthful, and,

In both (a) and (b), all of the defamatory statement(s), data, information, or assertions are contained in such book, work, or decision, and the materials in the entry do not go beyond such materials in such book, work, or decision.

While learners are encouraged to seek guidance from parents, coaches, friends, published sources and other collaborators via the Internet, the learners must do their own work on the application and the entry and must not permit any person (other than learner members of the team) to perform such work (except when properly and clearly attributed to that person) and must not copy the words or images of others, except as permitted in the section Use of Copyrighted Materials, below. All materials in each entry must be suitable, in the opinion of the Judges, for use in schools. These materials may also be suitable for other age groups.

The application and entry forms, as well as other communications submitted to TQA must be written in English. Web pages may be in any (one or more) of the official languages (English, French) with the possibility of submitting bilingual entries in other local languages as indicated in judging criteria. If other languages are used, the Web user should be able to "click" to move between versions. Judging will be in the above mentioned languages versions. Multiple languages will enhance the value of the entry as measured by the "Multilingual" criteria.

Use of Copyrighted Materials

No entry may include materials that were created by another person unless that material was created before January 1, 1918, and an accurate citation to the quoted material is included in the entry. In addition, no entry may include material that was created by another person on or after January 1, 1918 without written permission to quote such materials by the creator or owner of such intellectual property, and a copy of such permission should be provided to TQA. The word "material" as used in this section includes text, images, and data included in the entry or otherwise published on the Internet. Very short quotations from materials printed in newspapers, magazines, or books are permissible if reasonably necessary to illustrate a point or to give appropriate credit to an author or to help users understand a subject, and an accurate citation to the quoted material is included in the entry. No entry may include any trademarked material(s) without the written permission from the owner(s) of the trademarked material(s).

Judging of Entries

A panel of international independent judges will be selected by, SNA. The Judges will review each entry. Entries may be judged in a category other than the one in which they were submitted. All decisions will be based on the Judging Criteria and will, in all respects, be final and binding. All award lists will be posted on the TQA Web site. TQA reserves the right to have judging performed by other persons.

Disqualification

Disqualification of Applications, Entries, Participants or Teams

TQA or the Judges may decide to disqualify an application or disqualify an entry if it or they are of the opinion that:

- There has been no timely and proper submission of the application, the entry (including all items required by the instructions for the entry on the TQA web site), or all of the entry forms,
- There is a lack of sufficient educational merit,
- There is a violation of any portion of the rules, or the required forms, or
- A team has intentionally or negligently gained unauthorized access to, or misused, the TQA web sites or servers by gaining access to areas that the team does not have explicit right to use or by using the servers for purposes not related to the development and deployment of an entry. For example, a team will be immediately disqualified if it intentionally gains access to an area of the servers other than its entry area or uses the server e-mail facility for purposes not related to the entry.

If an application or entry that is submitted on time contains an omission(s) or error(s) that violate(s) subparagraph 1., 3. and/or 4. above in a relatively unimportant or non-substantive manner, ThinkQuest Africa or the Judges may, if it or they deem it to be appropriate, send a message to the submitting team pointing out the violation(s) and giving the submitting team a designated period of time to complete or correct such application or entry.

If an entry contains materials that appear to violate any of these rules, TQA or the Judges may, at its or their discretion, disqualify the entry in its entirety, remove the materials from the entry that appear to violate such rules or requirements, and/or withdraw an award that has not been previously paid out to the learner, coach or school.

Employees or close relatives of employees of TQA, SchoolNet Africa are not eligible to participate as team members or coaches in any TQA contest.

Disqualification of Judges

In order to avoid an actual or apparent conflict of interest, a Judge must not be closely related to team members or coaches of a team that the Judge is screening, evaluating, or judging. Accordingly, no one may act as a Judge with respect to an application or an entry of a team if he or she is related to any member or coach of that team, or otherwise feels that he or she might be, or appear to be, biased. To enable such self-disqualification, a list of the teams, and their learner members and coaches, will be available to the Judges. No coach may be a Judge at the same time and in the same contest in which he or she is a coach. All decisions by TQA and/or the Judges will be final.

Awards

General Award Terms

ThinkQuest Africa will be announcing the awards and the general term in due time.

