

ProGamers – Div A Trial Event

Check your regional schedule to see if they will be running this event

1. **DESCRIPTION:** Teams of students will use the Scratch programming language to recreate a game being shown to them on a screen in the room.
2. **ESSENTIAL STANDARDS ALIGNMENT:** Information & Technology
3. **TEAM OF UP TO:** 2
4. **MAXIMUM TIME:** 50 min.
5. **TEAMS:** Must bring a writing instrument. Teams may also bring two 8.5” x 11” sheets of paper, which must contain only hand written information on both sides of each sheet from any source.
6. **EVENT LEADERS:** Will provide computers with internet access to the site <https://scratch.mit.edu/>, and a projector and screen to show the game that the students need to try and create.
7. **SAFETY REQUIREMENTS:** None.
8. **IMPOUND:** No
9. **THE COMPETITION:**
 - a. Each team will have their own computer with access to the Scratch website.
 - b. Students will log in using accounts created specifically for the tournament.
 - c. A pre-programmed game, supplied by the event leader, will play on a continuous loop on a screen in the room.
 - d. Students will have 50 minutes to program the game exactly as it is being shown.
 - e. Students may be asked to code part of the game using a specific technique (e.g.... use a loop).
 - f. Students will make their game public by sharing them with the event leader.
10. **SCORING:**
 - a. Points will be awarded for each piece of the code that students are able to successfully program.
 - b. Ties will be broken by the team able to successfully program certain pieces of the code (predetermined by the event leader).
11. **EVENT RESOURCES:**

See the Event Resources tab on our website at www.sciencenc.com for instructions, videos and more.

www.youngengineersoftoday.com

www.code.org

<https://scratch.mit.edu/>