

Why participate in this competition?

To prepare for the future that is already here, we're going to need more programmers! Robot ice cream makers? Burger chefs? Video game developers? Business owners? We all know that cars are becoming automated and if you can name a job with a repetitive task, it's likely there's an algorithm doing that job today too.

A 2015 Gallup poll sponsored by Google found that 9 out of 10 parents want schools to teach computer science - so our children grow up not just using technology but learning how to create it. In fact the majority of parents and teachers believe that computer science should be required for students to learn! A subsequent poll shows that 50% of parents consider computer programming the most important subject for students to learn after reading, writing, and math.

Codecraft partners with schools, universities and nonprofits to empowers fun Computer Science education programs to improve the technical skills landscape and successfully narrow the STEM talent gap. Together we will improve student's confidence on the computer and their feeling of belonging in computing, therefore increasing the likelihood that they will further pursue computer science or engineering classes and careers with success in the future.

Competition Overview

There are two competition categories, Games and Storytelling. Within both competition categories, there are 3 award divisions by grade level; elementary, middle, and high school. In each category and awards division, projects for 1st, 2nd, and 3rd place (runner up) will be awarded.

A competition project will be made using the Scratch computer programming platform, and judged on its engagement, artwork, use of digital media, use of computer science concepts, originality, and completeness (see rubric below).

2017 - 2018 SECME CCPC General Competition Rules

- 1. The competition is open to elementary, middle, and high school students.
- 2. The competition project must be created using the Scratch programming platform (scratch.mit.edu)

- 3. Judges will review entries online to evaluate, comment on projects, and ultimately select the winners in each category.
- Each competitor MUST register their intent to compete and provide their teacher, coach or mentors contact information no later than January 12, 2018: <u>https://goo.gl/forms/X1t4nj25Lu29JMfJ3</u>
- To be considered, project submission MUST be submitted NO LATER than midnight on January 29, 2018 here: <u>https://goo.gl/forms/DPFDU2BEB4V0ajrs1</u>
- 6. The competition organizers reserve the right to disqualify any entry based on inappropriate or copyrighted content and any entries which do not adhere to the competition rules and guidelines.
- 7. When an entry is submitted, permission is granted to the organizers of the competition to make unrestricted use of the entry in the future for publicity or educational purposes. In such use, the organizers will make sure that the author/school is clearly acknowledged, with consent documented and privacy in mind.

Competition Project Requirements

- 1. Projects must be original works by student creator or team (up to 2 students).
- 2. Entries must be original works created by the team or individual submitting the entry.
- 3. If an entry incorporates music, sound, text or images, you must own the rights to use that material, or provide creative commons attribution in the project "Notes & Credits" Section.
- 4. Project content is limited only by your imagination, ability to plan and demonstration of your programming ability.
- 5. All Projects must have clear, precise and appropriate Title, Instructions, and Notes or Credits.



6. Projects **should not** share any personally identifiable information about the creator or programming team.

Prizes and Awards

- 1. Each Scratch competitor will receive a certificate of participation
- 2. There will be separate awards for:
 - Best Game Award
 - 1st & 2nd place, runner up
 - Best Digital Storytelling Project
 - 1st & 2nd place, runner up
 - Best In Show Overall Winner
 - chosen from above categories

Judging

1. Each entry will be reviewed by a panel of at least 2 judges. The judges will award points according to the judges score card, which provides detailed information in relation to what the Judges will be looking for. The score sheets below will be used by the Judges during the competition.

2. The decisions of the judging panel are final and no correspondence will be entered into. (see score card below).

The scorecard sample below will be online as a digital form and made available to each judge for use as they review the projects.

Example from 2015-2016 club competition, online at: https://scratch.mit.edu/projects/94761208/ Category: ______ (drop down or radio buttons)______

Project Title: _____ (text field)_____

Scratch Username: _____(text field)_____

			I	
				Score
Engagement	limited engagement	attracts and engages	immersive & likely to attract repeat users	
	123	4 5 6	7 8 9 10	
Artwork	single or basic	multiple concepts, complete execution	detailed, creative and appealing	
	123	4 5 6	7 8 9 10	
Digital Media	a single source	multiple media types	thoughtful, engaging and purposeful use of media to enhance project	
	123	4 5 6	7 8 9 10	
Coding / CS Development	error free, progression	demonstrates basic programming constructs and creative problem solving	demonstrates well established programming constructs, code comments, algorithms, and problem solving	
	123	4 5 6	7 8 9 10	
Originality	Meh	differentiation present in concept & execution	totally original in concept and implementation - innovative	
	123	4 5 6	7 8 9 10	
Completeness (Testing/QA)	Not fully tested, errors or bugs present	Only minor errors or bugs, instructions & credits are present	No major errors or bugs, clear, thoughtful and helpful instructions, project is well tested	
	123	4 5 6	7 8 9 10	
Totals				

