

JOB SKILL DEMONSTRATION OPEN (VIRTUAL)



PURPOSE

To evaluate each contestant's ability to demonstrate and explain an entry-level technical skill used either in the occupational area for which he or she is training or outside the training area.

First, download and review the General Regulations at: <http://updates.skillsusa.org>.

ELIGIBILITY

Open to active SkillsUSA members.

CLOTHING REQUIREMENTS

Contestants may wear SkillsUSA official attire *or* attire appropriate for the occupational area of the demonstration.

Class A: SkillsUSA Attire:

- Red SkillsUSA blazer, windbreaker or sweater, or black or red SkillsUSA jacket.
- Button-up, collared, white dress shirt. (accompanied by a plain, solid black tie), white blouse (collarless or small-collared) or white turtleneck, with any collar not to extend into the lapel area or the blazer, sweater, windbreaker or jacket.
- Black dress slacks (accompanied by black dress socks or black or skin-tone seamless hose) or black dress skirt (knee-length, accompanied by black or skin-tone seamless hose).
- Black dress shoes.

Contest Clothing Notes (Apply ONLY to Virtual Competitions):

- Official SkillsUSA Competition Clothing recommended but NOT required.
- Contestant clothing options include the following:
 - Official Competition Clothing.
 - Trade Appropriate Clothing.
 - Professional Dress.
 - Business Casual.

- Clothing must meet industry safety standards.
- No identification of the contestant, school or state is allowed on clothing.
- No offensive, vulgar or inappropriate images or text are allowed on contestants clothing.
- No shorts or sleeveless shirts are allowed.
- Skirts must be at least knee-length.
- Proper Personal Protective Equipment (PPE) must be worn by contestant to meet all state, local and school requirements due to COVID-19.

Scoring deductions may only be given and/or disqualification of contestant if clothing safety standards are not met.

These regulations refer to clothing items that are pictured and described at: www.skillsusastore.org. If you have questions about clothing or other logo items, call 1-888-501-2183.

EQUIPMENT AND MATERIALS

1. Supplied by the technical committee:
 - a. Timekeeper
2. Supplied by the contestant:
 - a. All materials and equipment needed for the demonstration to be assembled two times, once for the preliminaries and again for the finals, if required...
 - b. A performance space of 8'x12' that contains a 30"x96" table and one duplex (two plug-ins) 110-volt (15 amp) electrical outlet if needed by the contestant.
 - c. Computer with high speed internet capability and camera to use applications such as Zoom and Teams, etc. The minimum recommended internet bandwidth speeds for joining Zoom meetings, accessing on-demand curriculum and other online operations is 2.0 Mbps up and down. You can test your current internet speeds by following this link: <https://www.speedtest.net/>. Allow the page to load and click on GO.
 - d. A secondary camera(s) may be required to provide judges with the ability to view contestants's from different

- angles. Additional camera requirements will be located on the SkillsUSA website at <http://updates.skillsusa.org>.
- e. A contest Proctor will be required to be on site to assist judges. A local industry expert is preferred to serve as the Proctor and shall not be an individual that has been involved with the training of the contestant(s). The Proctor will serve as the onsite “hands and eyes” for the judges. Proctor will follow instructions from the judges for safety and operations related to the competition. Proctor may be asked by judges to perform several tasks such as operating a portable camera to show specific components or steps, measure parts, or any task that will provide judges with information needed to assist in accurate scoring of the contestant’s work or presentation. However, the Proctor shall not serve as a judge nor have any influence in contestant scores.
 - f. The contestant’s instructor or advisor shall be on site to observe all competition activities to ensure a safe and healthy competition experience for all participants. That instructor or advisor will not be allowed to interact or interfere with the competitor unless a safety issue arises that requires interaction. Any other support or interaction between the contestant and the instructor/advisor will result in disqualification.
 - g. All competitors must create a one-page résumé and submit an electronic copy to the technical committee chair at least seven (7) days in advance of the competition. Failure to do so will result in a 10-point penalty. Instructions for submission of the electronic résumé copy will be provided on the SkillsUSA website at <http://updates.skillsusa.org>.

