

Overview and Rules

Overview

Participants will use Scratch or another coding platform to develop an E-rated, school-appropriate game or animation. The project should run smoothly and show evidence of planning, including thoughtful consideration of how it will be coded and the story or goal it will communicate.

Teams

Each team may have a maximum of two participants. Each campus may submit up to four projects per category: four video games and four animation projects. Campuses should hold their own judging, if needed, to narrow down campus submissions. Campuses are not required to submit multiple entries.

Requirements

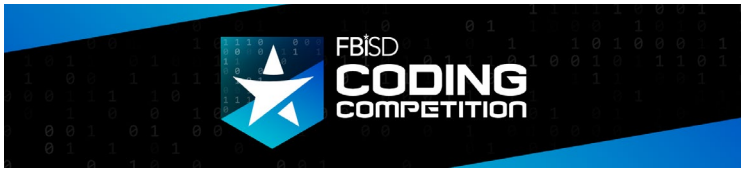
- Submissions must be made through the Coding and Robotics Schoology course. To join the current year's course, please visit the [Coding Competition website](#) for the join code.
- Entries must be started and completed during the current school year.
- Final projects must be completed and submitted by the deadline posted on the district website. Submissions must include the project link and portfolio. Any additional submission details will be posted on the website and in the Schoology course.
 - **PLEASE NOTE:** Submissions must be in a format that allows judges to easily play or view the project. A link is recommended. Judges will not be able to create accounts or download software to run a project, so please consider this when selecting a coding platform.
 - Projects submitted without a portfolio will not be judged.
- Projects must begin with an event block, such as clicking the green flag.
- Games submitted for evaluation must be interactive. Animations do not need to be interactive.
- Projects will be submitted through the Schoology course. A Schoology assignment will be available for project submissions and will include the portfolio template.
- Submissions should show evidence of block-based or text-based coding within the original platform environment. Platforms that primarily support stop-motion animation may use technology, but they do not meet the requirements for a coding project.

Originality

The project must be the original work of the team, **not a remix**. Ideas, coding architecture, and programs may be based on other sources.

Artificial Intelligence Support

Because AI tools are now widely available and can support many parts of the creative process, students may use AI in limited and appropriate ways. AI may be used for inspiration or support, such as generating ideas for backgrounds, characters, sounds, story elements, or troubleshooting suggestions. However, students are expected to create and understand the code for their game or animation. AI should not be used to generate the full code, complete the project for the team, or replace the students' own planning, problem-solving, and coding decisions. If students use AI to help debug a coding issue, they should first make a reasonable attempt to solve the problem on their own and should be able



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to explain any changes made to their project. Any use of AI must be clearly documented in the Artificial Intelligence section of the portfolio, including what tool was used and how it supported the project.

Example of referencing AI in portfolio

If AI was used in any part of the project, explain what tool was used, what it helped with, and what work the student team completed on its own.	I used Canva AI to create a background image of the planet where my alien character lives. I also used AI to get suggestions for fixing a loop in my code. I reviewed the suggestion, made the final coding changes myself, and can explain how the loop works in my project.
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Extensions

Many coding platforms have extensions that may be added to the code. For example, Scratch has several extensions that may be added, such as pen, video sensing, or face detection. Use of these extensions is allowed but please note that the extension should not require the use of an account log-in or additional work to play the game or animation.

Copyright/Intellectual Property

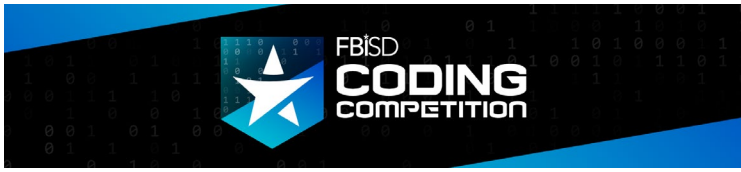
All music, graphics, sounds, images, and other media used in the project must be cited in the Electronic Portfolio. This includes items from inside the coding platform, such as Scratch sprites, backgrounds, and sounds, as well as anything found online, created with another program, recorded by students, or created with AI. Media from outside the coding platform must be royalty-free, original, or used with permission. Projects that include copyrighted material without proper permission or citation may be disqualified.

Example of a complete portfolio source list for images, sounds, and other media used in a project:

Graphic/Audio	Source
Spaceship	Scratch library
Alien	Student-created in Microsoft Paint and imported into Scratch
Laser sound	Student-created in GarageBand
Alien voice	Recorded in Scratch
End Credit Music	Student-recorded using a personal recorder and imported into Scratch

Examples of source lists that are incomplete or may still violate copyright guidelines, even if a source is named:

Graphic/Audio	Source	Issue
Spaceship	Google Image search	This does not show that the image is royalty-free,



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		original, or used with permission.
Alien	Friend sent to them via email	This does not identify the original source or confirm that the student has permission to use the image.
Laser sound	YouTube	"YouTube" is not enough information. Students must include the specific source link and confirm that the sound is royalty-free, original, or used with permission.
Alien voice	Recorded from TV	Recording audio from TV does not make it original. Students still need permission to use copyrighted audio, voices, or music.
End Credit Music	Bought on Apple Music	Purchasing music for personal listening does not usually give permission to use it in a public project. Students must use royalty-free music, original music, or music with a license that allows public use.

Evaluation Criteria:

Projects will be evaluated based on aesthetics, flow, story, content, sound, characters, and the complexity of the coding. Projects should also be engaging and draw the user into the game or animation.

Judges may award up to 5 bonus points for exceptional features or for content that shows exemplary educational or social value.

For games: Judges will evaluate a maximum of 3 levels. Teams should expect judges to spend no more than 5 minutes playing the game.

For animations: Animations should be no longer than 5 minutes.

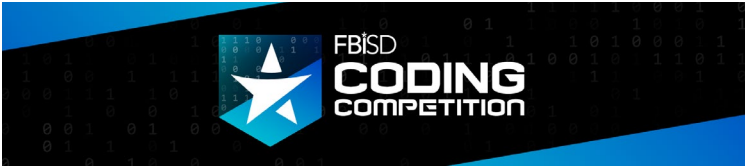
Projects will be reviewed using evaluation guidelines that help judges consider creativity, coding complexity, usability, and overall presentation.

Required Electronic Portfolio

Each team must submit an electronic portfolio with the project. The portfolio should be computer-generated and submitted as a PDF or Word file. Handwritten notes or planning documents may be included if they are clear, legible, and scanned into the electronic portfolio.

An **Electronic Portfolio** example is included in the Schoology assignment where teams will submit their projects. Teams may download and use the example template, or they may create their own portfolio. All portfolios should include the required information listed below.

Coding Game	Coding Animation
Game title, campus, participant names, and project account or username	Animation title, campus, participant names, and project account or username



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information. • Brief game description, including the target audience, objective, and any background story. • Clear instructions for how to play, including all controls. These should support, not replace, in-game instructions. • Source list for all graphics, sounds, music, images, and other media used in the project. • Short explanation of any AI tools used and how they supported the project, if applicable.	information. • Brief creator statement that explains what the animation is about and how it connects to the theme. • Source list for all graphics, sounds, music, images, and other media used in the project. • Short explanation of any AI tools used and how they supported the project, if applicable.
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