



Scratch Contest - Summer 2014

Following the successful completion of the first Code Club “Beginner Scratch” course, we are holding a contest for all students engaged in primary, secondary or further education based in the Isle of Man. The Isle of Man Branch of the British Computer Society (BCS) has kindly donated a number of prizes for the top 3 projects built in Scratch. These are:

First prize:

Toshiba Satellite C55 - Windows 8.1 laptop, with 8Gb of RAM and 1Tb hard disk

2 x runner- up prizes:

Raspberry Pi Starter Bundle

To compete in this contest, students must build a game in Scratch, share this on the Scratch portal and try to get as many Loves and Favourites as they can on their project. Code Club will feature these projects and also invite members of the public to vote for their favourite game. The contest will run till Saturday 28th June, where the top 3 projects will be invited to present their project to a judging panel who will award the prizes after scoring the projects on originality, quality of end-user experience and coding elegance.

The schedule for the contest is linked to our Code Club sessions and will be as follows:

Saturday 7th June	Contest launch.
Saturday 14th June	Code Club instructors will be on hand to help you with your project; whether this is program design, implementation or ideas on how to get more votes for your project. Competitors are free to drop in to Code Club between 4:00pm and 6:00pm to show us their progress and enlist any help they need.
Saturday 20th June	
Saturday 28th June	Contest end with final judging session and hands-on presentations.

To register for the contest, please email owen@codeclub.im with your name, Code Club Membership number (if available) and the URL of your project. We will monitor the Loves and Favourites on your project all the way up till midnight on Friday 27th June where the 3 finalists will be automatically selected. These 3 projects will be presented at our Code Club session on the 28th June and the prizes awarded.