SCRATCH
olympiad 2022

1st MAY–30th MAY 2022

DICIPLINES
&
NOMINATIONS

Participants of the Malaysian national stage of the Scratch Olympiad

- Students of educational organizations from the age of 7
- Students of pedagogical universities
- Teaching staff

ALL participants are permanently residing in the territory of Malaysia and citizens of
Malaysia temporarily residing in other countries can take part in the Malaysian national stage of the Scratch Olympiad without preliminary qualification.

- The age of the participant is considered as of 24th of June, 2021.

Disciplines and Nominations of the Malaysian national stage of the Scratch Olympiad

- Malaysian national stage of the Scratch Olympiad is held in 1 discipline:

  a. Scratch - creative programming on Scratch;

- Within each discipline of the Malaysian national stage of the Scratch Olympiad participants
  are distributed according to their age.

- It is allowed to participate in the nomination intended for an older age group than the actual age of the participant.

- Each nomination has its own task and its own definition of results.

SCRATCH

1. **MIT Scratch** is available on <u>scratch.mit.edu</u>.

2. Participants **may create their account** using their own email address.

3. Participants are required to **publish their project and submit** us the link.

SCRATCH
MY WORLD

- Projects of participants of **7-8 year old** are accepted for participation in the nomination.

- The project is an **animated story** - it must be made in the **Scratch programming environment**.

- The participant chooses an **object of observation or research from the surrounding world, comes up with an entertaining plot and creates an animated story.**

- Topics may vary, **for example: my family, my toys, my pet, my home, my friends,**

SCRATCH
MY BOOK

- Projects of participants of **9-10 year old** are accepted for participation in the nomination.

- The project is a **voiced animated story** - must be made in the Scratch programming environment.

- The participant can choose a favourite work of a writer or poet and retells the story through animation.

- The participant can take on the role of the author of the work and present the voiced animated story of his own composition.

SCRATCH
KNOW-ALL

- Projects of participants of **11-12 year old** are accepted for participation in the nomination.

- The project is a **computer game quiz** - must be made in the **Scratch programming environment.**

- The participant **chooses one of the subject/interdisciplinary areas: "Mathematics",** "History", "Robotics", etc., **comes up with a tutorial plot, creates characters that play the role of the quiz hosts, makes up different types of questions, programs a counter of correct/wrong answers.**

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GAMES

- Projects of participants of **13-14 year old** are accepted for participation in the nomination.

- The project is a **computer game** - must be carried out in the **Scratch programming environment.**

- The participant can come up with a **new game or take as a basis the plots of famous computer games.**

- The game should be a **complete project, understandable to a beginner.**

- The game must have at least **three parts: the beginning, the game period, the end of the game.**

SCRATCH
STREAM-PROJECT

- Projects of participants of **15-18 year old** are accepted for participation in the nomination.

- The project is an **electronic educational resource** - must be carried out in the **Scratch programming environment.**

- STREAM-project within the framework of the Malaysian national stage of the Scratch Olympiad is an **electronic educational resource created at the junction of Science, Technology, Robotics, Engineering, Art, Mathematics.**

- The participant can choose **to develop: an interactive model of a real process or phenomenon, a simulator with diagnostics of a user skill**, a training quest, etc.

SCRATCH
SCRATCH SCHOOL

- Projects of participants of **18 years old and older** are accepted for participation in the nomination.

- The project is an **electronic educational resource** - a pedagogical project implemented in the Scratch programming environment.

- The pedagogical project within the framework of the Malaysian national stage of the Scratch Olympiad is an electronic educational resource created on a random topic.

- The participant can choose to develop: interactive (imitating with feedback) model of a real object, process or phenomenon, simulator with diagnostics of user skill, training quest, training game, etc.

- In the content of an e-learning resource, participants should clearly demonstrate the essence of the learning elements being studied.

- The project should be educational in nature, teaching the user some knowledge (subject matter) and skills.

