

IMAGiNOLOGY

⚙ POWER YOUR ⚙

IMAGINATION

— AT THE OC FAIRGROUNDS —



Competition Guide
April 9-10, 2022



2022 IMAGINOLOGY COMPETITION GUIDE



IMPORTANT DATES TO REMEMBER

Imaginology event: April 9-10, 2022

Deadline to Enter Online: Wednesday, March 30, 6 p.m.

Enter online at ocfair.com/imaginology/youthentries

Project Delivery: Wednesday, April 6, 10 a.m. to 6 p.m.

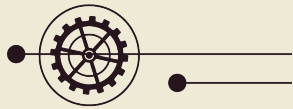
Enter through the Main Gate (Gate 4) off Arlington and follow the directional signs to the correct drop-off location.

Project Pickup: Sunday, April 10, 4 p.m.

After the event please arrange to pick up your projects.

OC Fair's Imaginology event offers a great adventure for children and their families to have fun while learning. The two-day event, themed *Power Your Imagination*, focuses on activities in **Science, Technology, Engineering, Arts and Math (STEAM)** with competitions, make-shops, activities and exhibits. With free admission, people of all ages can enjoy entertainment, activities and family-friendly fun.

ocfair.com/imaginology



2022 IMAGINOLOGY COMPETITION GUIDE



DEADLINE TO ENTER: Wednesday, March 30, 2022, 6 p.m.

Entry is done online at: ocfair.com/imaginology/competitions-contests.

RULES:

- Eligibility: Open to Southern California residents.
- Open to students in grades TK through 12.
- Free to enter.
- By entering, you are agreeing to allow OC Fair & Event Center (OCFEC) to display images on ocfair.com and social media. Projects will be seen by the public.
- Due to the family-oriented theme of Imaginology, work dealing with drug use, obscenity, defamatory statements, violence or gang activity, satanic or cult themes or other offensive or objectionable content will not be accepted. This is at the discretion of the Imaginology staff.

HOW TO ENTER:

- View the Divisions in this guide and create your project.
- Entry is done online at: ocfair.com/imaginology/competitions-contests.
- Follow the online form to enter.
- Deliver your project on Wednesday, April 6, 10 a.m. - 6 p.m. An email reminder will be sent out.

Entry Confirmation

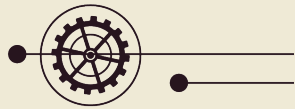
- An email notification and on-screen confirmation will be sent after your submission is received,
If the email confirmation does not arrive shortly after submitting please check your Spam/Junk folder before contacting the OC Fair & Event Center.

JUDGING:

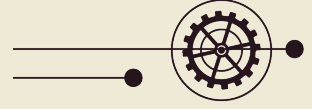
- Qualified judges are selected by the program coordinator. Judging decisions are final.
- Entries are judged using the Danish System of Judging where exhibits are judged individually based on their own merit.
- Judges will give Blue (Excellent), Red (Wonderful) and White (Great) awards according to merit. There is no limit to the number of Blue, Red or White awards given in a Division in Danish Judging.
- TK, kindergarten and first grade projects will not be judged but will receive a participation ribbon.

DIVISION AWARDS:

- The American Judging System (projects will be compared to other entries) will be used to judge exhibits for Division winners. Division winners will be chosen from the projects receiving a Blue Award during Danish Judging.
- Judges may select one winner per Division. For a Division winner to be given, the Division must contain a minimum of three entries to provide an adequate judging pool. To be eligible for Division winner, an entry must have received a Blue Award..



2022 IMAGINOLOGY COMPETITION GUIDE



MURAL PROJECT: CLASS/GROUP PARTICIPATION

Incorporate STEAM (Science, Technology, Art, Engineering, Math) based ideas into your mural.

Each student can work together on large sheets of paper or canvas, or students can make their own pieces, that will be placed/collaged together for the final mural display.

- **Limit one mural project per division per school/organization.**
- Size of project must fit within a 4-foot-by-8-foot area, horizontal or vertical orientation.
- Work will be attached onto fabric covered wall sections using Velcro.
- Please attach the male/hooks side of the Velcro to your piece.
- Fill out the form on the next page, which will be displayed with your piece.

Division 1-00 TK (transitional kindergarten), kindergarten & 1st grade

Division 1-02 Grades 2-5

Division 1-06 Grades 6-8

Division 1-09 Grades 9-12

Division 1-10 Any combination of grades

IDEAS:

Draw/paint your version of a rocket ship, write a poem about science, collage together math formulas, create a scene with robots, use any media to create an amazing collaborative mural!



