

NATIONAL CHAMPIONSHIP «ABILYMPICS»

Approved by
the Competence Council

(name of the Council)

Minutes No ____ from _____

Chairman of the Council:

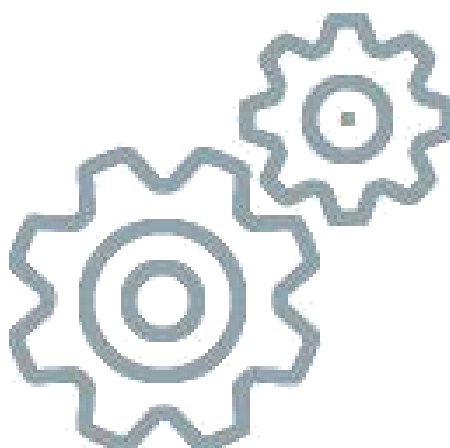
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COMPETITION TASK

by competence

_____**NAME OF COMPETENCE**_____

PICTOGRAM EXAMPLE



Moscow _____

1. Competence description.

1.1. The relevance of the competence (no more than 2000 characters with spaces).

This section provides information on the competence presented. Where it is applicable in the modern labor market, how much it is in demand. About potential employment partners.

1.2. Professions in which participants will be able to find a job after obtaining this competence.

This section indicates the name of the profession, positions for which they can be employed.

1.3. Reference to educational and/or professional standard (specific standards).

This section specifies the educational and/or professional standards within which the task was developed.

Do not give links to standards on the Internet. Use the table to fill out.

Schoolchildren	Students	Specialists
FSES SPE by profession 43.01.09 Cook, confectioner		

1.4. Qualifications requirements.

This section specifies the qualification requirements for a participant to complete the task, as well as the necessary knowledge, skills and abilities for each category of participants and in relation to a specific task.

Please, note that the requirements and skills must differ in the categories of participants.

The requirements for the qualifications of a participant must reflect the qualification characteristics of the Federal State Educational Standard, Federal State Educational Standard TOP-50 (FSES, FSES TOP-50) and professional standards.

If there is a demonstration exam for this competence, the exam requirements must be written in relation to the competency (or one of the modules).

Schoolchildren	Students	Specialists
<i>Must know:</i> <i>Basics of sanitation and hygiene; basics of cooking; technology of yeast-free pancakes cooking, etc.</i>	<i>-knowledge, skills, professional competences corresponding FSES SPE FSES TOP-50 FSES SPE for Bachelor's Degree</i>	<i>work skills from professional standards</i>
<i>Must be able to:</i> <i>rationally organize, carry out cleaning of the workplace, choose, prepare, operate technological equipment safely, etc.</i> <i>Must have skills:</i> <i>preparation, cleaning the workplace, preparation for work, safe operation of technological equipment, etc.</i>	<i>-work skills from professional standards</i>	

2. Competition task.

2.1. Brief description of a task (no more than 500 characters with spaces).

This section indicates a summary of a competition task, which will be placed on the presentation panel of the competition area for each category of participants.

For example:

Schoolchildren: the task is to make pancake dough and bake 10 pancakes.

Students: the task is to prepare cake dough and bake 10 cakes.

Specialists: the task is to make filled cake dough and bake 10 filled cakes, decorate cakes.

2.2. The structure and detailed description of a competition task.

The table should contain the number and name of modules to be performed by each category of participants, the time allotted for the task, a description of the final result of the task for each module or for the task as a whole.

Name of the participant category	Name of the module	Time for the module	Obtained result
A schoolchild	Module 1. Pancake dough preparation.	Not more than 3-4 hours for all tasks. For example: 30 minutes	Concrete result is specified: For example: dough for cakes
	Module 2. Pancakes cooking.	For example: 30 minutes	Concrete result is specified: For example: 10 pancakes
		The second day is possible in case of technological specificities. It is advisable to avoid	
Total time for the competition task: 3 hours			
Student			
Total time for the competition task.: 2,5hours			
Specialist			
Total time for the competition task: 2 hours			

A participant can independently allocate time for the implementation of each module or specify the time allotted for the implementation of each module.

2.3. The sequence for doing the task.

In this section, it is necessary to describe how to fulfil the competition task step by step for each module and for each category of the participant.

For example:

Module 1. Making pancake dough.

In a large mixing bowl, add all dry ingredients (flour, baking powder, sugar, and salt). Pour oil, milk, egg, and vanilla in the center of dry ingredients. Using a whisk, mix until all ingredients are well mixed. Use a spoon to scrape the remaining flour from the side of the bowl. Cover the bowl with the batter with a lid or cling film and let the batter rest for 30 minutes.

Special instructions:

What is allowed?

What a participant of this competence can take with him to the competition area to do the competition task.

What is not allowed?

