RULES of the online final stage of the 4th International Scratch Creative Programming Olympiad 2020

1. General regulations, goals and objectives of the final stage of the Olympiad

1.1 Online final stage of the International Scratch Creative Programming Olympiad (hereinafter – final stage of the Olympiad) is held to support students' and teachers' initiatives in learning creative programming using the visual language Scratch and involving children and youth in innovative engineering projects.

Scratch (scratch.mit.edu) is a free programming environment designed to engage children in creative learning experiences. The International Scratch Olympiad is not affiliated with Scratch or the Scratch Foundation.

1.2 The objectives of the final stage of the Olympiad:

- the formation and development of a Scratch community in the world;
- drawing the attention of children, teachers, parents, and the educational community to creative programming;
- improving the algorithmic thinking of students and teachers;
- actualization of methods for the development of child and adolescent talent;
- improvement of professional skills of teachers;
- detection and recognition of the strongest participants.

1.3 The official language of the Olympiad is English.

2 Olympiad Organizers

2.1 General management of the organization and holding of the Olympiad is carried out by the Olympiad Organizing Committee.

2.2 The Olympiad is held with technical, informational, methodological and organizational support from ROBBO Finland, Aalto University and other interested organizations, institutions and individuals.

3 Olympiad Organizing Committee

3.1 The Olympiad Organizing Committee includes delegates from organizations, institutions and individuals - partners of the Olympiad.

3.2 The Organizing Committee approves the roadmap for the preparation and holding of the Olympiad.

3.3 The Organizing Committee considers and approves the final protocol of the winners of

the Olympiad.

4 Date, place and procedure for the conduct of the final stage of the Olympiad

4.1 Final stage of the Olympiad is held online.

4.2 Official website of the final stage of the Olympiad - official website of the Olympiad creativeprogramming.org.

4.3 Dates of the final stage:

Publication of tasks of the final stage - 12:00 UTC September 19, 2020.

Acceptance of participants' works - from 12:00 UTC September 19, 2020 until 23:59 UTC September 20, 2020.

Announcement of the winners of the final stage - October 1, 2020.

4.4 Participation in the final stage of the Olympiad is individual and fee-based (10 EUR).

4.5 The tasks of the final stage will be published on the official website of the Olympiad.

4.6 The works of the finalists of the Olympiad are accepted on the official website of the Olympiad.

4.7 One participant may submit only one work to participate in the final stage of the Olympiad.

5 Olympiad participants

5.1 The winners of the selection stage of the Olympiad - students of educational organizations of any country over the age of 7, students of pedagogical specialties and pedagogical staff - can take part in the final stage of the Olympiad.

5.2 Participants of the final stage of the Olympiad pass compulsory preliminary registration with payment of the organizational fee on the official website of the Olympiad until 23:59 UTC September 11, 2020. The spelling of the participant's name during the registration must exactly match the spelling of his name in the protocol of the selection stage of the Olympiad. The e-mail address of the participant specified by the participant during registration should be unique and not used by other participants of the final stage of the Olympiad.

5.3 The age of the participant of the final stage of the Olympiad is considered as of September 19, 2020.

6. Disciplines and nominations of the final Stage

6.1 The final stage is held in two disciplines:

- Scratch - creative programming on Scratch;
- Scratch+ROBBO - creative programming on RobboScratch using ROBBO Kit mobile robots and ROBBO Lab digital labs.

6.2 Within each discipline of the Olympiad participants are distributed according to their age. Each nomination has its own task and its own definition of results.

6.3 Discipline "Creative programming on Scratch"

6.3.1 The works of participants in the Discipline "Creative programming on Scratch" can be implemented on MIT Scratch or on RobboScratch.

6.3.2 Detailed information about MIT Scratch is available on scratch.mit.edu.

6.3.3 Detailed information about RobboScratch is available on www.robbo.world/apps.

6.3.4 Nomination "ScratchKid"

The works of 7-8 years old participants - the winners of the Selection stage of the Olympiad, who passed the preliminary registration for participation in the final stage, are accepted for participation in the nomination. Spelling of participant's name when submitting the work should exactly match the spelling of his name when registering for participation in the final stage of the Olympiad.

The work is a general test and execution of 2 tasks in the Scratch programming environment: the solution of the Olympiad problem and the creative task.

6.3.5 Nomination "ScratchChild"

The works of 9-10 years old participants - the winners of the Selection stage of the Olympiad, who passed the preliminary registration for participation in the final stage, are accepted for participation in the nomination. Spelling of participant's name when submitting the work should exactly match the spelling of his name when registering for participation in the final stage of the Olympiad.

The work is a general test and execution of 2 tasks in the Scratch programming environment: the solution of the Olympiad problem and the creative task.

6.3.6 Nomination "ScratchTween"

The works of 11-12 years old participants - the winners of the Selection stage of the Olympiad, who passed the preliminary registration for participation in the final stage, are accepted for participation in the nomination. Spelling of participant's name when submitting the work should exactly match the spelling of his name when registering for participation in the final stage of the Olympiad.