Check the Contest Guidelines and/or the updates page on the SkillsUSA website at: <http://updates.skillsusa.org>.

OBSERVER RULE

1. No observers will be allowed to talk or gesture to contestants.
2. Judges may disqualify contestants who receive assistance from observer.
3. No videos, pictures or note-taking in the room. All electronics must be turned off, or contestant will be disqualified.
4. No observer may enter or exit while contestant is presenting.
5. No observing is allowed by any Job Skill Demonstration contestant in either the preliminary or final round.
6. Any judge, timekeeper or doorkeeper has the right to ask an observer to leave if they are being a distraction for any contestant.

SCOPE OF THE CONTEST

Knowledge Performance

There is no written knowledge exam for this contest.

Skill Performance

The contest requires the demonstration of a performance of an occupational skill that is not within their chosen pathway accompanied by a clear explanation of the topic through the use of experiments, displays or practical operations.

Contest Guidelines

1. An actual technical skill must be performed as opposed to an illustrated talk.
2. Notecards and other reference materials are not permitted.
3. *Any technical skill may be demonstrated. The skill does not have to relate to the occupational program of the contestant.*
4. The demonstration shall be at least five minutes in length but shall not exceed seven minutes.
Penalty: Five points will be deducted for each 30 seconds or fraction thereof under five minutes or for each 30 seconds or fraction thereof over seven minutes.
5. Time limit: Time will be started when the demonstration begins. The timekeeper will signal the speaker at five minutes, six minutes, and six minutes 30 seconds.
6. Contestants will be allowed three minutes to set up the demonstration and three

minutes to clear the demonstration room.
Penalty: Five points will be deducted for each 30 seconds or fraction thereof over the three minute allowance.

7. A performance space of 8'x12' will be provided that contains a 30"x96" table and one duplex (two plug-ins) 110-volt (15 amp) electrical outlet.
8. Any visual or auditory aids (signs, charts, transparencies, slides, diagrams, tapes, CDs) are to be prepared by contestants. Professionally prepared visuals and audio materials may not be used. No open flames, no combustible or hazardous chemical compounds, no fluids containing pathogens or toxic chemicals, and no pressurized containers will be allowed.
9. The contestant will not mention his or her name, school, city or state.
10. The demonstration is an individual performance; however, assistants may be used to set up and dismantle the demonstration. Models or assistants may be used in the demonstration but will not say or do anything that assists the demonstration other than serve as a model as needed for a facial, clothing design demonstration, etc.
11. Basic safety practices related to the skill performed must be followed. Safety violations will be subject to penalties of one to 10 points. Judges may interrupt the demonstration for serious violations.

Standards and Competencies

JSDO 1.0 — Develop and write an effective presentation that demonstrates a technical job skill related to the contestant's field of training

- 1.1 Prepare a job skill demonstration that lasts five to seven minutes
- 1.2 Organize the demonstration in a logical and coherent manner

JSDO 2.0 — Deliver the presentation in a professional manner meeting the standards outlined by the technical committee

- 2.1 Perform the actual technical skill in the presentation
- 2.2 Explain the topic through the use of experiments, displays or practical operations

- 2.3 Demonstrate an effective and pleasing delivery style
- 2.4 Effectively use verbal illustrations and examples
- 2.5 Make a formal and effective introduction to the presentation that clearly identifies the scope of the demonstration
- 2.6 Pronounce words in a clear and understandable manner
- 2.7 Use a variety of verbal techniques including: modulation of voice, changing volume, varied inflection, modifying tempo and verbal enthusiasm
- 2.8 Demonstrate self-control and poise while presenting
- 2.9 Demonstrate good platform development and personal confidence
- 2.10 Communicate the primary points of the demonstration in a compact and complete manner
- 2.11 Tie organizational elements together with an effective closing
- 2.12 Complete the demonstration within the time limits set by contest requirements

