

SCRATCH COMPETITION RULES 2017-2018

GENERAL

1. The competition is open to students aged from 6 to 18 years.
2. The competition is divided into two categories, **open category** and **regular challenge**.
3. In the open category participants may develop and program an **animation or an interactive story** or a **video game**.
4. The **open category** is open to participants from **6 to 18** years old.
5. The **regular challenge** is open **only** to participants from **13 to 18** years old.
6. The competition is divided into **three age levels**, Elementary, Middle, and High School.
7. **Age Group Definition**
 1. **Elementary** (Primary) School Age : Participants from **6 to 12** years old by the registration deadline.
 2. **Junior** (Preparatory/Middle) School Age: Participants **12** years old **and 1 day** to **15** years old by the registration deadline.
 3. **Senior** (Secondary/High) School Age : Participants **15** years old **and 1 day** to **18** years old in by the registration deadline.
8. The competition is open to teams representing a school or independent teams who attend coding clubs outside of school hours.
9. A team consists of one (1) coach and one (1) or two (2) team members.
10. Coaches could be teachers or mentors from outside the school, such as scientists and parents etc.
11. The minimum age of a coach is 20 years old at the time of registration for the competition.
12. Coaches may work with more than one team; however, each team needs to be assisted by only one coach.
13. Team members can work alone without a mentor coach.
14. This year's theme competition is sustainable development goals of UNESCO and mainly on how these sustainable development goals (SDGs) can echo the reality of Qatar nowadays.
15. Schools can register more than one team.
16. Entries can only be accepted if the school/club/independent participant has been registered using the official registration form on the official website.
17. Upon registration, teachers/mentors/participants must make sure that all information has been entered correctly.
18. Project entries can be from an individual or from a team of not more than 2 students per team.

- 19.** The organizer of the competition can limit the number of projects submission per Schools/clubs when necessary.
- 20.** No student can be involved in more than one project in each sub-category.
- 21.** Students aged between 13 and 18 years can register for both open category and regular challenge task.
- 22.** Entries can only be accepted if they are accessible via the Scratch website at scratch.mit.edu.
- 23.** Offline projects must also be uploaded to scratch.mit.edu
- 24.** The unique URL link (this link must direct judges to the exact project) must be added alongside the corresponding registered project at the official website of the competition.
- 25.** 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.
- 26.** There are 3 categories of entry for the open category, elementary video games/ animation/interactive story, Junior video games/ animation/ interactive story, senior video games/animation/interactive story.
- 27.** The selected top teams from each category will be invited between February 23rd and March 10th to present their projects in front of a panel of judges.
- 28.** Coaches and participants must make sure that all information, e-mail and phone numbers are entered correctly, as it will be used to send convocations, news and others information regarding the competition.
- 29.** Participants must respect the deadline of registration and projects submission. Any delay on submitting projects will disqualify the team. Please review Agenda section on the official website.
- 30.** As this is the first edition, the organizer may adapt some rules when he finds it necessary, he has to communicate the new rules by sending e-mails to all registered participants or by publishing it clearly on the official website of the competition.

PROJECTS

- 31.** Projects are accepted in English, French and Arabic languages.
- 32.** The project must be created using Scratch. 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.
- 33.** Students may install the Scratch 2.0 editor to work on projects without an internet connection. This version will work on Mac, Windows, and some versions of Linux (32 bit).
- 34.** Link to download Scratch 2.0 editor : <https://scratch.mit.edu/download>
- 35.** Entries must be original works created by the team or individual submitting the entry.

36. If your entry incorporates music, sound, text or images, you must own the rights to use that material.
37. Schools/Clubs may run their own competition to determine the best projects.
38. 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.
39. The final project should be well commented, comments in the Scratch program are adjustable textboxes that have to be attached to the program. E.g. if your final project is a game you have to explain the game instructions well before starting.
40. Each project/program has to be handed in with a PDF or WORD document. The document should clearly state and present an overview about your project.
41. In each sub-category related to each age range, the organizer will invite selected teams to present their work and give an overview about it in front of a panel of judges. This presentation will be assessed according to a predefined evaluation grid. The teams convened can present in Arabic, French or English.
42. Team members may be questioned by the judges for a time period of 5 minutes or fewer. Judges may ask questions to seek clarification regarding the methods used and/or general understanding.
43. Candidates can present their work with or without a digital support.
44. The evaluation grid of the presentation is published on the official website of the QNSCC.

OPEN CATEGORY

45. Participants in the Open category will have to create with Scratch; video games, animations or short stories related to the sustainable development goals of UNESCO and mainly on how these sustainable development goals (SDGs) can echo the reality of Qatar nowadays and its 2030 Vision. Through developing policies and strategic planning to monitor national progress.
46. Participants have to refer to the *Projects Themes and Topics* section in the official website www.qnscc.com to get further details about the topic requirements of both Open and Regular Categories.

REGULAR CHALLENGE CATEGORY

47. The category of regular challenge will be held in March 11th 2018.
48. Participants in the regular challenge category will receive a detailed convening letter about time and location.
49. Participants in this category will be first selected depending on the following criteria:
 - Applicants need to have adequate Scratch programming skills, consequently and in order to validate the registration; applicants have to send along with their application a project or work realized with scratch in school or as an extra activity. The link or the attachment of the project should be sent to: contact@qnscc.com

-Candidates must have very good grades in ICT and Mathematics, the last Quarterly School Report should be consequently sent to: contact@qnscc.com

50. After the file review, selected candidates will receive a registration validation with a convening notice.
51. The file/registration validation is not by any means, questionable or disputable by candidates.
52. The problem is adapted for participants aged 13 to 18 years old.
53. Participants in the Regular Challenge category will have to solve with Scratch a real time problem related to the STEM (it could be Science, Technology, Engineering or Mathematics related problems)
54. Participants have to refer to the *Projects Themes and Topics* section in the official website www.qnscc.com to get further details about the topic requirements of both Open and Regular Categories.
55. The duration of the challenge exam is 3 maximum hours
56. Students are compelled to come to the competition with their own laptops. They must download scratch offline editor and install it on their laptops.
57. The real time challenge will be supervised by judges.
58. It is strictly forbidden to use mobile phones during the challenge test.
59. Malpractice and non-compliance with the above mentioned directives will render the participant subject to disqualification and other sanctions.
60. The evaluation grid of the regular challenge depends on the theme chosen. It will be published in the official website the following day of the competition.

JUDGING

61. 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 all stages of the competition.
62. The decisions of the judging panel are final and no correspondence will be entered into.
63. The jury members are professionals of Information and Computer Sciences Technologies.

PRIZES AND AWARDS

64. Each registered Scratch competitor will receive a certificate of participation.
65. Each awarded coach/competitor/ school will receive an awardance certificate.
66. There will be separate awards for :
 - Best Animation/interactive story / video game Award for elementary
 - Best Animation/ interactive story /video game Award for junior
 - Best Animation/ interactive story / video game Award for senior



- Overall Winner

-Regular challenge winner