**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:

|  |  |  |
| --- | --- | --- |
| **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:

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
|  | **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!

This hackathon is part of the Scratc²h project, funded by the Belgian Federal Government through the Wehubit programme implemented by Enabel.