



TomeCon Keynote Speaker Special Competition Instructions

Individual Spring Competition	One Entry Per Chapter Level
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Win a Meet & Greet with TomeCon 2025 Keynote Speaker, Margaret Peterson Haddix
by competing in the

Haddix Tome Book Award Memory Capsule Challenge

Objective: Students will create a "memory capsule" that captures key themes, characters, and unique aspects from one of the past Tome Book Award selected Margaret Peterson Haddix titles. Semi-finalists (top 6 from each grade level) will meet Margaret Peterson Haddix in person at TomeCon and present their capsule for judging.

Tome Book Award Margaret Peterson Haddix Book Choices for this project:

- The Strangers (Elementary or Middle)
- The School for Whatnots (Elementary or Middle)
- Remarkables (Elementary or Middle or High School)
- The Summer of Broken Things (Middle or High School)

The capsule should include both a physical product (container and items) and a digital sharing component (video, Thinglink, interactive website, or automated multimedia presentation). The project must demonstrate an understanding of the chosen book and include a reflection on the author's writing style, themes, and/or personal history. *The digital showcase should take no more than ten minutes to view/explore all included elements.*

Connections: While the main focus should be on one of the four "Tome Book Award" Haddix books, students must also make meaningful connections to at least one secondary Haddix book of their choice. These connections can relate to themes, character growth, plot similarities, or the author's style.

The first round of judging will assess only the digital product, so ensure that your digital showcase accurately represents all aspects of your physical capsule. The top six digital showcases from each chapter level will be selected for further evaluation. The top six selected projects will be invited to bring their physical containers to TomeCon, where an in-person judging panel will select the top three awards. All top six students will also have the opportunity to meet Margaret Peterson Haddix in a small group with the other semi-final students during TomeCon.

Guidelines

Physical Capsule Design:

- **Container Creation:** Design or repurpose a container that symbolically represents the main "Tome Book Award" Haddix book. The container should reflect a central theme or element of the story (e.g., a puzzle box, a suitcase, a house model).
- **Items to Include:** Place at least five meaningful items in the capsule that represent key moments, symbols, or characters from the story. **See list of example items that would be appropriate for the popular Haddix title "Among the Hidden" at the end of these directions.*

Digital Showcase of Capsule (max limit of 10 minutes):

- **Theme:** The project demonstrates an understanding of the chosen book. The digital showcase represents key themes of the main book selection.
- **Personal Reflection:** Discuss how the main "Tome Book Award" book you selected made you think about its themes on a personal level or in relation to the real world (e.g., identity, family, current events).
- **Item Pictures and Explanation:** Include a clear picture of each item in your capsule, along with a 100-150 word explanation of its significance to the plot or themes. This explanation can be written or verbal, depending on the type of digital sharing method you choose.
- **Broader Haddix Connection:** Draw connections from the main book to a second Haddix book or even her broader body of work. These connections can relate to themes, character growth, plot similarities, or the author's style.
- **Author Element:** Incorporate something specific about Margaret Peterson Haddix as an author, such as her writing style or how her life experiences might influence her stories. Your reflection should be at least 200 words, discussing a connection between Haddix's background or writing approach and what you observed in her books.

**List of Examples for Among the Hidden:*

- **Example Container:** A hollowed-out book—a book safe that looks like a regular book on the outside but has a compartment inside, symbolizing the hidden nature of Luke's life and the secret identities of the shadow children.
- **Example Items:**
 - A fake ID card—Symbolizes the secret lives of shadow children, especially Luke's desire for freedom and identity.
 - A scrap of wood or bark—Represents the woods near Luke's home, where he once felt safe before the housing development replaced them.
 - A flashlight—Reflects the secrecy and the nights Luke spent hidden in the attic, peering out at the world.
 - A mini computer chip or USB drive—Represents the technology Jen uses to communicate with other shadow children and plan her rebellion.
 - A seed packet or dried corn—Symbolizes the farm life Luke was part of and his family's connection to the land.
 - A small key or lock—Represents the locked door to Luke's world, symbolizing both his physical and emotional confinement.
 - A tiny replica of a Population Police badge—Represents the oppressive force that controls the society in the book and the fear that Luke lives with daily.
 - A small notebook or journal—To symbolize the secrecy and hidden thoughts of shadow children like Luke, who can only express themselves in private.

TomeCon Keynote Speaker Special Competition Scoring Rubric

Category	Criteria	Points	Descriptors
1. Digital Showcase (30 Points)	Theme Representation 0-10 points		<ul style="list-style-type: none"> ● 9-10: Powerfully represents key themes with deep insight. ● 6-8: Represents themes clearly but could add depth. ● 3-5: Basic thematic understanding. ● 0-2: Minimal or unclear thematic representation.
	Item Presentation & Explanation 0-10 points		<ul style="list-style-type: none"> ● 9-10: Items are clearly presented with detailed explanations (100-150 words) demonstrating deep understanding of the story. ● 6-8: Items are relevant, but explanations could be more detailed. ● 3-5: Basic items with explanations lacking depth. ● 0-2: Minimal or unclear explanations of items.
	Broader Haddix Connection 0-10 points		<ul style="list-style-type: none"> ● 9-10: Thoughtful connections between main and secondary Haddix books, showing deep understanding. ● 6-8: Connections present but need more depth. ● 3-5: Connections attempted but are superficial. ● 0-2: Weak or minimal connections.
2. Thematic Connections (20 Points)	Depth of Thematic Exploration 0-10 points		<ul style="list-style-type: none"> ● 9-10: Deep exploration of book's themes with broader connections. ● 6-8: Themes explored but need more depth. ● 3-5: Basic exploration of themes. ● 0-2: Surface-level thematic exploration.
	Connection to Real World or Personal Reflection 0-10 points		<ul style="list-style-type: none"> ● 9-10: Insightful connections between book themes and real-world issues or personal reflection. ● 6-8: Connections present but lack depth. ● 3-5: Basic connections to real-world or personal themes. ● 0-2: Weak or minimal connections.
	3. Author Element (10 Points)	Incorporation of Margaret Peterson Haddix's Influence 0-10 points	

4. Creativity & Execution (10 Points)	Originality & Creativity 0-10 points		<ul style="list-style-type: none"> ● 9-10: Highly original and creative, with unique ideas and approaches. ● 6-8: Creative but with more conventional elements. ● 3-5: Basic creativity, some original elements. ● 0-2: Minimal creativity or originality.
Phase One: Digital Product (Pre-TomeCon)		_____/70: Total Phase 1	
5. Physical Capsule Design (30 Points)	Container and Items: Relevance, Theme Connection, Creativity & Symbolism 0-15 points		<ul style="list-style-type: none"> ● 11-15: Container creatively represents a central theme or element of the main book. Items are highly relevant and symbolic, demonstrating deep understanding. ● 7-10: Container reflects theme but with less creativity. Items are relevant but lack symbolic depth ● 3-6: Basic representation of the theme. Items are generally relevant but lack meaning. ● 0-2: Minimal connection to book themes. Items have minimal or unclear relevance
	Attention to Detail & Craftsmanship 0-15 points		<ul style="list-style-type: none"> ● 11-15: Meticulous attention to detail and craftsmanship. ● 7-10: Well-crafted but could benefit from refinement. ● 3-6: Basic craftsmanship, room for improvement. ● 0-2: Adequate or poor craftsmanship.
Phase Two: Physical Product (at TomeCon)		_____/30: Total Phase 2	
Final Score: <i>Overall evaluation of digital showcase and physical capsule design.</i>		_____/100: Cumulative Total	