What is strictly forbidden for participants to be taken with them to the competition area.

2.4. 30% change of the competition task.

This section provides information on a 30% change in the competition task, namely, only those criteria are detailed that the principle expert can change before the competition, and that strictly cannot be referred to a 30% change.

2.5. Grading criteria for the task (maximum 100 points for the whole task in any category for all modules!).

At this section, it is necessary to mark the total number of points for each module. Then it is necessary to detail each module individually according to the extended criteria (at least 5) for each competency individually.

For each module grading criteria are indicated and their maximum score in total for each category should be 100 points.

EXAMPLE *(on the example of Preschool education competence)*

Students (tables are created for each category individually)

Name of the module	Task	Maximum points
1. Organization of activities aimed to strengthen children health and their physical development	Develop and conduct a game with preschool children	40
2. «Teaching and education of preschool children» (integrated module)	Development and conducting of a didactic game to familiarize children with adults work (knowledge consolidation) using ICT (interactive table) and constructive activity support	60
TOTAL		100

Module 1. Organization of activities aimed to strengthen children health and their physical development.

**Subjective mark cannot be more than 5% from the total number of the grading criterion (from 100 points).*

Task	No	Name of the criterion	Maximum points	Objective mark (points)	Subjective mark (points)*
Develop and conduct a game with preschool children	1.	Keeping up the rules of the competition	2	2	
	2.	Compliance with sanitary code and safety rules when playing a game	4	4	
	3.	Compliance of the defined goal and objectives with children age	4	4	
	4.	Compliance of used materials and equipment with children age	3	3	
	5.	Instruction clarity for the game	3	3	
	6.	Keeping up the structure and composition logic of a game	4	4	
	7.	Efficiency of a game control	3	3	
	8.	Attention to all children during the game	3	3	
	9.	Compliance of time for a game with children age	3	3	
	10.	Compliance of summing up the results of a game with children age	3	3	
	11.	Creative approach to the content and conducting of a game	3	3	
	12.	Expressiveness of the teacher's speech	3	3	
	13.	Teacher's emotionality	2		2
TOTAL:				40	

Module 2. 2. «Teaching and education of preschool children» (integrated module).

**Subjective mark cannot be more than 5% from the total number of the grading criterion (from 100 points).*

Task	No	Name of the criterion	Maximum points	Objective mark (points)	Subjective mark (points)*
Development and conducting of a didactic game to familiarize children with adults work (knowledge consolidation) using ICT (interactive table) and constructive activity support	1.	Keeping up the competition rules	2	2	
	2.	Compliance with sanitary code and safety rules relevant to the profession	2	2	
	3.	Compliance of the defined goal and objectives with children age	3	3	
	4.	Compliance of the goal, objectives, game content with the competition task	3	3	
	5.	Clarity and attainability of the set goals and objectives of the didactic game	3	3	
	6.	Following the structure and logic of a game	3	3	
	7.	Simplicity of the game content, playing actions and rules for children	3	3	
	8.	Efficient control of a didactic game a game and constructive activity	3	3	
	9.	Following the single story line of a game and constructive activity	3	3	
	10.	Compliance of the defined goal and objectives for the constructive activity with children age	3	3	
	11.	Determination in the goal of constructive activity the set result, the product with a functional play purpose corresponding to a didactic game content	3	3	
	12.	Methods used to stimulate children initiative and independence	3	3	
	13.	Techniques used to stimulate children activity and interest in playing a didactic game	3	3	
	14.	Techniques used to stimulate children activity and interest in construction activity	3	3	
	15.	Organization of	3	3	

		children motor activity(dynamic pause, and fingers gymnastics)			
	16.	Completeness of the defined goals and objectives implementation in a didactic game	4	4	
	17.	Completeness of the defined goals of the defined goals and objectives implementation in constructive activity	4	4	
	18.	Creative approach to the task	3	3	
	19.	Communicative competence of a teacher	2	2	
	20.	Speech literacy	2	2	
	21.	Speech expressiveness	2	2	
TOTAL:				60	

Attention!!!: according to the results of the grading criteria distribution in accordance with two presented examples of modules, the total score of subjective marks was 5 points, which corresponds to 5% of the total number of criteria (from 100 points).

3. List of equipment, tools and consumables used






If the equipment is the same for all categories, then a general table is made for all categories of participants.



If a piece of equipment, furniture or tools is used for a group (participants, experts), then their number is indicated by a fraction, for example, 1/5 is assumed that 1 is for a piece of equipment (tools, furniture) , 5 is for participants (experts).