Self Portrait Project

Students draw themselves using the same size paper, then cut their portrait into four sections, which then can be mixed and matched with the other students drawings.

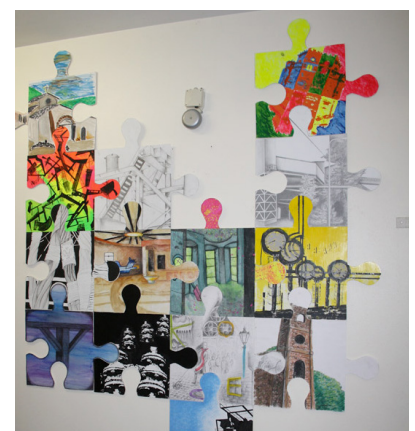
<https://www.flickr.com/photos/2230367@N06/4868930167/in/faves-pattypalmer/>



"Moves," Keith Haring Style

Trace a student in a pose, then color/paint in the figure, and finally cut out the shape.

<http://sjsartstudio.blogspot.com/2013/12/kindergarten-moves-keith-haring-style.html?m=1>



Puzzle Project

Create puzzle pieces that each student can work on that combine to form a mural.

https://timkellyartist.com/tk_puzzle.html



Mural Class List

Division #

1		
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School/Organization

Class/Teacher

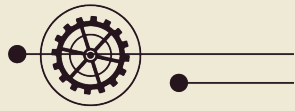
About the mural

Participating Students

Number of youths who
worked on this project

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[Download a fillable PDF file](#)



2022 IMAGINOLOGY COMPETITION GUIDE



CARDBOARD ENGINEERING: INDIVIDUAL OR GROUP PARTICIPATION

Incorporate STEAM (Science, Technology, Art, Engineering, Math) based ideas into your project.

Cardboard can be used to make any number of things and it has amazing strength when layered. What will you dream up to create?

- **Limit one project per student or group.**
- Size of project must fit through a standard door.
- Work should be durable and be able to be moved to the display location.
- Fill out the label form on the next page.

Division 2-00 TK (transitional kindergarten), kindergarten & 1st grade

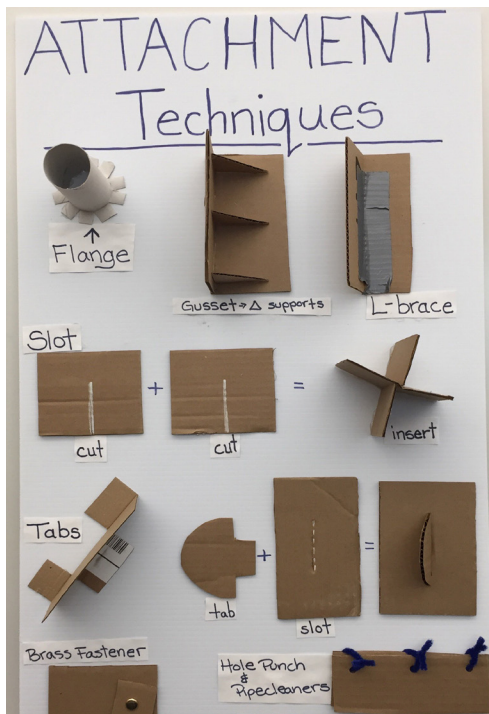
Division 2-02 Grades 2-5

Division 2-06 Grades 6-8

Division 2-09 Grades 9-12

Attachment Techniques

Search google and pinterest for ideas!



Cardboard Engineering Labels

1. Fill out the following tags for each project.
2. Both the ID and Display Tags must be securely attached to each project.
3. Please type or print clearly.

Cardboard Engineering ID TAG:

This tag is for proper return of the work.
 Attach by taping or gluing to the bottom/underside of each project.

Registered Primary Contact Name

Primary Contact Phone #

Primary Contact Email

Alternate Contact Name

Alternate Contact Phone #

ID TAG

Cardboard Engineering DISPLAY TAG:

Please attach the tag to the bottom right corner
 front side of each piece.

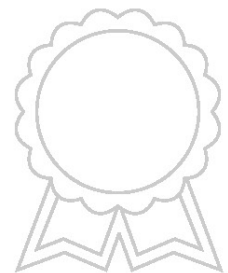
Student/Youth Exhibitor Name(s)

School/Organization Name
 (Leave BLANK if registered as an independent)

Primary Contact Last Name
 (Entered during registration)

Division # 2

Number of Youth(s) who
 worked on this project



Attach the ID Tag by
 taping or gluing to the
 bottom/underside of
 each project



Please attach the Display Tag
 to the bottom right corner
 front side of each piece.

[Download a fillable PDF file](#)