

# CREATIVE TASK SCRATCH <sup>1</sup>

## 1 General provisions

- 1.1 It is an individual competition. You have 1 hour to complete the task.
- 1.2 The participant will be asked to create an interactive animation in the Scratch programming environment. The topic of the task is announced at the competition.
- 1.3 The task is performed by the participant completely independently without the use of preliminary preparations.
- 1.4 Age of participants: born in 2012 (inclusive) and younger. Any other participants can participate in the competition, but their result will not be taken into account when choosing the winners.

## 2 Equipment requirements

- 2.1 The competition takes place online via videoconference.
- 2.2 Participants use their own equipment. A prerequisite is a constantly turned on camera, microphone and screen sharing of the participant at the request of the organizers.

## 3 Competition procedure

- 3.1 According to the schedule, participants are connected to the video conference. Participants are announced a topic for creating an animated story. The criteria for assessing the assignment and the rules for passing are explained.
- 3.2 The participants begin the task at the command of the judge. The task must be submitted after the end of the time allotted for the competition by filling out the form and attaching a file with your creative project.
- 3.3 The participant is disqualified for consultations on the assignment received, including using the Internet.

## 4 Winner rules

- 4.1 The completed task is judged according to the criteria, see 5.
- 4.2 Participants are sorted by the number of points scored. The winner gets the most points.

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<sup>1</sup> Online editor: <https://scratch.mit.edu/>, download offline editor: <https://scratch.mit.edu/download>

## 5 Description of the assessment criteria

The program should be launched by clicking on the Flag. All elements that are in the program must be involved. The presence of an element (background, sprite, block) that is not used or does not perform actions according to the interactive animation plot is not evaluated.

No	Name	Description	Points
<b>1</b>	<b>Project</b>	Scored 0/1/2/3: 0 – does not meet the criterion; 1 – there is a movement in the right direction; 2 – there are remarks; 3 – is all great.	<b>0 – 30</b>
1.1	Relevance to a given theme and plot unity	Does the storyline of interactive animation develop the proposed theme? Is there a single storyline?	0 – 18
1.2	Originality of the idea and content of the project	Are you surprised? Was it interesting or boring? Learned something new for yourself?	0 – 3
1.3	Creativity	Have you never seen them do this? Is it unusual and different from other projects?	0 – 3
1.4	Project complexity	The use of Scratch's capabilities is just at the limit!	0 – 3
1.5	The use of Scratch's capabilities is just at the limit!	Clarity of the interface, design, structure and navigation convenience. Everything in its place and nothing more?	0 – 3
<b>2</b>	<b>Algorithm quality</b>	Scored 0/1 0 – no; 1 – yes.	<b>0 – 20</b>
2.1	ability to use groups of movement blocks		1 point if used
2.2	ability to use groups of blocks appearance		1 point if used
2.3	ability to use groups of sound blocks		1 point if used
2.4	passing control between sprites using messages		1 point if used
2.5	change of background (scene)		1 point if used
2.6	ability to work with sprite costumes		1 point if used
2.7	the presence of a branching program		2 point if used
2.8	the presence of a cycle in the program		2 point if used
2.9	the presence of a reaction to user actions (handling events of		2 point if used

No	Name	Description	Points
	pressing buttons and (or) a dialogue with the user)		
2.10	ability to work with sensors		2 point if used
2.11	ability to work with variables and (or) lists		2 point if used
2.12	the ability to draw sprites yourself		1 point if there is a drawn sprite
2.13	ability to draw backgrounds		1 point if there is a painted background
2.14	no errors in the algorithm		2 points if there are no errors
	<b>Total:</b>		<b>0 – 50</b>

The assessment takes place in two stages.

Each project is evaluated by at least two judges. Projects are sorted by the number of points scored, they are assigned a rating. First place goes to the project with the most points.

The projects with the most points are evaluated by at least five judges. The winner is selected based on the average score of the judges.

Several nominations are determined by decision of the judges.