CODE CHALLENGE CHAMPIONSHIP
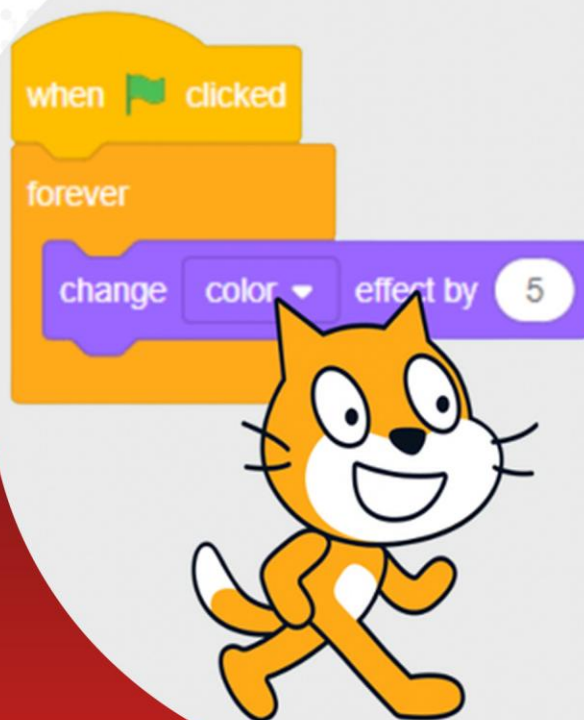

2025
KID CODER TRACK
RULES & GUIDELINES

Table of Contents

1. Introduction

1.1 What's KidCoder Development?

KidCoder Challenge is an engaging coding competition designed for young students aged 5 to 13 years old. It provides a platform for children to showcase their coding skills in a fun and educational environment. Participants are encouraged to unleash their creativity and problem-solving abilities through various exciting coding challenges. Join us in its 4th edition and be one of the winners this year!

1.2 Why Join KidCoder Challenge?

- Learning new concepts through play.
- Testing your skills and creativity.
- Ideal gateway for advanced programming.
- Being part of a unique programming community.
- Winning exceptional prizes.

1.3 Does This Track Suit You?

If you are a young coder who loves solving challenges and building creative projects using Scratch Jr, Scratch 3, or PictoBlox, then this challenge is perfect for you! This track will introduce you to coding principles in a fun and interactive way.

1.4 Track Guidelines

1. Teams must follow the rules specific to their category (see below).
2. The use of AI coding assistants is **strictly prohibited.**
3. Submitting plagiarized or pre-written solutions will result in **disqualification.**
4. Teams should work on **offline** platforms like Scratch Jr, Scratch 3, or PictoBlox.

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2. Categories

2.1 Level 1 Category

This category is designed for students aged **5-7** years.

Rules:

- Teams can only use **Scratch Jr** or **Pictoblox Jr** software.

Topics Covered:

- Characters & Backgrounds
- Motion
- Looks & Sounds
- Speech Bubbles (Say)
- Events
- Loops (Repeat, Repeat Forever)
- Wait & Speed Control
- Messages

Example Missions:

- Jumping Game
- Basketball Game
- Maze Game
- Interactive Story

2.2 Level 2 Category

This category is designed for students aged **8-10** years.

Rules:

- Teams can use **Scratch 3** or **PictoBlox** software.

Topics Covered:

- Sprites & Backdrops
- Motion (X and Y Coordinates & Movement System)
- Looks & Sounds
- Events Handling
- Iteration (Repeat – Forever – For Loop – elc.)
- Conditional Statements (If – If then – elc.)
- Mathematical Operators
- Sensing Conditions
- Variables & Prompts

Example Missions:

- Interactive Games (using motion & events)
- Counting Games or Score Tracking (using variables & operators)
- Interactive Story (using prompts, conditionals, and variables)

2.3 Level 3 Category

This category is designed for students aged **11-14** years.

Rules:

- Teams can use **Scratch 3** or **PictoBlox** software.

Topics Covered:

- All topics covered in Level 2
- Logic Gates & Operators
- Messages & One-To-Many Communication
- Clones
- Functions (My Blocks)

Example Missions:

- Advanced Games (using clones & messages)
- Calculator (using operators & functions)

3. Judging Criteria

3.1 Code Completeness & Correctness (60 Points)

This section evaluates how effectively the team completes the assigned task.

1. **Does the project meet the mission requirements? (50 Points)**

   - The judging system will verify if all required elements (sprites, motion, interactions) are implemented.
   - Each correctly implemented requirement earns **5 points.**

2. **Does the project function properly without major issues? (10 Points)**

   - If the project contains errors (e.g., missing events, broken animations), **2 points will be deducted per issue.**

3.2 Judging & Code Explanation (30 Points)

This section will be evaluated by a panel of two experienced judges.

1. **Can the team explain their solution? (15 Points)**

   - Judges will assess how well the team understands and explains their project design.
   - Each judge will give a score, and the final score will be the average.

2. **Can the team answer the judges' questions? (15 Points)**

   - Teams will be asked three technical questions related to their mission.
   - Each correct answer earns **5 points.**

3.3 Bonus Part (10 Points)

1. **Did the team successfully complete the bonus part? (10 Points)**

   - If they solve the bonus part correctly, **they will receive 10 points, otherwise, they will get 0.**