



Kansas City's most exciting K-12 STEM competition!

2021

COMPETITION

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WHAT IS BATTLE OF THE BRAINS?

Inspired by kids, built by Burns & McDonnell.

It's Kansas City's most exciting K-12 STEM competition — Burns & McDonnell Battle of the Brains. Metro-area schools can earn a piece of \$155,000-plus in grants for STEM education by dreaming up an exhibit concept for Science City — and one student team sees its idea come to life in a big way! So far, more than 25,000 students in 55 school districts have benefited from this immersive educational opportunity.

> What is your team's concept for the next \$1 million exhibit at Science City?

BENEFITS

- A competition for all general education classrooms, teacher-led enrichment, gifted programs, etc.
- Clear expectations and rules with a high level of support from competition organizers
- Encourages teamwork, collaboration and executive functioning skills with a realworld challenge
- No-cost, high-reward and relevant experience for students and teachers
- Opportunity to connect with Burns & McDonnell STEM professionals
- Process encourages use of design thinking principles and 21st century skills used by Burns & McDonnell professionals every day
- Project-based learning that aligns with NGSS Science & Engineering Practices and can be incorporated into existing curriculum
- Supports big thinking, a growth mindset and developing the "whole child"

GRANT DISTRIBUTION

The Burns & McDonnell Foundation awards \$155,000-plus in grants. The grand prize winner also has the opportunity to work with Burns & McDonnell architects, engineers, construction managers, graphic designers and researchers to bring its ideas to life at Science City.

- \$50,000 grand prize
- \$25,000 finalist
- \$20,000 finalist
- \$15,000 finalist
- \$10,000 finalist
- 15, \$2,500 finalists

PARTICIPATION

Burns & McDonnell Battle of the Brains has two divisions: elementary (K-6) and secondary (7-12). Each team must design a STEM exhibit focused around a single topic or main idea.

- Entrants must be full-time K-12 students and be currently enrolled in and attending a public, private, parochial or home-based school in any of the following counties:
 - Kansas: Atchison, Douglas, Franklin, Jefferson, Johnson, Leavenworth, Miami, Shawnee, Wyandotte
 - Missouri: Bates, Buchanan, Caldwell, Cass, Clay, Clinton, Jackson, Johnson, Lafayette, Livingston, Platte, Ray
- A school may submit an unlimited number of entries.
- · Each team may have one leader or two co-leaders.

DELIVERABLES

- **PDF proposal**, which must follow these rules to be compliant:
 - Address all rubric sections
 - Contain no information identifying your school
 - Formatted on letter-sized paper (8.5 x 11 in.)
 - Include at least one original diagram/ sketch/rendering of your exhibit (included in page count)
 - Maximum of four single-sided pages
 - Not include hyperlinks to additional content
 - Submitted as a PDF
 - Written in English
- Video commercial for the exhibit, which must follow these rules to be compliant:
 - Be in English.
 - Be no longer than two 2 minutes

RECOMMENDATIONS

- Addressing the rubric sections in order is greatly preferred by our judges
- For the PDF proposal, we suggest 1-inch margins and font size no smaller than 10 points
- Though only one original diagram/sketch/ rendering is required, we encourage more than one

DEADLINE

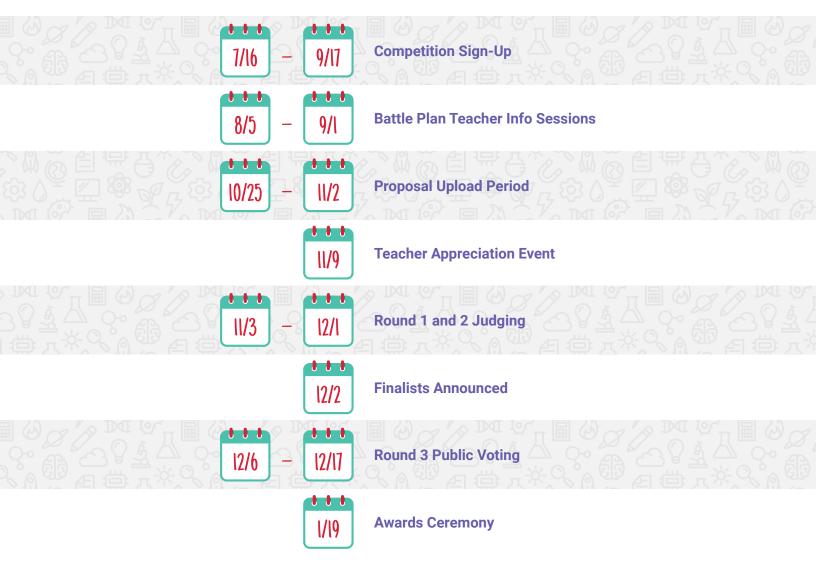
PDF proposal and video must be uploaded to botbkc.com by 5 p.m. Central on Nov. 2.

