

THE CAPSTONE CODING CHALLENGE RULES

Page 1 of 2

Open-Ended Skills Challenge

The “Capstone Coding” challenge is an open-ended skills challenge which does not offer a prize, however entries in this challenge will be displayed in the gallery. Your participation in this Challenge is governed not only by these Challenge Rules BUT ALSO by the [GENERAL RULES](#), which are incorporated herein.

The Challenge

Your challenge is to use the coding environment, Scratch, to create a project that teaches, illustrates, or explains an educational lesson that you learned this year. Submit your Scratch project ID and a short description of your submitted project including any user instructions. (Your Scratch project ID is the set of numbers at the end of your project URL.) Please don't include your FACE or VOICE in your scratch project. Get coding... and good luck!

Who Can Enter

Residents of the United States who are registered students in grades kindergarten through twelfth grade attending a public, private, or home school in the United States (including U.S. Territories or Possessions) are eligible to enter (eligible “Participants”).

Privacy Rules

Submissions will be reviewed for online privacy and student safety prior to being displayed in the gallery. Entries that moderators find not to be compliant may be flagged for resubmission or rejected. For example:

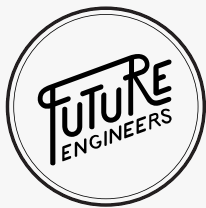
- NO STUDENT NAMES! Don't write your full name, or anyone else's full name in your entry. Factually referencing historical figures (eg. a scientist, artist, or engineer) is OK if needed to create your project.
- NO SCHOOL NAMES! Don't include your school name or class name in your submission.
- NO ADDRESSES! Don't tell us where you live.
- NO STUDENT FACES! Don't include your face in your Scratch project.
- NO STUDENT VOICES! Don't include your voice in your Scratch project.
- NO CONTACT INFO! Don't include any phone numbers or email addresses.

Program Dates

The open submission period closes on June 30th, 2020, 6:00 PM Pacific time.



email: support@futureengineers.org / web: www.futureengineers.org



THE CAPSTONE CODING CHALLENGE RULES

Page 2 of 2

Submission Criteria

Submissions that violate the rules may be flagged for resubmission or rejected.

- Your Submission Must Include:
 - Scratch Username
 - Located upper right when logged into Scratch.
 - Scratch Project ID
 - Your project ID is the set of numbers at the end of your project link. For example the project ID would be 123456789 for the following scratch project:
<https://scratch.mit.edu/projects/123456789/>
 - TITLE/NAME of your CAPSTONE CODING project
 - Maximum 30 characters
 - SHORT ESSAY explaining your project and instructions on how to use or interact with your project.
 - Maximum 150 words
- Do not upload content that infringes on the rights of others. All of the assets available on Scratch are fine to use (i.e. Sprites)
- Your entry must be made by YOU.
- Keep it G-rated! No inappropriate content.
- LIMIT ONE eligible entry per student.

Judging Criteria

There are no judging criteria for this challenge. This challenge is offered as an open-ended skills challenge that does not offer a prize and does not determine winners.

Winners and Honorees

This challenge does not acknowledge winners or honorees.

Prizes / Approximate Retail Value (“ARV”)

This challenge does not offer prizes.

Ownership and Public Licensing

Entries will be displayed in Future Engineers’ moderated public gallery. Your Scratch project is licensed per the Scratch [Terms of Use](#) and shared in the Future Engineers gallery. For the submitted short essay, please refer to Future Engineers [GENERAL RULES](#) and [TERMS OF SERVICE](#) for licensing details.

Sponsor and Challenge Parties:

Sponsor: Future Engineers LLC



email: support@futureengineers.org / web: www.futureengineers.org