

Innovation Games 2023: Elementary Codecraft Computer Programming Competition (CCPC) Guidelines

CCPC Overview

There are 3 divisions by grade level; elementary, middle, and high school. Each student competitor may choose, with guidance from their teacher, coach, or mentor, the competition category in which they wish to compete.

Division	Category
Elementary	Scratch "Champions of Change"
Middle School	Web "Champions of Change"
High School	Python "Tic-Tac-Toe"

Elementary Scratch Programming projects will be made using the [Scratch](#) computer programming platform.

This year's project prompt is the following:

Create an original, informative, and compelling game or web story that features a world-changing topic that you're passionate about: Recycling, Animal Conservation, Anti-Bullying, etc.



Important for Elementary Level Competition: A maximum of 10 project submissions from each category per elementary school will be accepted.

Competition Rules & Requirements

1. The competition is open to elementary (grades 4 - 6), middle (grades 7 - 8), and high school (grades 9 - 12) students.
2. To be considered, competition entries **MUST** be submitted via the category's corresponding Program page **NO LATER** than **4 pm on October 27, 2023**. The project submission button will be accessible through each program beginning on **October 23, 2023**. See the **"Project Submission Instructions"** section for more information.
3. The competition organizers 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.
4. When an entry is submitted, permission is granted to the organizers of the competition to make unrestricted use of the entry in the future for publicity or educational purposes.
5. Projects can be created by a single student creator or team of up to 2 students working together.
6. Entries **must be ORIGINAL works created by the team or individual** submitting the entry.
7. If an entry incorporates music, sound, text or images, you must own the rights to use that material, or provide creative commons attribution in the project "Notes & Credits" section.
8. All projects must have clear, precise and appropriate Title, Instructions, and Notes or Credits.
9. No violence or simulation of violence. Use your programming powers for good or positive change!



Join the Program For Your Category

Students must join the appropriate program on [Codecraft Works' platform](#) to submit their project entries and gain access to resources. Please join the program using the instructions below before working on your project.

Division	Category
Elementary	Scratch
Program Code	eds23

1. Students (and coaches) will visit [CodecraftWorks.com](#) and click the gold-colored “Get Started” button in the upper right hand corner of the site. This will take you to the login page.
2. To create an account or log into the site, students are encouraged to take advantage of single sign-on through their school email address so that they do not have to remember new passwords or access email accounts from school. Alternatively, they may log in by entering their email address for a sign-in prompt to be sent to the address of their choice. Signing into our platform for the first time will create the user’s Codecraft account.
 - a. **Note:** BPS student and workplace email accounts are backed by Microsoft (or Google) and can be used with the Microsoft (or Google) sign-in option on the Codecraft Works site. Of course, personal Google or Microsoft accounts will work too.

Important! Whichever email address AND method (Microsoft, Google, or email w/magic link) you use to create your account is the same method you must use everytime you sign in.

3. Go to the Redeem Program Code page at [app.codecraftworks.com/programs/redeem](#). Enter the **Program Code** shown in the table above into the “Program Code” field and click “Redeem”. Be a bit patient if it takes a minute for the system to set you up the first time.



4. The student will be redirected to the program page, which has resources listed in the "Courses" section.
5. **To navigate back to the program after completing the first-time setup**, students will only need to log in using their email accounts and click the program tile under the "My Programs" tab on their [Dashboard](#).

Project Submission Instructions

1. **Students will first need to make accounts on the [Codecraft Works platform](#) and join the program for their category, if they have not already.** Students can do this using the instructions in the "Join the Program for Your Category" section above.
2. Students will need to revisit their category's program on the [Codecraft Works platform](#), which they should have registered for using the instructions in the last section. Students can navigate back to the program page by logging into their previously-used accounts at app.codecraftworks.com/login and clicking the program tile under the "My Programs" tab on their [Dashboard](#).
3. The student will be redirected to the program page. **Beginning on October 23, 2023**, they should see the "Submit CCPC Project" button on this page. Click this button and fill in the requested information to submit the project. **Again, students must have registered with the program code and be logged in to see this button.**
4. All students must submit projects using their own Codecraft platform accounts. It is recommended that teacher sponsors assist elementary competitors with the submission process. However, **teachers should not be logged into the Codecraft platform for project submission; each student's account should be used to submit their own project.**
 - a. For elementary projects in particular, the submission form will ask for a link to the student's project on Scratch. Before they copy a project's URL and paste it into the form, the students will need to have ["Shared" the project on Scratch](#) so the judges will be able to view it.
 - i. Scratch users must confirm their email addresses before they can share their projects. If your student is unable to share their project, check that



they have confirmed their email address in their Account Settings at scratch.mit.edu/accounts/settings/

Judging

This year's project prompt is the following:

Create an original, informative, and compelling game or web story that features a world-changing topic that you're passionate about: Recycling, Animal Conservation, Anti-Bullying, etc.

- Each entry will be reviewed by a panel of at least two judges and scored for its engagement, artwork, use of digital media, use of computer science concepts, originality, and completeness. The score sheets below will be used by the Judges during the competition.
- The decisions of the judging panel are final and no correspondence will be entered into. The scorecard sample below will be online as a digital form and made available to each judge for use as they review the projects.



2412 Irwin Street Melbourne Florida 32901 | 321-209-4674 | hello@codecraftworks.com

Scratch Rubric				
				Points
Content				
	1 2 3	4 5 6	7 8 9 10	
Engagement				
	1 2 3	4 5 6	7 8 9 10	
Artwork & Digital Media (Sound/Animation)				
	1 2 3	4 5 6	7 8 9 10	
Coding / CS Development				
	1 2 3	4 5 6	7 8 9 10	
Originality				
	1 2 3	4 5 6	7 8 9 10	
Completeness (Testing / QA)				
	1 2 3	4 5 6	7 8 9 10	
Totals				

