The Coding Competition

Rules and Advice – 2017/2018

1. Teams need to consist of between three to six members of children born between 1 September 2006 and 31 August 2009. Multiple teams can be entered however each individual can only be entered into one team.

2. A teacher, adult supervisor or Code Club volunteer needs to initially register the team on the [Coding Competition webpage](#). Those registering teams must be able to demonstrate UK residency. Teams can register at any time so long as they feel they can complete the task by the submission deadline of 9 February 2018.

3. The game that you create needs to fit with the theme of 'Healthy lifestyles'.

4. The game needs to be coded in the software program Scratch. Any version of the Scratch software can be used.

5. The Team needs to produce a 2 minute YouTube video explaining and showing how the game works, how it was coded and how the game fits with the marking criteria. The marking criteria can be found in the 'Criteria, Rules and Instructions' page of the Coding Competition website. The video also needs to show the Team Name and Team Logo that the team has designed.

6. It is recommended that the video is created using a screen capture and voice over method. This will allow the judges to clearly see the game and will avoid the need to include images of team members.

7. The time limit for the video is 2 minutes. Any video that exceeds this time limit will have points deducted.

8. To submit the YouTube video, upload the video's link to the [Coding Competition webpage](#). Make sure when uploading the video onto YouTube that the privacy setting is set to 'Public' or 'Unlisted' as this will allow the judges to view the entry.

9. The deadline for submitting entries for the competition is **Friday 9 February 2018 at 4pm**.

10. The winning team needs to be available for a prize giving ceremony in early March 2018, held in the team's local community.

For more advice, hints and tips please read the 'Support' section on the Coding Competition website. This contains a regularly updated 'Frequently Asked Questions' document which provides guidance on the queries we most commonly receive.

The page also signposts to a free [online teaching resource](#) you can use to help you get started in teaching Scratch.