

Print this page and complete the entry form



Explore Your Earth Contest/Entry Form

Topic: Research an environmental problem of interest and write an environmental story. Use the Google Earth tool to create Placemarks for locations that help to tell your story. Include a description of each location. Use the Image Overlay tool to add photos to each Placemark. Save as a Google Earth KML file. Include the following details in your environmental story:

- Background information about the problem
- Possible solutions
- Ways people can get involved or help solve the problem

It's Easy to Enter:

Follow the instructions provided on the **How to Enter the Explore Your Earth Contest** worksheet.

1. **DOWNLOAD GOOGLE EARTH.**
2. **WRITE YOUR ENVIRONMENTAL STORY:** Respond to the topic above.
3. **SAVE YOUR FILE:** Follow the instructions provided on the **How to Enter the Explore Your Earth Contest** worksheet.
4. **E-MAIL YOUR CONTEST ENTRY:** E-mail your summary and KML file to googleearthday@scholastic.com. (See Contest Reproducible A—Step 3 for more details.)



Scholastic and Google Judging Criteria:

- Supporting facts provided
- Creativity in development of solution
- Structure and organization
- Level of completeness in story
- Spelling, grammar, and punctuation

ENTRY FORM Complete the entry form and mail it in with file to: **Explore Your Earth Contest**, c/o Scholastic Inc., P.O. Box 713, New York, NY 10013-0713

Student name: _____ Grade: _____

Student home address: _____

City: _____ State: _____ Zip: _____

Student home phone: _____

School name: _____

Teacher name: _____

School phone: (optional) _____

Parent/guardian signature: _____

NO PURCHASE NECESSARY. All students who are legal U.S. residents currently enrolled in grades 6–8 are eligible to enter, except the children of employees of Google and Scholastic Inc. Entrants under the age of 13 will be required to include a parent's/legal guardian's e-mail address. To enter, research an environmental problem of interest and write an environmental story. Use the Google Earth tool to create Placemarks for locations that help to tell your story. Include a description of each location. Use the Image Overlay tool to add photos to each Placemark. Save as a Google Earth KML file. Include background information, possible solutions, and ways people can get involved or help solve the problem. Students may enter the contest by e-mailing a KML file to [Scholastic at googleearthday@scholastic.com](mailto:googleearthday@scholastic.com) along with the following information: student's first name; student's last initial only [not last name]; student's age; parent's/legal guardian's e-mail address [required to enter]; and a brief summary of the environmental story or by downloading an entry form at www.scholastic.com/googleearthday and mailing it, along with a printout of the environmental story, to: Explore Your Earth Contest, c/o Scholastic Inc., P.O. Box 713, New York, NY 10013-0713. **Only one entry will be accepted from each entrant.** All entries must be e-mailed or postmarked by 5/22/06. **Submissions must be the original work of the student. By submitting a KML file, you grant Google all rights to use the submission in any manner without compensation.** Winners will be judged on supporting facts provided, creativity in development of solution, structure and organization, level of completeness in story, and spelling, grammar, and punctuation. All winners will receive a certificate of participation. One (1) Grand Prize winner will receive a six-day Space Academy Space Camp adventure with roundtrip airfare to Huntsville, Alabama, and one copy of Google Earth Pro software (total ARV: \$1,600). One (1) Second Prize winner will receive one copy of Google Earth Pro software, one telescope, and one copy of space simulator software (total ARV: \$735). One (1) Third Prize winner will receive one copy of Google Earth Pro software and one copy of space simulator software (total ARV: \$435). Teacher prizes: Grand Prize winner's teacher will receive a \$2,500 technology grant and one copy of Google Earth Pro software (total ARV: \$2,900). One Second Prize winner's teacher will receive a \$1,500 technology grant and one copy of Google Earth Pro software (total ARV \$1,900). One Third Prize winner's teacher will receive a \$750 technology grant and one copy of Google Earth Pro software. Classroom Prizes: The classroom of the Grand Prize winner will receive 15 Lenovo 3000 PCs, one LCD projector, one laser printer, and one wireless router (total ARV: \$10,245). The classroom of the Second Prize winner will receive 10 Lenovo 3000 PCs, one LCD projector, and one laser printer (total ARV: \$7,140). The classroom of the Third Prize winner will receive five Lenovo 3000 PCs, one LCD projector, and one laser printer (total ARV: \$4,145). Any and all taxes (federal, state, and local), where applicable, are the sole responsibility of the winners. No substitutions, assignment, or transfer of prizes is permitted, except by Scholastic Inc. or Google for reasons of unavailability. In that case, a prize of equal or greater value will be awarded. Only one prize per household. Winners will be notified on or about 6/20/06. For complete rules, please send a SASE to Rules: Explore Your Earth Contest, c/o Scholastic Inc., P.O. Box 713, New York, NY 10013-0713. Void where prohibited by law. SPONSOR: Google, 1600 Amphitheatre Parkway, Mountain View, CA 94043.