Changes

Extensions of Contest Deadlines

TQA may extend any contest deadline, and will post any such extension on the TQA web pages.

Changes in Team Membership

If one or more members of a team should be unable to continue to participate for any reason, TQA or the Judges shall determine what, in its or their judgment, are the appropriate steps to be taken.

A decision to disqualify an application or an entry may only be made by TQA or by two or more Judges.

Ownership of Intellectual Property and the Rights & Duties of Parties

An entry will remain the property of the submitting team. Both SchoolNetAfrica and ThinkQuest Africa will have an irrevocable license to make all or a portion of such entry, as it initially is or as it may be modified, improved, or enlarged, available to persons or organizations desiring to use, or to make it available for the use by others. SchoolNetAfrica and ThinkQuest Africa may also keep such entry on their respective web sites and distribute it in any manner, for example, on CD-ROMs. For the avoidance of doubt, such use or distribution of the entry by SchoolNetAfrica or ThinkQuest Africa may be for their profit or not, at the election of SchoolNetAfrica and ThinkQuest Africa.

The team shall have no right to use any modification, improvement, or enlargement of the entry that is made by ThinkQuest Africa, and ThinkQuest Africa shall have no right to use any modification, improvement, or enlargement of the entry that is made by the team unless it is placed on the ThinkQuest Africa Web pages with the permission of ThinkQuest Africa.

ThinkQuest Africa shall have the right, but no obligation, to take actions it deems appropriate to prevent misuse of an entry. The team members, and their parent(s) and guardian(s), may take such steps or actions to prevent misuse of the entry, as submitted, as they deem appropriate.

Finality of ThinkQuest Africa's Decisions

Each decision of TQA and each decision of any of the Judges, with respect to any matter related to any TQA contest, shall, in all respects, be final and binding on the team member(s), his or her or their parents or guardian(s), the school(s), and the coach (es), and shall not be subject to review.

Choice of Laws and Resolution of Disputes

The ThinkQuest Africa contests, and all disputes arising out of or relating to the agreement or agreements contained in these rules, the rules specific to each contest, and the contests themselves, shall be governed in accordance with the South African governing laws.

Each party shall pay for the costs of its own counsel, witnesses, other personal expenses, and its appropriate share of any costs agreed to be borne jointly.

Modification of the Rules

TQA Africa reserves the right to modify the rules to the extent that it believes it is appropriate to enable the contest to be carried out most effectively in one country or more than one country and/or to comply with the laws and regulations of such country or countries. However, in no event will any change be made in the Rules to comply with the laws or regulations of a particular country if such change would, in the opinion of TQA, diminish the fairness of the contest itself or interfere with the achievement of the objectives of the contest. Modifications will be posted on the TQA Web site. The rules published on TQA web site are the final version of the rules and should be consulted periodically by all TQA participants.

Responsible Party and Operator of the ThinkQuest Africa Program

ThinkQuest Africa is operated by SchoolNetAfrica as a regional programme.

Judging Criteria and Rubric

Following are the detailed rubrics for the TQA 2003 judging criteria, these rubrics are provided as guides for the team members to help them determine the value of their sites and the areas of focus.

These criteria will be used by judges to evaluate the sites submitted by teams.

10 points - Team Collaboration & Diversity among Student Team Members

a) Computer and Network Resources

Judges will consider significant differences in computer and network resources available among the student team members' schools. Team members must enter this information when the team completes its entry form/final questionnaire.

b) Social and cultural diversity

Judges will consider other factors (such as the different ages, genders, nationalities and languages of the participants) that influenced the collaboration, taking special note of cultural diversity in the African context.

c) Team collaboration

In order to encourage collaboration between students with different skills, resources, and backgrounds, Judges will evaluate how successfully team members collaborated on their entry by sharing their individual knowledge, skills, effort and contributions with other team members, how they shared their individual knowledge and skills towards the overall project and how the team managed to use different internet communication tools to complete their entry.

