National Scratch Competition Rules

General

1. The competition is open to students in primary and Junior High schools in Ghana. There is also an independent category for students who attend coding clubs outside of school hours or wish to enter independent of school.

2. The project must be created using Scratch. Projects can be developed online or using the offline editor which can be downloaded for free at www.scratch.mit.edu. Projects developed in Scratch 2.0 will only be accepted.

3. Please specify the name and contact of your teacher/mentor on the official registration form.

3a. A pilot category for Special Needs students will be run in the 2019 competition. Entries for this category can be entered in the online registration system by choosing the Special Needs category.

4. Upon registration, teachers/mentors must make sure that all information has been entered for their projects according to the instructions on our website.

5. The project can be about anything – the only limit is students' imagination.

6. Project entries should be from only individuals for the 2018 competition. Projects per group may however be encouraged in the coming years.

7. Schools/clubs will be limited to 15 project submissions. No student can be involved in more than one project in each category i.e. a student may enter a project in the Schools category and in the After School Center category.

8. Entries can only be accepted if they are accessible via the Scratch website at scratch.mit.edu. Offline projects must also be uploaded to scratch.mit.edu

9. The unique URL link (this link must direct judges to the exact project) must be added

10. Entries must be original works created by the team or individual submitting the entry.

11. If your entry incorporates music, sound, text or images, you must own the rights to use that material.

12. The competition organisers reserve the right to disqualify any entry based on inappropriate or copyrighted content and any entries which do not adhere to the competition rules and guidelines.

13. When an entry is submitted, permission is granted to the organisers of the competition to make unrestricted use of the entry in the future for publicity or educational purposes. In such use, the organisers will make sure that the author/school is clearly acknowledged.

Projects

14. Schools/Clubs may run their own competition to determine the best fifteen projects.

15. Each registered Scratch competitor will receive a certificate of participation

16. There will be separate awards for:

☐ Best Animation Award

☐ Best Technical Sophistication

☐ Best Educational Content Award

☐ Best Social Project

☐ Overall Scratch Winner

Judging

17. Each entry will be reviewed by a panel of judges. The judges will award points according to the judges score card, which provides detailed information in relation to what the Judges will be looking for. These score

sheets will be used by the Judges during all stages of the competition. Due to the number of entries the first two rounds of the competition will be

judged remotely i.e. online.

18. The decisions of the judging panel are final and no correspondence will be entered into.

19. The top teams from each category will be invited to compete against other teams from around the country at the National Finals in April 2018 at the Zenith College or other venue to be corresponded

20. At the National Final stage each project must produce 4xA4 sheets/posters or one larger poster to illustrate or describe their project. These posters will be displayed at the individual project table at the National Finals.