

2021 Premier's Coding Challenge – Judging Criteria

Years 3–4

Create:

- an interactive digital solution that educates users about digital wellbeing; and
- a video explanation of your digital solution.

Years 3–4 Criteria										
Design and implement an educational user experience that combines decision-making and user input with a visual program to educate users about digital wellbeing .										
Decision-making	Instances of explicit nested decision-making are used to increase the complexity of the digital solution.	Instances of explicit if/else decision-making are used to control the flow of the digital solution.			Decision-making used. May be implied.					
	8	7	6	5	4	3	2	1	0	
User input	Instances of user input are used to personalise the user experience and assist the user to respond to input prompts.	Instances of user input are used to personalise the user experience.			User input collected.					
	8	7	6	5	4	3	2	1	0	
Implementation	Implementation provides education about digital wellbeing and tips to improve digital wellbeing that are supported by links to further information.	Implementation provides education about digital wellbeing and tips to improve digital wellbeing.			Implementation provides education about digital wellbeing or tips to improve digital wellbeing.					
	8	7	6	5	4	3	2	1	0	
Explain in a 90 second video how the digital solution educates users about digital wellbeing.										
Video explanation	Video explains how the digital solution meets the requirements and provides meaningful examples.	Video explains how the digital solution meets the requirements.			Video makes statements about the digital solution.					
	8	7	6	5	4	3	2	1	0	

2021 Premier's Coding Challenge – Judging Criteria

Years 5–6

Create:

- an interactive digital solution that educates users about digital wellbeing; and
- a video explanation of your digital solution.

Years 5–6 Criteria									
<i>Design and implement an educational user experience that combines repetition, decision-making, user input and user interface design using a visual program to educate users about digital wellbeing.</i>									
Decision-making, user input, and repetition	Instances of nested decision-making, user input and repetition are used in conjunction to create a resilient digital solution.			Instances of explicit if/else decision-making, user input and repetition are used to control the flow of the digital solution.			Decision-making, user input or repetition used. May be implied.		
	8	7	6	5	4	3	2	1	0
User interface design	User interface design demonstrates planning by using consistently placed elements and assisting the user to respond to input prompts.			User interface design demonstrates planning by using consistently placed elements.			User interface design demonstrates planning.		
	8	7	6	5	4	3	2	1	0
Implementation	Implementation provides education about digital wellbeing and tips to improve digital wellbeing, supported by links to further information.			Implementation provides education about digital wellbeing and tips to improve digital wellbeing.			Implementation provides education about digital wellbeing or tips to improve digital wellbeing.		
	8	7	6	5	4	3	2	1	0
<i>Explain in a 90 second video how the digital solution educates users about digital wellbeing.</i>									
Video explanation	Video explains how the digital solution meets the requirements and provides meaningful examples.			Video explains how the digital solution meets the requirements.			Video makes statements about the digital solution.		
	8	7	6	5	4	3	2	1	0

2021 Premier's Coding Challenge – Judging Criteria

Years 7–8

Create:

- an innovative digital solution that educates users about digital wellbeing; and
- a video evaluation of your digital solution.

Years 7–8 Criteria									
<i>Design and implement an innovative digital solution that incorporates branching, iterations, functions and user interface design that raises awareness about digital wellbeing.</i>									
Branching, iteration, and functions	Instances of nested branching, controlled iteration and efficient functions are used to create a digital solution.			Instances of branching, iteration and functions are used to create a digital solution.			Branching or iteration or functions used to create a digital solution.		
	8	7	6	5	4	3	2	1	0
Design of user experience	Design of user experience demonstrates planning by using consistently placed elements and assisting the user to navigate or interact with the digital solution.			Design of user experience demonstrates planning by using consistently placed elements.			Design of user experience demonstrates planning.		
	8	7	6	5	4	3	2	1	0
Implementation	Implementation provides education about digital wellbeing and tips to improve digital wellbeing, supported by links to further information.			Implementation provides education about digital wellbeing and tips to improve digital wellbeing.			Implementation provides education about digital wellbeing or tips to improve digital wellbeing.		
	8	7	6	5	4	3	2	1	0
<i>Evaluate in a 90 second video how the digital solution could be developed into an innovative and sustainable application that raises awareness of digital wellbeing.</i>									
Video evaluation	Video evaluates the digital solution and provides meaningful examples of how it could be developed into an innovative and sustainable application that meets the requirements.			Video evaluates the digital solution and provides an example of how it could be developed into an innovative or sustainable application that meets the requirements.			Video makes statements about the digital solution.		
	8	7	6	5	4	3	2	1	0

2021 Premier's Coding Challenge – Judging Criteria

Years 9–10

Create:

- an innovative digital solution that educates users about digital wellbeing; and
- a video evaluation of your digital solution.

Years 9–10 Criteria									
<i>Design and implement an innovative digital solution that incorporates modular functions, data structures, and user interface design that raises awareness about digital wellbeing.</i>									
Modular functions and data structures	Modular functions improve efficiency of digital solution and data structures used to organise data and provide structure.			Instances of modular functions used within digital solution or data structures used to organise data or provide structure.			Functions or data structures are used.		
	8	7	6	5	4	3	2	1	0
Design of user experience	Design of user experience follows standard conventions to increase usability by considering functionality, aesthetics, audience and accessibility.			Design of user experience increases usability by considering functionality, aesthetics or audience or accessibility.			Design of user experience demonstrates planning.		
	8	7	6	5	4	3	2	1	0
Implementation	Implementation provides education about digital wellbeing and tips to improve digital wellbeing, supported by links to further information.			Implementation provides education about digital wellbeing and tips to improve digital wellbeing.			Implementation provides education about digital wellbeing or tips to improve digital wellbeing.		
	8	7	6	5	4	3	2	1	0
<i>Evaluate in a 90 second video how the digital solution could be developed into an innovative and sustainable enterprise that raises awareness of digital wellbeing.</i>									
Video evaluation	Video evaluates the digital solution, considers risks and provides meaningful examples of how it could be developed into an innovative and sustainable enterprise that meets the requirements.			Video evaluates the digital solution, considers risks and provides an example of how it could be developed into an innovative or sustainable enterprise that meets the requirements.			Video makes statements about the digital solution.		
	8	7	6	5	4	3	2	1	0