

What Can You Teach With NI LabVIEW?

Are you using LabVIEW software to teach science and technology in your classroom?

National Instruments is inviting high school teachers to showcase innovative ways that they are integrating LabVIEW into labs, lesson plans, and projects. The first 20 entrants will receive \$25 gift cards. Prizes for winning submissions include more than \$3,000 in cash bonuses and classroom technology.

Submission Requirements

1. Video

Each submission requires a short video (five minutes or less) that demonstrates how you are applying LabVIEW to convey a teaching objective. The video should clearly articulate the objective, highlight how you use LabVIEW to facilitate learning outcomes, and address why LabVIEW is a valuable tool for teaching. The more engaging the project and video, the better!

2. Written Summary

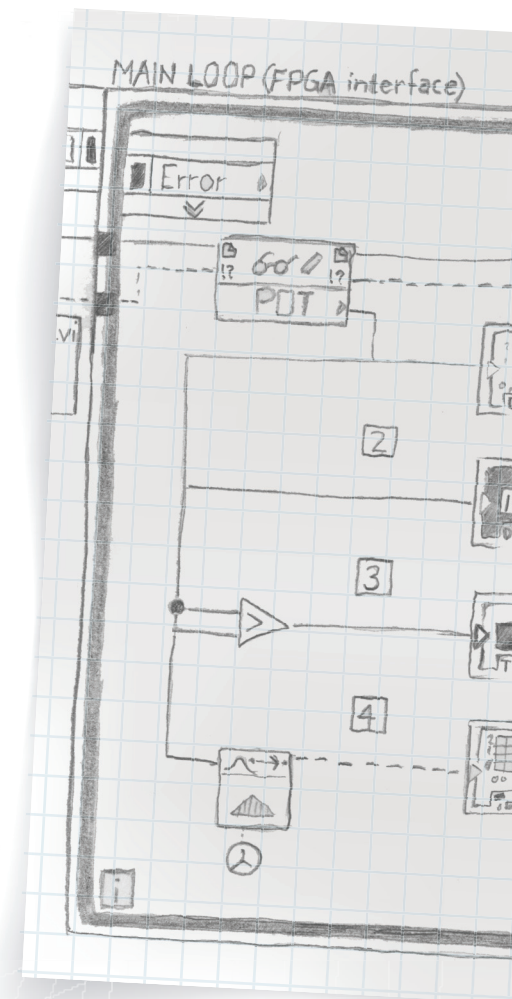
Each submission should include a brief summary of the project that addresses the teaching objective, grade level, and subject as well as how you use LabVIEW. Be sure to include your contact information.

3. Associated Teaching Materials

Submit any associated materials, including the following:

Materials List: Any hardware or other materials used in addition to LabVIEW

Lesson Plan: Instructions for other teachers to reproduce the project including anything that needs to be prepared ahead of class, the flow of the lesson, and an estimate of the amount of class time to allocate



How to Apply

E-mail **Emily Thomson** (emily.thomson@ni.com) to indicate your intention to participate and to request a copy of the rules, terms, and conditions.

Submission Deadline

All submission materials should be burned to a DVD. Entries must be submitted via mail and postmarked by December 31, 2010, to:

Attn: Emily Thomson (Building C, 8th floor)
11500 North Mopac Expy
Austin, TX 78759-3504
(512) 683-8643

Judging Criteria

Judging will begin after December 31 and winners will receive notification via e-mail. Awards for top entries will be given based on a clear teaching objective, overall creativity and appeal of video, creative approach to the subject matter, and innovative application of LabVIEW for project-based learning.

Prizes

The first 20 entrants will receive a \$25 VISA gift card. The three top entries will receive the following prizes:

1st place: \$1,500 teacher stipend + classroom technology bundle* (**worth \$2,500**)

2nd place: \$1,000 teacher stipend + classroom technology bundle (**worth \$2,500**)

3rd place: \$500 teacher stipend + classroom technology bundle (**worth \$2,500**)

*Classroom technology bundle includes LEGO MINDSTORMS Education Kit, Engineering with LabVIEW High School Classroom Activity Pack from LEGO Education, Vernier SensorDAQ, Vernier Surface Temperature Sensor, Vernier Microphone, Hands on Introduction to NI LabVIEW with Vernier SensorDAQ Lab Book, LabVIEW Education Edition—25 seat license

Contest Stipulations

Official rules, terms, and conditions apply and are available from **Emily Thomson** (emily.thomson@ni.com). This contest is subject to all the laws and regulations governing any applicable jurisdiction, including all United States federal, state, and local laws and regulations, and the competition is void in any jurisdiction where it is prohibited or restricted by any such laws and regulations. Contest winners must sign a declaration of eligibility, prize claim form, and liability and publicity releases or clearances in order to redeem their prize.

Relevant Classes

Examples of subjects that use LabVIEW include Engineering and Robotics, Physics, Computer Science, Chemistry and Biology.

Hardware Incorporation

LEGO® MINDSTORMS® NXT, TETRIX by Pitsco, NI myDAQ, and Vernier SensorDAQ are examples of hardware you can use with LabVIEW.

>> Request sample project ideas by emailing emily.thomson@ni.com

