



Competition Handbook

Main organisers



global

A Subsidiary of
Science Centre Singapore



mangoSTEEMS

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Introduction

Coding Olympics Singapore 2021 is the first ever national coding competition jointly organised by Singapore Science Centre Global and mangoSTEEMS Singapore.

The aim of the competition serves 2 purposes.

1. Encourage children to acquire coding skills to prepare for the digital world.
2. Seeks to reveal the most efficient and accurate coders.

In view of the ongoing pandemic crisis, all activities for this competition will be held online. Your child will have the opportunity to learn and compete through our safe and secured virtual platform.

The virtual event will be held from 2nd to 6th August 2021, offering a learning platform for preparation before competing on the final day of the competition. There are 2 competing categories based on individual challenges. No coding experience is required for this competition.

Categories and levels

1. Category A - Primary 3 and 4 (age 9 to 10 yrs)
2. Category B – Primary 5 and 6 (age 11 to 12 yrs)

Registration

Visit Science Centre Singapore Global website to sign up:

<https://www.sscglobal.com.sg/product/coding-olympics-singapore-competition-2021-2/>

Upon successful registration, participants should receive **2 emails**; an immediate **payment receipt** from Paypal and a separate **confirmation email** from Science Centre Singapore Global, sent later in the week after verification of participants' information.





Competition Criteria

The result is objective and tabulated on the platform through an automated system configured to evaluate the solutions submitted by participants. The code submitted by participants for each challenge will be compiled and evaluated according to the following criteria:

- Total number of stars achieved within the duration of 60 minutes.



The stars are awarded according to the table below:

	<p>First star is given if the challenge is completed - the monkey caught all the bananas.</p>
	<p>Second star is given if the user applied the coding concept that was specific to the challenge.</p>
	<p>Third star is given if the code is short and to the point.</p>
	<p>No star will be given if the code failed to solve the challenge.</p>

On the basis of this automated evaluation, each participant will receive a score calculated based on the criteria and shown on the leader board real-time.

Coding Olympics 2020 Ages 10-12 Leaderboard		
Rank + Name	Score	Time Reached (UTC)
1 Olympian P0120	39	10/11/2020 at 08:20AM
2 Olympian P0781	36	10/11/2020 at 08:18AM
3 Olympian P0604	36	10/11/2020 at 08:18AM
4 Olympian P0311	36	10/11/2020 at 08:19AM
5 Olympian P0044	36	10/11/2020 at 08:19AM
6 Olympian P0266	36	10/11/2020 at 08:19AM
7 Olympian P0079	36	10/11/2020 at 08:19AM
8 Olympian P0623	36	10/11/2020 at 08:19AM
9 Olympian P0089	36	10/11/2020 at 08:20AM

In the case of tied scores, participants may be ranked taking into account the time taken to submit all solutions to the problems.

The time spent to solve a problem shall be considered when deciding between two equal scores: if the number of points awarded to two participants are equal, then the participant who spent the least amount of time to solve all the problems shall be classified above the other.

Reward – Prizes

Categories	Awards	Prizes
Cat 1 (Primary 3-4)	Champion	\$200 Toys“R”Us Voucher
	1 st Runner up	\$150 Toys“R”Us Voucher
	2 nd Runner up	\$100 Toys“R”Us Voucher
	4 th to 20 th consolation winners	\$10 Science Centre Singapore Curiosity Voucher
Cat 2 (Primary 5-6)	Champion	\$200 Toys“R”Us Voucher
	1 st Runner up	\$150 Toys“R”Us Voucher
	2 nd Runner up	\$100 Toys“R”Us Voucher
	4 th to 20 th consolation winners	\$10 Science Centre Singapore Curiosity Voucher

Note:

- Winners shall be contacted within 4 to 6 weeks after the end of the competition and the prize will be mailed/sent to the Singapore address provided.
- Organisers reserve the right to replace prizes with prizes of an equal or greater value including, but without limitation, in the event where prizes are out of stock or due to unforeseen circumstances preventing the issuance of planned prizes in a timely manner.
- Prizes are neither refundable nor transferable and cannot be extended. Documents once issued in the name of the winner are not transferable or refundable.
- Prizes are non-transferable and cannot be redeemed for cash or credit.
- Results released are final and will be announced at the end of the competition day and are not subject to review.
- An E-certificate of Participation will be issued to all participants who have completed the competition within 6 to 8 weeks after the competition.

