



**Enroll
Today**

ThinkQuest

International Competition 2011

ThinkQuest Projects

Digital Media

Application Development

The ThinkQuest International Competition challenges students to solve a real-world problem by applying their critical thinking, communication, and technology skills. Participants may enroll in the following competition events: ThinkQuest Projects, Digital Media, and Application Development.

ThinkQuest Projects Event

Age Divisions: 19 and under, 16 and under, & 12 and under

Participants will use ThinkQuest Projects, a hosted environment where students produce web-based learning projects, to create their entry.

Teams will define the problem they intend to solve and create a ThinkQuest Project that presents their solution and the process they followed to develop their solution.

Digital Media Event

Age Divisions: 19 and under, 16 and under, & 12 and under

Participants will use digital media tools to produce a blog/journal, website, animation, public service announcement, photo essay, video, or some combination of these items.

Teams will define the problem they intend to solve and produce an entry that presents their solution and the process they followed to develop their solution.

Application Development Event

Age Divisions: 22 and under, 19 and under, & 16 and under

Participants will develop a web-based application or game using their choice of programming language from a select list.

Teams will define the problem they intend to solve, produce an application that elegantly solves that problem for users, and present the process they followed to develop their solution.

Entries in all events must be submitted in English.

Calendar

- **Competition Opens:** August 25, 2010
- **Entry Submission Deadline:** April 27, 2011
- **Winners Announced:**
Scheduled for June 22, 2011

Prizes

- **Laptop computers**
- **Trip to ThinkQuest Live, USA**
- **School/Organization Awards**

"ThinkQuest has profoundly changed my classroom. It enables students to collaborate on authentic problems and interact with the community. They learn important 21st century skills, such as how to engage in digital conversations, create valuable shared content and find partners beyond their borders."

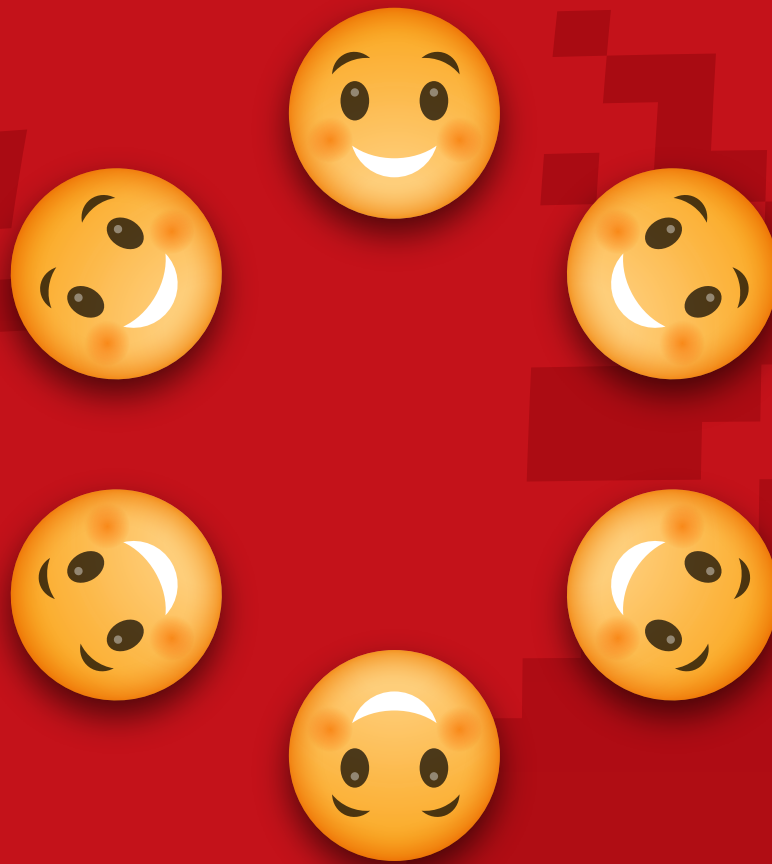
Jeanne Paulus, Teacher, United States



Challenging students globally to think, create, and innovate.

Learn More: www.thinkquest.org

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ThinkQuest

ThinkQuest is an online learning platform that helps students develop important 21st century skills, including communication, critical thinking, and technology skills. Delivered to K-12 schools globally, ThinkQuest includes a project environment that supports collaborative learning; technology competitions that challenge students to solve real-world problems; the award-winning ThinkQuest Library, a learning resource visited by millions; and professional development for educators.

Projects

An Online Environment for Projects

ThinkQuest Projects is a protected learning environment where students and teachers create web-based projects and engage in collaboration with peers globally.

Competition

Think, Create, and Innovate

The ThinkQuest International Competition challenges students to solve a real-world problem by applying their critical thinking, communication, and technology skills. Teams can enroll in the following competition events: ThinkQuest Projects, Digital Media, and Application Development.

Library

Browse Award Winning Projects

The ThinkQuest Library is the world's largest online repository of student-developed learning projects. It is visited by millions of learners each month.

Professional Development

Comprehensive Training for Teachers

ThinkQuest offers a free comprehensive training program to help teachers integrate project learning and technology into their curricula with confidence.

Benefits

Develop 21st Century Skills

- Critical Thinking
- Communication
- Technology
- Cross-Cultural Understanding
- Teamwork
- Creativity
- Self Direction



A Free Program for Schools

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Winning SA learners to jet off to the United States

Six primary school learners from the Eastern Cape jet off to San Francisco in October to collect their prizes for winning the ThinkQuest Narrative competition, a web-based educational competition for learners from around the world sponsored by the Oracle Education Foundation.

This narrative competition requires learners in teams of 3 to 6 children to design and build educational websites using the ThinkQuest online project tools.

Kai, Tristan, Holly and Ashley from Stirling Primary in East London will be joined by Luzuko and Lithemba from Cotswold Primary in Port Elizabeth to collect a laptop computer each. In addition the two schools will receive an award of almost R40,000. Each child will be accompanied by one parent on a trip of a life-time to the United States.

The team from the Eastern Cape won the "12 and under" division of the international ThinkQuest Narrative Competition. The annual competition, sponsored by the Oracle Education Foundation, attracted 1200 teams from 26 countries this year and required teams of up to six learners to create a website of educational value. Entries were evaluated by a number of international judges from more than 15 countries. The best entries are included in the ThinkQuest Library - one of the most visited educational information resources on the Internet.

The Eastern Cape team's winning website was for an imaginary company organising tourists' visits to destinations such as Nelson Mandela Bay, Kragga Kamma Game Reserve, Port Elizabeth beaches and Addo Elephant Park.

ThinkQuest is a protected, online learning platform that enables teachers to integrate projects into their classroom curricula and students to develop 21st Century skills. Benefits include the promotion of cross-cultural understanding, critical thinking, teamwork, communication, creativity, technology and self direction.

The programme encompasses a project environment where teachers and students engage in collaborative learning, a competition space where students participate in technology contests, the award-winning ThinkQuest Library, a learning resource visited by millions and a professional development programme for educators.

The world-beating team was put together by Claire Dean, a teacher at Stirling Primary in East London and Brenda Hallows, a teacher at Cotswold Preparatory School in Port Elizabeth.



Claire Dean (coach), Kai, Ashley, Tristan and Holly from Stirling Primary in East London



Lithemba, Luzuko and Brenda Hallows (assistant coach) from Cotswold Primary in Port Elizabeth

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