Scratch Competition Rules 2014-15

General

1. The competition is open to students in primary and second level schools in Ireland. There is also an independent category for students who attend coding clubs outside of school hours.

2. The project must be created using Scratch. Projects can be developed online or using the offline editor which can be downloaded for free at http://scratch.mit.edu. Projects developed in Version 1.4 or 2.0 will be accepted.

3. Entries can only be accepted if the school/club has been registered by a teacher/mentor using the official registration form on scratch.ics.ie

4. Upon registration, teachers/mentors must make sure that all information has been entered for their projects according to the instructions on this website.

5. The project can be about anything – the only limit is students' imagination.

6. Project entries can be from an individual or from a team of not more than 3 students per team.

7. Schools/clubs will be limited to 10 project submissions.

8. Entries can only be accepted if they are accessible via the Scratch website at http://scratch.mit.edu. Offline projects must also be uploaded to http://scratch.mit.edu

9. Once uploaded to http://scratch.mit.edu the unique URL link (this link must direct judges to the exact project) must be added alongside the corresponding registered project at scratch.ics.ie

10. Entries must be original works created by the team or individual submitting the entry.

11. If your entry incorporates music, sound, text or images, you must own the rights to use that material.

12. The competition organisers 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.

13. When an entry is submitted, permission is granted to the organisers of the competition to make unrestricted use of the entry in the future for publicity or educational purposes. In such use, the organisers will make sure that the author/school is clearly acknowledged.

Projects

14. Schools/Clubs may run their own competition to determine the best ten projects.

15. There are 10 categories of entry; 5 for schools and 5 for CoderDojos:

- Primary School Mini's (Junior infants to 1st Class)
- Primary School Midi's (2nd Class to 4th Class)
- Primary School Maxi's (5th Class to 6th Class)
- Junior Cycle (1st Year to 3rd Year)
- Senior Cycle (4th Year to 6th Year)

- CoderDojo Mini's (Junior infants to 1st Class)
- CoderDojo Midi's (2nd Class to 4th Class)
- CoderDojo Maxi's (5th Class to 6th Class)
- CoderDojo Junior Cycle (1st Year to 3rd Year)
- CoderDojo Senior Cycle (4th Year to 6th Year)

Prizes and Awards

16. Each Scratch competitor will receive a certificate of participation

17. There will be separate awards for:

- Best Special Award
- Best Animation Award
- Best Technical Sophistication
- Best Educational Content Award
- Best Social Project
- Overall Scratch Winner

Judging

18. Each entry will be reviewed by a panel of 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. These score sheets will be used by the Judges during the competition.

19. The decisions of the judging panel are final and no correspondence will be entered into.

20. The top teams from each category will be invited to compete against other teams from around the country at the National Final.

21. At National Final stage each project must produce 4xA4 sheets/posters or one larger poster to illustrate or describe their project. These posters will be displayed at the individual project stand at the National Finals.

SCRATCH Judges Score Card

				Score
Engagement (Entertainment/ Playability)	Offers limited engagement 1 2 3 4 5 6	Competently attracts and engages user's interest 7 8 9 10 11 12 13 14	Delivers an immersive experience that is likely to attract repeat users 15 16 17 18 19 20	
Artwork	Single or basic concepts 1 2 3	Multiple concepts with competent execution 4 5 6	Detailed, creative and visually stunning artwork that enhances and complements the project 7 8 9 10	
Digital Media	No alternative media types used e.g. audio, image and limited animation. 1 2 3	Additional media types used (e.g. image, audio, video) 4 5 6	Use of multiple media types that adds to user experience. 7 8 9 10	
Development/ Coding	Minor undocumented enhancements to existing project. 1 2 3 4 5 6	Orginal project or significant enhancements to existing project. Well commented. 7 8 9 10 11 12 13 14	Well commented code demonstrating many programming constructs, algorithms and problem solving. 15 16 17 18 19 20	
Originality	Little evidence of novelty or innovation 1 2 3	Product differentiation present in concept and execution 4 5 6	Highly innovative in terms of features and scope 7 8 9 10	
Completeness (Testing/QA)	Many serious bugs encountered. No user instructions. 1 2 3	Some bugs found. Good user instructions. 4 5 6	Only minor bugs found. Clear and concise instructions. Evidence of testing. 7 8 9 10	
Presentation*	Difficult to follow with basic presentation standard. 1 2 3 4 5 6	Clear structure, well organised. Good explanation of example code. 7 8 9 10 11 12 13 14	High impact and professional throughout. Consistent and clear organisation. Explains decisions and concepts well. 15 16 17 18 19 20	

Total Score = /100