YOUR STEPS

1 Choose your nomination

2 Create your project at Scratch

3 Test your project

4 Finalize your project

5 Submit your project

6 Get a confirmation

7 Wait for the results

8 Get a certificate and an award
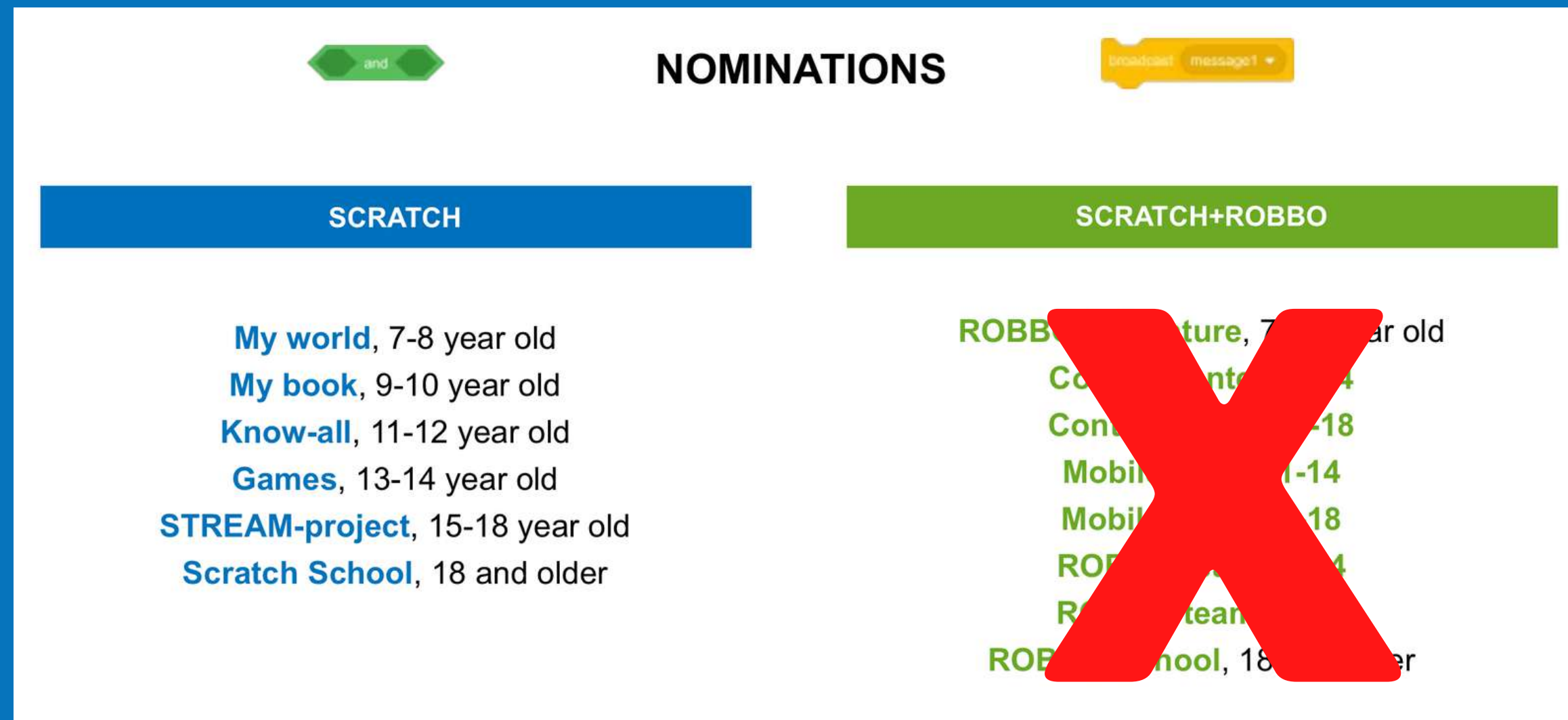
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IMPORTANT DATES

- **20th APRIL 2022** : Registration for briefing open

- **30th APRIL 2022** : Registration for briefing close

- **1st MAY 2022 - 30th MAY 2022** : Project Nomination

- **1st MAY 2022(Sunday 8.30 p.m.)** : Briefing **(Free)**

  - **My World (7-8 year old)**
  - **My Book (9-10 year old)**
  - **Known-All (11-12 year old)**

- **21th MAY 2022 (Saturday 8.30 p.m.)** :

  Briefing (Free)

  - **Games (13-14 year old)**
  - **Stream Project (15-18 year old)**
  - **Scratch School (18 year old & Older)**

- **14 MAY 2022 (Saturday 8.30 p.m.)** :

  Scratch Class Session 1 -25 Max

- **22 MAY 2022 (Sunday 8.30 p.m.)** :

  Scratch Class Session 2- 25 Max

HTTPS://TINYURL.COM/ISOTELE2022

TELEGRAM

How to Submit :

1. Go to https://creativeprogramming.org/my
2. Under nominations, choose your category

3. Fill up the google form and click 'submit'

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For more information visit
creativeprogramming.org/my

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