



Junior Category competition rules

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code::XtremeApps:: 2010 organising committee member

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Organised by



Who?



- Open to all children
12 years of age or below
as of 1 Jan 2010

The poster features the 'code Xtreme Apps' logo at the top. Below it, there is text in English and Chinese. The English text includes: 'The Junior Category for the codeXtremeApps competition is back again this year!', 'Use your creativity and have fun while developing interesting programmes or animations using Scratch - free educational software. What if you don't know how to use Scratch? Training will be provided!', 'Who can have fun?', 'The competition is open to children 12 years and below from primary schools, international schools or home schools.', 'Form a dynamic team comprising 2-3 members to register for the competition. Team members need not be from the same school.', 'How can I participate?', 'Go to the ITSC website at www.itsc.org.sg or contact the ITSC Secretariat at itsc@ida.gov.sg for more information.', 'Competition Timeline' table, and 'Prizes' table. The Chinese text includes: 'The Junior Category for the codeXtremeApps competition is back again this year!', 'Use your creativity and have fun while developing interesting programmes or animations using Scratch - free educational software. What if you don't know how to use Scratch? Training will be provided!', 'Who can have fun?', 'The competition is open to children 12 years and below from primary schools, international schools or home schools.', 'Form a dynamic team comprising 2-3 members to register for the competition. Team members need not be from the same school.', 'How can I participate?', 'Go to the ITSC website at www.itsc.org.sg or contact the ITSC Secretariat at itsc@ida.gov.sg for more information.', 'Competition Timeline' table, and 'Prizes' table. At the bottom, there are logos for the Organiser (ITSC), Sponsor (siren), Partners (REPUBLIC, SMU), Diamond Sponsor (iti), Gold Sponsor (rednet, accenture, EMC, Microsoft), and Supporting Organisations (IDA, STP, ITMA, etc.).

COMpetition TIMELINE	
21 April 2010	Launch of codeXtremeApps 2010
21 May - 4 June 2010	Training on Scratch at Nanyang Girls' High School
28 June 2010	Closing date for submission of competition entries
19 July 2010	Judging of competition entries at Nanyang Girls' High School
29 July 2010	Prize presentation ceremony

PRIZES	
1st Prize	Xbox bundle or equivalent for each team member
2nd Prize	Netbook or equivalent for each team member
3rd Prize	Sony PSP bundle or equivalent for each team member

Let your imagination go... Sign up today at www.itsc.org.sg

How?



- Participants are required to use **Scratch** (scratch.mit.edu) to complete a task based on a given **tagline**.
- Tagline will be announced at the Scratch training and the ITSC website.



SCRATCH

Guidelines for Team



- Each team will comprise **2 - 3** members
- Members need not be from the same school/educational institution
- Each school may send a maximum of 5 teams
- Each team must have an **adult supervisor**
- Parental consent is required for all participants

Training for Scratch



- **3 identical training sessions will be held to help participants learn about Scratch**
- **Dates: 31 May (Mon), 1, Jun (Tue) & 2 Jun (Wed)**
Time: 9:00 am – 12:00 noon
Venue: Nanyang Girls High School (NYGH)
2 Linden Drive, Singapore 288683
- **Participants are encouraged to attend the training. To register, please indicate your preferred date(s) in the online registration form**

Submission of entry



- Participants can start working on their program once the tagline is announced.
- Submission deadline on **28 June 2010 (Mon)**
- If the Scratch program is a story, it's playtime should not exceed 2 minutes
- Each team is allowed to submit one entry only

What's in an entry?



- **The entry will comprise:**
 - ✓ **Labeled CD-ROM (non-returnable) with competition entry**
 - ✓ **Declaration of Original Work form by team supervisor**
 - ✓ **Team Reflection form by participants**

Judging Day



- Judging of submitted entries will be held in NYGH on **9 July 2010 (Fri)**
- Each team will give a final presentation (which includes demonstration of their Scratch program) not lasting more than 5 minutes, to the panel of judges
- Each team is required to bring their own laptops or notebooks pre-installed with the Scratch software for the presentation on judging day

Judging Criteria



A	Effectiveness in conveying the tagline	30%
B	Entertainment/game value	30%
C	Creativity	20%
D	Oral Presentation (includes the explanation of program codes)	20%
	Total	100%



Thank you!