JUDGING

Round I: Entries are screened for compliance.

- Round 2: Only 10 entries from each division are elevated to a top 20, where submissions are then evaluated against each other regardless of division. These scores count for 70% of the final rankings.
- Round 3: Public voting determines the remaining 30% of rankings.

KEY DATES



RUBRIC

	Section I: Cr	reativity and Inspiration		
Expectations	1-5	6-11	12-17	/17
 Clearly expresses the exhibit's main idea. Demonstrates how the exhibit teaches STEM principles or concepts. Explains the inspiration behind the exhibit. Explains ideas the team considered and didn't use, and why. 	 Doesn't explain a main idea. STEM concepts are unclear or the information is inaccurate. Doesn't address the inspiration behind the exhibit. Explains only the one idea the team used. 	 Presents a main idea but doesn't explain it well. STEM concepts are explained but need more development. Briefly states how the team was inspired to develop the exhibit. Explains 2-3 ideas considered and why they weren't used. 	 Presents and clearly explains a main idea. STEM concepts are comprehensive, accurate and easily understood. Clearly explains how the team was inspired to develop the exhibit. Explains 4+ ideas considered and why they weren't used. 	
	Section 2: Inter	active Exhibit Engagement		
Expectations	1-8	9-17	18-25	/25
 Explains how exhibit elements help users learn through fun, hands-on activities. Describes several different activities the user can explore. Outlines how the exhibit appeals to users of all ages. Provides examples of follow-up questions the exhibit will generate. Uses well-written, well-edited text to describe the exhibit. Uses 1 or more original diagrams, sketches, models and/or renderings to illustrate the exhibit. 	 Exhibit elements provides learning but are generally not hands-on. Describes 1-2 different activities the user can explore. Appeals to 1 narrow age group. Doesn't offer examples of follow-up questions. Text is not clear or is poorly written and edited. Original diagrams, sketches, models and/or renderings are unclear or do not provide much detail about the exhibit. 	 Exhibit elements are fun and hands-on but the learning is not generally incorporated in the activities. Describes 3-5 different activities the user can explore. Appeals to a few different age groups. Offers 1-2 examples of follow up questions the exhibit will generate. Text is descriptive but could use some editing. Original diagrams, sketches, models and/or renderings provide some detail about the exhibit. 	 Exhibit elements are fun and hands-on and the learning is built into the activities. Describes 6+ different activities the user can explore. Appeals to all age groups. Offers 3+ examples of follow up questions the exhibit will generate. Text is descriptive, well-written and well-edited. Original diagrams, sketches, models and/or renderings strongly detail the exhibit. 	
	Secti	on 3: Relevancy		
Expectations	1	2	3	/3
 Describes how the exhibit is applicable to the user's life. Outlines STEM jobs related to the exhibit. 	 Doesn't show how the exhibit is applicable to the user's life. Doesn't include information about STEM jobs related to the exhibit. 	 Provides 1-2 ways the exhibit is applicable to the user's life. Provides limited information about STEM jobs related to the exhibit. 	 Provides 3+ ways the exhibit is applicable to the user's life. Provides thorough information about STEM jobs related to the exhibit. 	
	Section	4: Constructability		
Expectations	1	2-3	4-5	/5
 Describes how the exhibit stands up to intense daily use. Explains the exhibit's safety. Provides a list of materials needed with estimated pricing, within an approximate \$250,000 budget. 	 The exhibit's durability to intense daily use is not explained. The exhibit's safety is not addressed. The list of materials is missing, incomplete or provides no pricing/ total cost. 	 Provides 1-2 examples explaining durability to intense daily use. The exhibit's safety is mentioned briefly but not explained. The list of materials is somewhat complete, but some pricing is missing or the total cost is dramatically over/under the budget. 	 Provides 3+ examples explaining durability to intense daily use. The exhibit's safety is fully explained. The list of materials is detailed and complete with pricing and takes full advantage of the budget. 	
	·	·	POINTS TOTAL	/50

Burns & McDonnell (5) Battle of the Brains