The work is a general test and execution of 2 tasks in the Scratch programming environment: the solution of the Olympiad problem and the creative task.

6.3.7 Nomination "ScratchTeen"

The works of 13-14 years old participants - the winners of the Selection stage of the Olympiad, who passed the preliminary registration for participation in the final stage, are accepted for participation in the nomination. Spelling of participant's name when submitting the work should exactly match the spelling of his name when registering for participation in

the final stage of the Olympiad.

The work is a general test and execution of 2 tasks in the Scratch programming environment: the solution of the Olympiad problem and the creative task.

6.3.8 Nomination "ScratchYouth"

The works of 15-18 years old participants - the winners of the Selection stage of the Olympiad, who passed the preliminary registration for participation in the final stage, are accepted for participation in the nomination. Spelling of participant's name when submitting the work should exactly match the spelling of his name when registering for participation in the final stage of the Olympiad.

The work is a general test and execution of 2 tasks in the Scratch programming environment: the solution of the Olympiad problem and the creative task.

6.3.9 Nomination "ScratchMaster"

The works of the participants of 18 years old and older - the winners of the Selection stage of the Olympiad, who passed the preliminary registration for participation in the final of the Olympiad - are accepted for participation in the nomination. Spelling of participant's name when submitting the work must exactly match the spelling of his name when registering for participation in the final stage of the Olympiad.

The work is a general test and execution of one task in the Scratch programming environment: the creation of an educational project on one of the topics proposed by the organizers of the Olympiad.

6.3.10 Olympiad task

Participant:

a) Chooses a nomination (you can choose a nomination for an older age group).

b) Independently passes the general test, published on the official website of the Olympiad.

c) Independently performs the tasks published on the official website of the Olympiad, in accordance with the selected nomination.

The first task is to solve an algorithmic problem.

The creative task is to choose one of the important world problems proposed by the organizers of the Olympiad and create a Scratch project in a free form to attract public attention to its relevance or its solution.

All tasks are performed in the official language of the Olympiad.

d) Inserts a special title page of the final stage of the Olympiad situated on the official website of the Olympiad.

e.1) If the project is created on MIT Scratch - places the project on the scratch.mit.edu platform making it publicly available (the "Share" button); places in the "Instructions"

section a short instruction on the start and usage of the ready project for examiners; places in the "Notes and Credits" section an information about the usage of other authors' materials in the project.

e.2) If the project is created on RobboScratch, the participant saves the project in sb3 format; downloads it to the scratch.mit.edu platform and places it on the platform making it publicly available (the "Share" button); places in the "Instructions" section a short instruction on the start and usage of the ready project for examiners; places in the "Notes and Credits" section an information about the usage of other authors' materials in the project.

f.1) Submits an application for participation in the final stage of the Olympiad through the registration form using the link on the official website of the Olympiad.

f.2) If for any reason it is impossible to comply with f.1, sends an application using the template published on the official website of the Olympiad by e-mail to: olympiad@creativeprogramming.org.

6.4 Discipline "Creative programming on RobboScratch using ROBBO Kit mobile robots and ROBBO Lab digital labs".

Participants in this discipline are assigned with the same results for the final stage of the Olympiad as they had been previously assigned for the selection stage of the Olympiad. There will be no additional contests for the participants.

7 Work Evaluation

7.1 The result of evaluation of participant's work is composed of the results of evaluation of each part of it.

7.2 Participants are awarded points based on the results of the general test. The maximum score for the general test is 15.

7.3 The result of the general test is summed up with the results of execution of tasks in the Scratch environment, according to nominations.

7.4 For nominations "ScratchKid", "ScratchChild", "ScratchTween" and "ScratchTeen", "ScratchYoung":

Maximum score for solving an analytical problem - 35.

Maximum score for performing a creative task – 50.

Maximum score in total – 100.

7.4 For nomination "ScratchMaster":

Maximum score for the task of creating an educational project – 85.

Maximum score in total – 100.

8 Professional jury

The evaluation of the works of the Olympiad participants is entrusted to the professional and competent jury, which includes Scratch experts.

9 Results of the final stage of the Olympiad and awarding ceremony

9.1 All participants of the final stage of the Olympiad, who have submitted their works to the jury for consideration in full accordance with the requirements of these Rules, receive electronic certificate of the participant of the final stage of the Olympiad.

9.2 The winners of the final stage of the Olympiad are determined separately in each nomination.

9.3 The winners of the final stage of the Olympiad receive electronic diplomas and gifts from the organizers.

9.4 The winners of the final stage of the Olympiad get the opportunity to participate in the selection stage of the Olympiad 2021, bypassing the National stage, if such a stage will be held in participant's country.

10 Terms of funding

10.1 The final stage of the Olympiad is held at the expense of the organizers' own funds, registration fees of participants, partners' funds and other income.

10.2 Participation in the final stage of the Olympiad is fee-based, the organizational fee is 10 euros per participant.

10 Contact information

Web: creativeprogramming.org

E-mail: scratch@creativeprogramming.org

Facebook: @ScratchOlympiad

See you at the Olympiad!