



# STUDENT TOURNAMENT



## PERMISSION SLIP

Dear Parent,

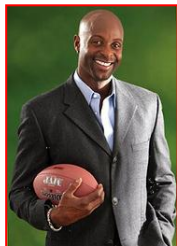
**SMART-E** has teamed up with a local, family friendly, interactive entertainment company, Judobaby Inc., & **NFL HALL OF FAMER JERRY RICE** to help fund our school Art, Music, Sports, & Computer Programming Education. As funding cuts dramatically impact these important child development programs, we welcome your child's participation in this fun, free, and educational opportunity:

Judobaby is providing the necessary cash awards, donations, and prizes enabling schools & other Non-Profits to host a Student Tournament designed to attract and empower a diverse range of students to develop, practice, and employ educational skills for the 21st Century that stimulate divergent, convergent, creative, and systems thinking within a teamwork and time management structure. The Tournament invites multi-generational participation of students, family, and the community, through a fun, exciting, and NON VIOLENT interactive game blending pets, sports, and celebrities.

**ROUND 1:** AT **SMARTE CENTRAL**, SEPT 25<sup>TH</sup>, 3:30-4:30 (Approx.). WINNING TEAM ADVANCES TO FINAL ROUND

**FINAL ROUND:** AT THE **SAN CARLOS YOUTH CENTER**, OCT. 19<sup>TH</sup>, 2-4PM. VS. OTHER TEAM CHALLENGERS

### CASH PRIZE AWARDS For Art, Music, Sports, & Computer Programming Education



#80 Jerry Rice

	<u>TEAM</u>	<u>*ORG</u>
1st Place	\$250	\$500
2nd Place	\$100	\$300
3rd Place	\$ 75	\$150
4th Place	\$ 50	\$100

*\*Organization Amounts Increase Based On Sponsor Participation*



**TOURNAMENT GAME**  
Wii



LAST DATE TO SIGN UP: September 25<sup>th</sup>

"The game provided me with a new way of playing with my children in a way that utilizes technology in a socially engaging way. It provided me (a mother) to gauge the level of my children's skills, such as; paying attention, following instruction, reading comprehension and motor coordination. I also appreciated the game being non-violent and cooperative." - *Maya Madrigal, PARENT (Mother)- Atherton, CA*

### THIS IS A TEAM TOURNAMENT (A TEAM CONSISTS OF 1 TO 2 PLAYERS)

Student Name: \_\_\_\_\_

Team Mate: (friend, classmate, family member, or relative) \_\_\_\_\_

Parent / Guardian Signature Required: \_\_\_\_\_

Print Name: \_\_\_\_\_

Signature: \_\_\_\_\_

RETURN TO **SMART-E** ROOM 34/35

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## REFLECTION - Post Tournament

To develop awareness of the 21st Century educational and character building attributes in the program, the school appointed Tournament Director will guide participating students in a session enabling them to understand, reflect, and share, with their peers, the importance of skills experienced, learned and exercised, and, how they can be directly applied to positive personal and social development within their campus and community.

### DIVERGENT, CONVERGENT, CREATIVE, AND SYSTEMIC THINKING

Divergent, convergent, and creative thinking is important for healthy cognition, strong academics and success in facing the everyday challenges of life. *Divergent* thought is required to address the many variables for "winning" (*various play fields, ball types, character attributes, performance adjustments, and random opponent dynamics*) with no "one answer," where the player must employ spontaneous thinking in a free-flowing manner. Through game practice and play, *convergent* and *creative* thinking is developed as the player is required to understand, retain, and draw from a variety of source materials, with time constraints, and, whereupon, *systemic* thought is employed to solve both incremental and overall problems related to winning the game and tournament at large.

### CHARACTER EDUCATION

Character education, commonly referred to as "Life Skills," motivates and promotes self-responsibility, positive relationships and respect for others, and through the principles of social and emotional learning (SEL), helps students achieve their personal best in life. The tournament is *team-based*, challenging students to work collaboratively within an SEL focused *Code of Conduct*, involving the mastery of the divergent, convergent, creative, and systemic thought processes employed throughout the Pilot and National Tournament Programs wherein teams encounter students of diverse socio-economic and geographical backgrounds.

### SCAFFOLDING

Enables learners to do more advanced activities and to engage in more advanced thinking and problem solving than they could without such help. To facilitate comprehensive results, the game provides interactive, step-by-step, instructions driven by an algorithm attenuated for all skill levels, and, wherein, associated developmental growth and advancement is achieved through the provision of *strategic* knowledge and direction.

### GATEWAY TO FUNDAMENTALS

The fun, exciting, and unique nature of the game elicits an emotional connection and trust in the product providing the ability to connect users to additional products centered on education fundamentals.

### EMPLOYMENT

Current and emerging tech sectors (*including social media, apps, and interactive entertainment*) represent in-demand 21st Century jobs, and, whereupon, the fundamentals of today's education must also produce individuals with a high-level of proficiency in the areas of art, music, storytelling, and programming - thus preparing students to obtain desired positions within current and future competitive job markets.

### HEALTH

Sports programs teach healthy life habits, improve motor skills, help develop social skills and a love the outdoors, and provide parent-child bonding opportunities. Tournament funds support sports programs ensuring the healthy development of a well rounded individual, and, the game features a variety of characters in *real-world* environments that commonly motivate participants to GO OUTSIDE AND PLAY!





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## CODE OF CONDUCT

**ALL STUDENTS, THEIR FRIENDS AND FAMILY, AND ANY OTHER MEMBERS OF THE COMMUNITY, WHETHER PARTICIPATING OR ATTENDING THE TOURNAMENT, SHALL FOLLOW ALL RULES, REGULATIONS, AND CODE OF CONDUCT, INCLUDING DRESS CODE, ESTABLISHED BY THE HOSTING SCHOOL OR ORG.**

**THE HOSTING SCHOOL OR ORG'S CODE OF CONDUCT IS DESIGNED TO PROVIDE GUIDELINES AND STANDARDS ENCOURAGING SELF-CONTROL, GOOD BEHAVIOR, ORDERLINESS AND EFFICIENCY. UNDERSTANDING AND ENCOURAGING GOOD BEHAVIOR AND CONSIDERATION FOR OTHERS RESULTS IN A POSITIVE ATTITUDE TOWARD PEERS, FAMILY, COMMUNITY, AND OVERALL GOOD CITIZENSHIP, AND, ENSURES STAFF, PARTICIPANTS, AND ATTENDEES WILL HAVE A SAFE AND REWARDING EXPERIENCE. ALL PARTICIPANTS AND ATTENDEES CAN SUPPORT THESE EFFORTS BY BEING:**

- **MANAGERS OF THEIR OWN BEHAVIOR**
- **ENCOURAGING AND SUPPORTIVE**
- **OPEN-MINDED**
- **COOPERATIVE**
- **FRIENDLY, COURTEOUS AND RESPECTFUL**



**QUESTIONS? PLEASE CONTACT **

**650.508.8447**

**WE LOOK FORWARD TO A FUN, EXCITING, AND REWARDING TOURNAMENT.**

