

CREATIVE TASK CODEBLOCK IN TINKERCAD

1 General provisions

1.1 It is an individual competition. You are given 60 minutes to complete the task.

1.2 The participant will be asked to create a 3D model using CodeBlocks based on the Tinkercad program. The topic of the assignment is announced at the competition. The evaluation criteria are explained.

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 a 3D model. The criteria for assessing the assignment and the rules for passing are explained.

3.2 At the judge's command, participants begin completing the task in their personal accounts on the website tinkercad.com; participants receive a login and password to enter in advance. The task must be completed before the end of the time allotted for the competition.

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.

5 Description of the assessment criteria

The program should be launched by pressing the Play button (triangle). All forms and code blocks built into the program are allowed.

No	Name	Description	Points
1	Project	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.	0 – 9
1.1	Originality of idea and creativity	Are you surprised? Was it interesting or boring? Unusual and unlike other projects?	0 – 3
1.2	Project complexity	Using Codeblock's capabilities is simply to the limit! Never seen them do this?	0 – 3
1.3	Aesthetics and attention to detail	The project makes a pleasant impression: neat, everything is in its place, even the little things are thought out.	0 – 3
2	Algorithm quality	Scored 0/1 0 – no; 1 – yes.	0 – 8
2.1	ability to use groups of form blocks		1 point if used
2.2	ability to use groups of blocks editing		1 point if used
2.3	ability to use groups of control blocks		1 point if used
2.4	ability to use groups of blocks mathematical data		1 point if used
2.5	ability to use block groups, variables or templates		1 point if used
2.6	no errors in the algorithm		2 points if there are no errors
3	Overall impression of the work	Special opinion of a member of the jury.	0 – 10
	Total:		0 – 27

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 four judges. The winner is selected based on the average score of the judges.

Several nominations are determined by decision of the judges.