Competition Overview

Learning and Stages of Competition

The competition includes 4 days of complimentary coding lessons accompanied with a trainer. It will be hosted through CodeMonkey Singapore Facebook page 'Live from 2nd to 5th August 2021.

Participants will be introduced to various fundamental coding concepts, followed by code writing lessons aimed at solving challenges. Throughout the learning sessions, participants will attempt to solve over 105 challenges in preparation for the competition on the final day (6th Aug 21).

Days	Dates/Timing	Duration	Stages	Tasks
Day 1	2 Aug 21, 3pm-4.30pm*	Around 90mins	Learn	<ul style="list-style-type: none"> • Introduction to Coding fundamentals and guide to access CodeMonkey platform • Learn to write basic codes using real-world programming language 'CoffeeScript' language • Solve first 30 challenges
Day 2	3 Aug 21, 3pm-4.30pm*		Learn	<ul style="list-style-type: none"> • Solve next 31- 60 challenges
Day 3	4 Aug 21, 3pm-4.30pm*		Learn	<ul style="list-style-type: none"> • Solve next 61- 75 challenges
Day 4	5 Aug 21, 3pm-4.30pm*		Warm-up	<ul style="list-style-type: none"> • Redo and solve key challenges in 'Skill Mode'
Day 5	6 Aug 21, 3pm-5pm*	Around 120mins	Compete	<ul style="list-style-type: none"> • Solve over 30 new challenges • Announcement of results

***Note :** Duration and timing are based on an estimated time. It may be subjected to changes.

Virtual Coding Lessons

On the days of the 'Live' virtual coding lessons, participants will need to connect to the site (CodeMonkey Singapore Facebook Page) to join in and use the log in credentials to sign in at CodeMonkey webpage for practice.

CodeMonkey Singapore Facebook Page

<http://www.CodeMonkey.com/CodeMonkeySingapore>

CodeMonkey Platform

<http://www.CodeMonkey.com>

Participants are strongly encouraged to join in and be ready 10 minutes before the training start time.

Other Requirements

Participants must prepare the following:

- Computer desktop or laptop* pre-installed with the latest version of Chrome, Firefox, Safari, IE-11 and higher.
 - Strong internet connectivity.
 - Facebook account (using parents account is allowed).
 - All participants are recommended to use personal desktop or laptop* for the competition on 6 August 2021. There are programming limitations on tablets and smartphones.
- * Refer to Appendix A for hardware requirements.

Log-in Details

All participants will receive their log-in credentials through their registered email between 12 July 2021 to 23rd July 2021.

The credentials include:

- Participants' username
- Password
- Website links for the virtual code training and competition sites.

Rules and Regulations

1. The competition is open to any individual between 9 and 12 years old, with an internet connection and a valid email address.
2. Access to the Coding Olympics Singapore 2021 is prohibited for the following people: Employees of Science Centre Singapore and mangoSTEEMS Singapore, or any other affiliates (it controls, which controls it or under common control with it).
3. By participating in the competition, all participants shall refrain from cheating, faking, thieving identity, or any other technique to change the result of the contest. They are required to participate and compete alone without the help of a third party or any technical assistance.
4. If participants are found cheating, they will be disqualified from the competition at any stage and will not be eligible for any prizes.
5. No sharing of personal desktop or laptop is allow during the competition.
6. The result is final and done on the platform through an automated system configured in order to evaluate the solutions submitted by participants.
7. The prize will not be transferable to another person.
8. No part of a prize is exchangeable for cash or any other prize.
9. Organisers reserve the right to amend these rules at any time. Organisers may also create rules, which will apply to a specific competition only. If this is done, publication of the amended and/or specific competition rules will be updated on the relevant competition page.
10. Organisers shall not be responsible for any claims for compensation or otherwise, in regard to the holding of or for anything arising out of or connected with training and competition.
11. Participants authorize the competition organizers to contact them via email (emails will not be disclosed to third parties).
12. All registration made are final, non-refundable and non-transferable.

Appendix A

Computer system requirements:

<p>1.5 GHz Core2Duo or equivalent 2 GB RAM At least 1280 x 720 screen resolution Internet access Browser support: Latest version of Chrome, Firefox, Safari, IE - 11 and higher</p>
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