**SCRATCH STUDENT HACKATHON GUIDE**

**November - December 2021**

1. **A HACKATHON?**

A hackathon is an event where programmers get together for a short period of time to collaborate on a project and compete with one another. As part of the Scratc²h project, it is your turn to showcase your Scratch coding skills and to compete with your fellow students!

1. **WHO CAN PARTICIPATE?**

Any student that is part of a Scratch coding club in the period October – December 2021 in Kayonza district can participate. To enhance collaboration, you are encouraged to form teams and work together. A team should consist of **at least 2 students and maximum 4 students**. Each team should consist of **at least 1 boy and 1 girl**.

1. **WHAT IS THE HACKATHON IS ABOUT?**

There is no limit to a hackathon theme for this competition. The theme can be linked to your personal interest or studies. Here are some examples:

**EXAMPLES OF THEMES**

* Animate a vehicle navigating from one location to another with the shortest path (Math, ICT).
* Animation for Chemical bonds-mixtures (Chemistry)
* Animation for circulatory system (Biology)
* Electricity to show how electrons move in each circuit diagram (Physics)
* Plotting a Quadratic equation to the XY Coordinates (Mathematics)

**EXAMPLES OF SCRATCH PROJECTS**

* Example 1: [Cat game](https://scratch.mit.edu/projects/447767124)
* Example 2: [Linear equation](https://scratch.mit.edu/projects/589190985)

**EVALUATION OF PROJECTS**

Each Scratch project will be assessed on the following criteria: coding skills, creativity, and presentation skills:

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| --- | --- | --- |
| **Evaluation criteria** | **Explanation** | **Weight** |
| Coding skills | Ability to use Scratch | 50% |
| Creativity | Logic and meaning of the project | 30% |
| Presentation skills | Ability to explain the logic behind the project | 20% |

Important! You need to cite when you use other people’s work. Any case of plagiarism will lead to disqualification.

Most importantly, you need to have fun!

1. **COMPETITION RULES AND TIMEFRAME**

The competition will be organized at different levels:

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| --- | --- | --- | --- | --- | --- |
|  | **Competition level** | **Instruction** | **Submission format** | **Submission deadline** | **Awarding of winners** |
| 1 | Coding club level | Students submit their project using the form link and present their project during the coding club session | [Form link](https://ee.kobotoolbox.org/x/HWRftkkd) | 1 December | 1 winner per club is selected by the coding club teacher on 1 December. The best project will be submitted to this [link](https://www.cpd4lit.org/mod/assign/view.php?id=10066) |
| 2 | School level | Students adjust their project and present to the school Scratch committee | During school Scratch committee meeting | 8 December | 1 winner per school is selected by the school Scratch committee (3 Scratch teachers and head teacher) on 8 December. The best project will be submitted to this [link](https://www.cpd4lit.org/mod/assign/view.php?id=10067). |
| 3 | Sector level | Students adjust their project and submit online (no presentations) | Submission link on Moodle | 11 December | 1 winner per sector is selected by Scratch trainers on 13 December. The best project will be submitted to this [link](https://www.cpd4lit.org/mod/assign/view.php?id=10068). |
| 4 | District level | Students can adjust their project and present at the Scratch Day | During Scratch Day | 18 December | 3 winners are selected by the Scratch core team. The best projects will be submitted to this [link](https://www.cpd4lit.org/mod/assign/view.php?id=10069). |

The top 3 Scratch projects of the district will be awarded during the Scratch Day. Are you ready to start your project?!

Any questions? Ask your Scratch coding club teacher!

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