**The Great Computer Challenge**

**Desktop Publishing**

***Level 2***

**Scenario:**

Your class or club is opening a school store to raise money. To get students and teachers interested, your team will create a one-page flyer to advertise your store and design a gift card or coupon for their first purchase.

You may use clip art or pictures, shapes, patterns, lines, and/or borders to help with your design.

**Requirements:**

Flyer

1. The NAME and/or LOGO of your store
2. What ITEMS you plan to sell
3. DAYS and TIMES your store is open
4. Why you are raising money
5. How you plan to spend your earnings

Gift Card/Coupon

1. The NAME and/or LOGO of your store
2. VALUE of your coupon or gift card
3. Any RULES or expiration (end) date

**Guidelines:**

Your team will be judged on originality, creativity, and completion of the above requirements.

**REMEMBER:**

* SAVE your work every few minutes
* PRINT your flyer by the time the contest is over
* Leave your flyer on the COMPUTER SCREEN when you leave
* Have fun, and thanks for entering the Great Computer Challenge!