Why participate in this competition?

The Codecraft Computer Programming Competition encourages local teachers to teach basic computer programming concepts at the schools with the support of the Codecraft Club curriculum, training, and software platform. 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.

Computer science opens more doors for students than any other discipline in today’s world. Learning even the basics will help students in virtually any career—from architecture to zoology. Just as we teach students how to dissect a frog, or how electricity works, it’s important for every 21st century student to have a chance to “dissect an app,” or learn how the Internet works.

According to Code.org, 90% of parents want schools to teach computer science including computer programming.

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, among low-income families, the majority of parents and teachers believe the 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.

Competition Overview

There are two competition categories, Games and Storytelling. Within both competition categories, there are 3 award divisions by grade level; 3rd-6th, 7th - 8th, and 9th-12th. 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).

2016 - 2017 General Competition Rules
1. The competition is open to elementary, middle and high school students currently enrolled in a Codecraft Lab or Codecraft Club.
2. The competition project must be created using the Scratch programming platform (scratch.mit.edu). Projects can be developed online, or using the offline editor, which can be downloaded for free at 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 with a teacher/mentor using the official Codecraft Getting Started with CS & Engineering club program. Learn how to launch your club, create computer games and program digital stories and participate here: http://www.codecraftlab.org/steam-events-services/
4. School clubs will host the preliminary round internally, using the same rubric as below. Based on school club results (self evaluation), four (4) total winning projects from any competition categories at each school can be submitted to the SECME Regional competition. Judges will review Scratch Projects online to evaluate the entries, comment on projects, and ultimately select the winner.
5. Your club coach or mentor will send an email to secmeCompetition@codecraftlab.org requesting an invitation to the online Scratch Studio, curated by Codecraft Lab for the SECME competition. The invitation to submit the project entry will be sent to the student participant via the Scratch platform, using the exact Scratch Username given in the email.
6. Your email must contain the Scratch project entry URL or attached project for version 1.4 (offline), exact Scratch User Name, Student Name, Grade, School, County, State for each project entry by NO LATER than midnight on Monday, January 30, 2017.
7. 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.
8. 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 your 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 be “YAPPY” compliant, and 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:
   a. **Best Game Award**
      i. 1st & 2nd place, runner up
   b. **Best Digital Storytelling Project**
      i. 1st & 2nd place, runner up
   c. **Best In Show - Overall Winner**
      i. chosen from above categories
3. **Best Coach / Mentor Award**
   a. Nominate your school’s Codecraft Computer Programming Competition coach or mentor. Details go to registered teams in January 2017.

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)___________________________________

<table>
<thead>
<tr>
<th></th>
<th>limited engagement</th>
<th>attracts and engages</th>
<th>immersive &amp; likely to attract repeat users</th>
</tr>
</thead>
<tbody>
<tr>
<td>Engagement</td>
<td></td>
<td></td>
<td>Score</td>
</tr>
<tr>
<td></td>
<td>1 2 3</td>
<td>4 5 6</td>
<td>7 8 9 10</td>
</tr>
</tbody>
</table>

|                | single or basic     | multiple concepts, complete execution | detailed, creative and appealing |
| Artwork        |                     |                                       | Score                                      |
|                | 1 2 3               | 4 5 6                                 | 7 8 9 10                                   |

|                | a single source     | multiple media types                | thoughtful, engaging and purposeful use of media to enhance project |
| Digital Media  |                     |                                       | Score                                      |
|                | 1 2 3               | 4 5 6                                 | 7 8 9 10                                   |

|                | error free, progression | demonstrates basic programming constructs and creative problem solving | demonstrates well established programming constructs, code comments, algorithms, and problem solving |
| Coding / CS Development |                     |                                       | Score                                      |
|                | 1 2 3               | 4 5 6                                 | 7 8 9 10                                   |

|                | Meh                 | differentiation present in concept & execution | totally original in concept and implementation - innovative |
| Originality    |                     |                                       | Score                                      |
|                | 1 2 3               | 4 5 6                                 | 7 8 9 10                                   |

|                | 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 |
| Completeness (Testing/QA) |                     |                                       | Score                                      |
|                | 1 2 3               | 4 5 6                                 | 7 8 9 10                                   |

Totals

Score