3.1. Schoolchildren, students, specialists*

* If the requirement for equipment and tools of various categories of participants is different, then it is necessary to make an infrastructure sheet for each category

EQUIPMENT FOR 1 PARTICIPANT					
In this section it is necessary to indicate equipment, tools, software, furniture for participants					
No	Name	Photo of equipment or a tool, or furniture	Technical characteristics of equipment, tools and link to the manufacturer's, supplier's website	Unit of measure	Required number
1	Convection steamer Electrolux Professional AOS061EBA2		https://entero.ru/item/19653?ymclid=15711229151582037020800001	piece	1/5

CONSUMABLES FOR 1 PARTICANT					
Consumables					
No	Name	Photo of consumables	Technical characteristics of equipment, tools and link to manufacture's, supplier's website	Unit of measure	Required number
1	Ceramic flowerpot		Size of the flowerpot 18,5 x 12,5	Piece	5
2	Decorative feathers		-	package	5
CONSUMABLES, EQUIPMENT AND TOOLS WHICH PARTICIPANTS ARE ALLOWED TO HAVE WITH THEM (if necessary)					
			As agreed with the principle expert (for example)		
CONSUMABLES AND EQUIPMENT WHICH IS NOT ALLOWED TO HAVE AT THE COMPETITION AREA					
			As agreed with the principle expert (for example)		
ADDITIONAL EQUIPMENT, TOOLS WHICH A PARTICIPANT CAN BRING (if necessary)					
No	Name	Name of equipment or a tool, or furniture	Technical characteristics of equipment, tools and link to manufacture's, supplier's website	Unit of measure	Required number
1.	Disposable food container 500 ml, with a lid		https://www.komus.ru/katalog/posuda-i-tekstil/odnorazovaya-posuda-i-upakovka-/pishhevaya-upakovka/kontejnery-plastikovye/c/98029/	piece	3
EQUIPMENT FOR 1 EXPERT (if necessary)					
In this section it is necessary to give information about equipment, software, furniture, tools for experts					
No	Name	Photo of required equipment or a tool, or furniture	Technical characteristics of equipment, tools and link to manufacture's, supplier's website	Unit of measure	Required numbers
1	Office table		1400x600x750	piece	3
2	Office visitor chair		Size: 55x80	piece	3
CONSUMABLES FOR 1 EXPERT (if necessary)					
Расходные материалы					
No	Name	Photo of consumables	Technical characteristics of equipment, tools and link to manufacture's, supplier's website	Unit of measure	Required Number

GENERAL INFRASTRUCTURE OF THE COMPETITION AREA (if necessary)					
In this section it is necessary to give information about additional equipment, personal protective equipment					
No	Name	Photo of the required equipment, personal protective equipment	Technical characteristics of equipment, tools and link to manufacture's, supplier's website	Unit of measure	Required number
1	Powder fire extinguisher ОП-4		Class B - 55 B Class A-2A	piece	1
ROOM FOR PARTICIPANTS (if necessary) In this section it is necessary to give information about equipment, furniture, consumables, with which the room for participants will be equipped (if necessary)					
No	Name	Photo of the required equipment or tools, or furniture, or consumables	Technical characteristics of equipment, tools and link to manufacture's, supplier's website	Unit of measure	Required Number
ADDITIONAL REQUIREMENTS FOR THE AREA /COMMENTS Number of convenience outlets and their characteristics, number of internet access points and requirements, number of places with water and requirements (hot water, cold water)					
No	Name	Name of equipment or a tool, or furniture	Technical characteristics of equipment, tools and link to manufacture's, supplier's website	Unit of measure	Required Number
1	Water cooler		Desktop without cooling	piece	1

4. Minimum requirements for equipping workplaces, taking into account all major nosologies.

* In this section, it is necessary to indicate the requirements, taking into account all nosologies, for the construction of the competition area according to the competence. Use information from the link

<https://tiflocentre.ru/voprosy-po-adaptacii-uchebnie-zavedeniya-klassa.php>

** In this section, it is necessary to indicate the requirements, taking into account all nosologies, to equip the workplace according to the competence. Use information from the link <https://www.istok-audio.com/>

Name of the nosology	Area, sq. m	Passage width between workplaces, m.	Specialized equipment, number.**
Workplace for a participant with hearing impairment	*	*	**

Workplace for a participant with visual impairment	*	*	**
Workplace for a participant with musculoskeletal disorders	*	*	**
Workplace for a participant with somatic disease	*	*	**
Workplace for a participant with mental disorder	*	*	**

5. As-build drawing of the competition area

(for categories of participants, if there is no difference, indicate that it is for all categories)

As-build drawing of the competition area according to the competence must be drawn with the use of any graphic editor.

Hand-drawn diagrams are not allowed.

As-build drawing should contain all equipment, furniture, communication and engineering network. It is necessary to indicate the size of the competition area, the room of experts, the room of participants (if necessary). Everything that is shown in the diagram of the competition area must be indicated in symbols (according to the presented samples).