20 points - Educational Value

In order to encourage teams to create entries that have significant educational value, Judges will evaluate:

- a. The importance of the educational objectives of the entry,
- b. The extent to which the entry meets these educational objectives in (a) above,
- c. The originality, innovation and artistic presentation of the entry and its material,

Educational Value Evaluation		
1. Evaluate the importance of the educational objectives of the Entry and its effectiveness in meeting those objectives.		
Give This Entry 0-3 if:	Give This Entry 4-7 if:	Give This Entry 8-10 if:
The educational objectives addressed have limited relevance to the age and grade-level of the target audience.	The Entry has some educational value and does a moderately effective job addressing a set of educational objectives that have relevance to students.	The Entry has strong educational value and clearly and effectively engages students in its designed learning activities.
0 1 2 3	4 5 6 7	8 9 10
2. Evaluate the originality, innovation, graphic design, and artistic presentation of the Entry and its material.		
Give This Entry 0-3 if:	Give This Entry 4-7 if:	Give This Entry 8-10 if:

The Entry resembles the direct transfer of information from other media (e.g. textbooks, pamphlets, magazines) onto the Web; graphic design is unappealing.	The team has taken advantage of the strengths and capabilities of the Web to create a new presentation of information and materials; the design and presentation of materials is average.	The Entry is original, exemplifies excellent graphic design and uses the many capabilities of the Web to create an engaging, contagious and fun learning environment for students.
0 1 2 3	4 5 6 7	8 9 10

20 points - Entry Quality

In order to encourage students to create high-quality entries, Judges will evaluate:

- a. The technical quality of the entry, including its reliability, ease-of-use, internal consistency, robustness, and ability to perform quality checks on data submitted, and to work efficiently as increasing numbers of students and schools use the entry, and
- b. The quality of the content of the entry, including the accuracy and completeness of information (formulae, propositions, text, illustrations, etc.), the expressiveness and clarity in communication of ideas, and the appropriateness of the attribution(s) for the work of others.

Quality of the Entry and its Content Evaluation		
1. Evaluate the technical quality of the Entry. Is it reliable, easy to use, consistent, self-checking, robust, and well performing on a range of browsers and platforms.		
Give This Entry 0-3 if:	Give This Entry 4-7 if:	Give This Entry 8-10 if:
Many links fail, users can "crash" the Entry; multimedia connections don't work; it is easy to "get lost" in the pages; Entry does not work with more than one browser.	Users can navigate easily throughout the Entry and use it effectively with the instructions provided. Not all pages work with all browsers and platforms; some links may have failed.	The Entry is intuitively easy to navigate and use. It generates no errors and all links and multimedia connections work. The Entry performs well on different browsers and platforms at different speeds and will scale well as usage grows.
0 1 2 3	4 5 6 7	8 9 10
2. Evaluate the quality of the contents of the Entry, including its accuracy, completeness of information, and the entrants' ability to express ideas clearly.		
Give This Entry 0-1 if:	Give This Entry 2-3 if:	Give This Entry 4-5 if:

Information contains numerous or fundamental errors; information is presented as original when it is not. Entry is ineffective at helping others learn; the content is weak and/or disorganized.	Information presented is generally accurate and any errors are not substantive. Content is presented in average manner.	Information is presented in a clear and accurate way. Team members have thoroughly reported on their topic and presented the information in an interesting and creative manner.
0 1	2 3	4 5
3. Evaluate the Entry for its appropriate and complete attribution for others' work. Have the students provided appropriate and complete attributions for work done by others?		
Give This Entry 0-1 if:	Give This Entry 2-3 if:	Give This Entry 4-5 if:
Citations are consistently missing; credits are incomplete.	Entry may be missing very minor citations, but the Entry is intellectually honest.	References and sources are cited properly and in an outstanding manner. Credits reflect all work contributed by others.
0 1	2 3	4 5

Following are the detailed rubrics for the TQA 2003 judging criteria, these rubrics are provided as guides for the team members to help them determine the value of their sites and the areas of focus.

These criteria will be used by judges to evaluate the sites submitted by teams.

20 points - Internet Style of Learning

In order to encourage each team to create an entry which uses computers and the Internet to enhance the users' learning experiences, Judges will evaluate the extent to which an entry:

Allows for active participation by others,

Encourages others to share data, ideas, and materials that can enrich the overall value of the entry, and that help to create a "learning community" around the entry, and

Fosters interactive, participatory, collaborative "Internet style" learning that encourages users to explore the Internet's timely resources and to create new relationships that broaden the communities in which they live.

