



123ICT Computing Competition Summer Term 2022

Calling all Key Stage Two Game Designers of the Future!

As learning to code is an important part of the Computing Curriculum, we thought that it would be good if our last competition of the year for Key Stage Two children was to create a simple digital game. This has been an extremely popular competition which we have held regularly over the past years. Although this competition has been planned with Scratch in mind, we welcome entries using other coding applications such as: Kodu, 2Simple 2Code, Scratch Jnr and Hopscotch for iPads.

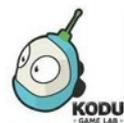
We feel that this competition provides an excellent opportunity for children to further their programming ability and that it will also, hopefully, ignite their digital creativity. The competition is for Key Stage Two children and, in addition to providing a vehicle for them to create an enjoyable digital game of their own, it will also allow them to further hone their program writing and debugging skills.

As this is one of our **123SOW** linked competitions; we will be publishing our '**123ICT Computing Champions League**' for 2021-22 and the submitting schools for each competition will be awarded the following league points:

- First Place – 60 Points
- Second Place – 40 Points
- Third Place – 20 Points

In addition, each school that enters the competition will be awarded 10 points and the first, second and third places will also receive certificates. The individual competition winner will also receive a £10.00 book token.

We will maintain and publish the league table throughout the year and at the end of the year, we will present, in addition to a Computing Champions League winners trophy, a very desirable prize to the winning school. The runner-up school will also receive an excellent prize and runners-up trophy. The prizes are currently being sought from our suppliers and full details will be announced on our competitions blog.



Full details about this competition, our planned schedule of competitions for the year and our new **123ICT Computing Champions League** can be found on our website computing competitions page: <https://123ict.co.uk/123ict-computing-competitions/>





Suggested Game Software



The following software is suggested for this competition; however, if you have any other programming software in school and would like to use it, please let us know at competitions@123ict.co.uk and we will try our utmost to accommodate you.



Scratch. With *Scratch*, the excellent free programming software, you can program your own interactive games using its easy to use drag-and-drop, block-based, language and you can also share your creations with others in the online community. To inspire you and help you to create your own game, *Scratch* has example games already built in: Guessing Game, Pacman, FishChomp and Pong, to name but a few. You may want to use one of these examples as a framework for a game; simply by changing the example's scripts, sprites and backgrounds you could personalise the game to make it your own. Of course, If you wish, you can also create your own game without adapting any of the examples. For further inspiration, more examples of games created using *Scratch* can be found on the *Scratch* website: <http://scratch.mit.edu/>. You could also have a look at our previous fantastic competition entries on our [website](#), [competition archive](#). Scratch Junior for iPads may also be used to create entries. Submissions should be e-mailed as attachments, or shared, to competitions@123ict.co.uk



2Simple 2Code. This programming software is part of the excellent 2Simple *Purple Mash* Suite. It is similar to *Scratch* in that it uses a *2Code* drag-and-drop block-based language. Submissions to be e-mailed as attachments, or shared, to competitions@123ict.co.uk



Hopscotch for iPads. *Hopscotch* is a programming application designed for iPads. It is similar to *Scratch* in that it uses a drag-and-drop block-based language. Completed projects can be uploaded to the *Hopscotch* on-line Community and then shared. This App is free and can be downloaded from the App Store. Competition submissions are to be sent by uploading them to the *Hopscotch* Community. Then, a notification e-mail - detailing the projects name and author - is to be sent to competitions@123ict.co.uk



Kodu. *Kodu* is a great free software package for learning the basics of programming and game development. Building programs with *Kodu* is done visually and the children can create a game with *Kodu*, while developing their skills in programming, logic and mathematics. Submissions to be e-mailed as attachments, or shared, to competitions@123ict.co.uk

Competition Guidelines

- The competition is intended for **Key Stage Two children**, including age appropriate entries from special needs schools.
- Each **123ICT** school is entitled to submit one entry per year group to the competition.
- As usual, judging of all entries for our competitions will be carried out by the **123ICT** team, calling upon any additional expertise necessary to assist in that judgement.
- The winning entries, along with all other submissions, will be published on our website: <http://www.123ict.co.uk> and will also be notified to our schools.
- Entries should be e-mailed as attachments, or shared, to competitions@123ict.co.uk. A reply e-mail will be sent to all submitting schools to confirm receipt. If entrants do not receive a confirmation of receipt within two working days, they should check that we have actually received their submission, by sending us an email.
- **The closing date is Friday the 1st of July 2022.** Entries from schools that are using the **123SOW** can be submitted at any time but if they are received after the closing date for the current year, they will be entered into the following year's competition.

Should you have any further questions regarding the competition, please e-mail them to me at the above competitions address or speak to your **123ICT** Consultant who will be happy to assist you.

Good luck, I look forward to viewing your entries.

Andy Campbell (**123ICT** Competitions)



123ICT