JSDO 3.0 — Wear appropriate clothing for the national contest

- 3.1 Display clothing that meets national standards for competition
- 3.2 Demonstrate good grooming in dress and personal hygiene

JSDO 4.0 — Safety and hazardous materials

- 4.1 Student cannot demonstrate with pressurized aerosol cans, compressed air, gases, flammable liquids or biohazardous materials
- 4.2 The demonstration may be interrupted or discontinued for severe safety violations

JSDO 5.0 — SkillsUSA Framework



The SkillsUSA Framework is used to pinpoint the Essential Elements found in Personal Skills, Workplace Skills and Technical Skills Grounded in Academics. Students will be expected to display or explain how they used some of these Essential Elements. Please reference the graphic above, as you may be scored on specific elements applied to your project. For more, visit: www.skillsusa.org/about/skillsusa-framework/.

Committee Identified Academic Skills

The technical committee has identified that the following academic skills are embedded in this contest.

Math Skills

- Use fractions to solve practical problems
- Use proportions and ratios to solve practical problems
- Simplify numerical expressions
- Solve practical problems involving percentages
- Solve single variable algebraic expressions
- Measure angles
- Find surface area and perimeter of two-dimensional objects
- Find volume and surface area of three-dimensional objects
- Apply transformations (rotate or turn, reflect or flip, translate or slide and dilate or scale) to geometric figures
- Construct three-dimensional models
- Apply Pythagorean Theorem

- Make predictions using knowledge of probability
- Make comparisons, predictions, and inferences using graphs and charts
- Organize and describe data using matrices
- Solve problems using proportions, formulas and functions
- Find slope of a line
- Solve practical problems involving complementary, supplementary and congruent angles
- Solve problems involving symmetry and transformation
- Demonstrate measuring skills
- Convert from metric to English measurements and from English to metric measurements

Science Skills

- Use knowledge of speed, velocity and acceleration
- Use knowledge of work, force, mechanical advantage, efficiency and power
- Use knowledge of simple machines, compound machines, powered vehicles, rockets and restraining devices
- Use knowledge of principles of electricity and magnetism
- Use knowledge of static electricity, current electricity and circuits
- Use knowledge of magnetic fields and electromagnets
- Use knowledge of motors and generators

Language Arts Skills

- Provide information in conversations and in group discussions
- Provide information in oral presentations
- Demonstrate use of verbal communication skills, such as word choice, pitch, feeling, tone and voice
- Demonstrate use of nonverbal communication skills, such as eye contact, posture and gestures using interviewing techniques to gain information
- Demonstrate comprehension of a variety of informational texts
- Use text structures to aid comprehension
- Identify words and phrases that signal an author's organizational pattern to aid comprehension
- Understand source, viewpoint and purpose of texts

- Organize and synthesize information for use in written and oral presentations
- Demonstrate knowledge of appropriate reference materials
- Use print, electronic databases and online resources to access information in books and articles
- Demonstrate informational writing
- Edit writing for correct grammar, capitalization, punctuation, spelling, sentence structure and paragraphing

Source: IRA/NCTE Standards for the English Language Arts. To view the standards, visit: www.ncte.org/standards.

Connections to National Standards

State-level academic curriculum specialists identified the following connections to national academic standards.

Math Standards

None Identified

Source: NCTM Principles and Standards for School Mathematics. For more information, visit: www.nctm.org.

Science Standards

- Understands the nature of scientific inquiry

Source: McREL compendium of national science standards. To view and search the compendium, visit: <http://www2.mcrel.org/compendium/browse.asp>.

Language Arts Standards

- Students adjust their use of spoken, written, and visual language (e.g., conventions, style, vocabulary) to communicate effectively with a variety of audiences and for different purposes
- Students employ a wide range of strategies as they write and use different writing process elements appropriately to communicate with different audiences for a variety of purposes
- Students use a variety of technological and information resources (e.g., libraries, databases, computer networks, video) to gather and synthesize information and to create and communicate knowledge
- Students use spoken, written and visual language to accomplish their own purposes (e.g., for learning, enjoyment, persuasion and the exchange of information)