Internet Style Evaluation		
1. Evaluate how the Entry allows users to contribute and participate by sharing ideas, views, experiences and data with each other via the Entry.		
Give This Entry 0-3 if:	Give This Entry 4-7 if:	Give This Entry 8-10 if:

<p>The Entry contains information that is static; repeat visits to this site will not provide further insight into the topic. There is no opportunity for students to participate; therefore it is unlikely that a student will make repeated visits to this site.</p>	<p>The Entry provides visitors with a limited opportunity to participate, but does not fully exploit the interactive nature of the internet.</p>	<p>The Entry creatively exploits the interactive nature of the internet and has accomplished the goal of encouraging others to contribute information to increase the value of the site for all visitors. Students are able to interact and additional visits will provide the user with increasing knowledge and information.</p>
<p>0 1 2 3</p>	<p>4 5 6 7</p>	<p>8 9 10</p>
<p>2. Evaluate the extent to which the Entry fosters the "Internet Style" of learning -- an interactive, participatory, collaborative style -- that encourages students to explore the Internet's timely resources and create new relationships by broadening the community in which they live.</p>		
<p>Give This Entry 0-3 if:</p>	<p>Give This Entry 4-7 if:</p>	<p>Give This Entry 8-10 if:</p>
<p>The Entry does not foster and encourage active sharing and collaboration by students/users; there may be a "guest book" or "message board" but the team is the only source of ideas, views and experiences.</p>	<p>Users of the Entry actively share information and views through this Entry.</p>	<p>Users engage in active collaboration through ongoing discourse, collaborative problem solving, simulation and/or interactive games. Visitors are able to participate in the learning process and able to explore beyond their communities.</p>
<p>0 1 2 3</p>	<p>4 5 6 7</p>	<p>8 9 10</p>

10 points - Entry Usage

Judges will determine whether an entry has been, and is likely to be, highly used by others. This evaluation will be based on:

- a. The proven nature of its use and users, and the comments of other users about the entry
- b. The expectation that other African learners will heavily use the entry.

Consequently, factors students should consider as they build an entry include:

- the entry's appealing nature to users
- its breadth of potential African users
- its educational effectiveness in the African context
- its originality, appropriateness, and clarity

Entrants should also plan how to effectively and appropriately inform potential users of

the merits of their entry, and how to implement their plan once the entry is made available for use by others.

Usage Evaluation		
1. What is the likelihood that the Entry will be heavily used by African learners due to its appealing nature, educational effectiveness, originality, appropriateness and clarity?		
Give This Entry 0-3 if:	Give This Entry 4-7 if:	Give This Entry 8-10 if:
There seems to be little likelihood that learners will frequent this Entry in the future.	The Entry is sufficiently engaging and/or effective. African learners are likely to visit the site in the future.	The Entry is so original, appealing, appropriate, clear and effective that it is likely the Entry will enjoy repeated use by learners in the future.
0 1 2 3	4 5 6 7	8 9 10

10 Points - Multilingual

Judges will determine whether an entry has been developed in more than one languages, this evaluation will be based on:

Multilingual Evaluation		
1. Evaluate the usage of local/indigenous African languages beside the official languages of ThinkQuest Africa		
Give This Entry 0 if:	Give This entry 1-5	Give This Entry 6-10 if:
The web site is developed in only one language	The web site is developed in the two official languages of TQA (English and French). some content is translated but not all, quality of the translation is not always accurate.	3 - two languages, most content is translated, quality of the translation is reasonable 4 - two languages, all content is translated, good quality translation 5 - more than two languages used, or all content translated, excellent quality translation
0	1 2	3 4 5

10 Points - Africa Related Content

Judges will determine whether an entry has been developed with specific focus on Africa and targeting African learners and its contribution towards establishing web based African educational content.

Africa Related content Evaluation

1. Evaluate the contribution that this site makes towards establishing online African content

Give This Entry 0-1 if:	Give This Entry 2-3 if:	Give This Entry 4-5 if:
The content includes African material, but makes limited reference to African issues and resources.	The content is African, but only makes partial reference to African contexts. Most links are to non-African references.	The content is African and deals thoroughly with African issues in the world context.
0 1	2 3	4 5