2024 Premier's Coding Challenge – Judging Criteria

Years 3–4

Create:

a. an interactive digital solution that is designed to make your school a better place to teacher, learn and play; and

b. 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 **make your school a better place to teach, learn and play.**								
Solution	Innovative, creative or original solution to the problem.			Creates a solution that addresses the problem.			Solution relates to the problem.		
	8	7	6	5	4	3	2	1	0
Decision-making	Instances of explicit nested decision-making are used to improve the robustness 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
Presentation and use of digital assets	Solution provides evidence of creative presentation and use of original digital assets to enhance the user experience.			Solution provides evidence of purposeful presentation and use of digital assets to enhance the user experience.			Solution uses digital assets.		
	8	7	6	5	4	3	2	1	0
Explain in a 90 second video how the digital solution makes your school a better place to teach, learn and play.								
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

2024 Premier's Coding Challenge – Judging Criteria

Years 5–6

Create:

a. an interactive digital solution that is designed to make your school a better place to teacher, learn and play; and

b. a video explanation of your digital solution.

Years 5–6 Criteria								
*Design and implement an educational user experience that combines **repetition, decision-making, user input** and **user interface design** using a visual program to **make your school a better place to teach, learn and play.***								
Solution	Innovative, creative or original solution to the problem.			Creates a solution that adresses the problem.			Solution relates to the problem.		
	8	7	6	5	4	3	2	1	0
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
Presentation and use of digital assets	Solution provides evidence of creative presentation and use of original digital assets to enhance the user experience.			Solution provides evidence of purposeful presentation and use of digital assets to enhance the user experience.			Solution uses digital assets.		
	8	7	6	5	4	3	2	1	0
***Explain** in a 90 second video how the digital solution makes your school a better place to teach, learn and play.*								
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

2024 Premier's Coding Challenge – Judging Criteria

Years 7–8

Create:

    a.   an innovative digital solution that is designed to make your school a better place to teach, learn and play; and

    b.   a video evaluation of your digital solution.

Years 7–8 Criteria								
*Design and implement an **innovative digital solution** that incorporates **branching, iterations, functions** and **user interface design** to make your school a better place to teach learn and play.*								
Solution	Innovative, creative or original solution to the problem.			Creates a solution that adresses the problem.			Solution relates to the problem.		
	8	7	6	5	4	3	2	1	0
Branching, iteration, and functions	Instances of nested branching, controlled iteration **and** efficient functions are used to create a robust 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
*Evaluate in a 90 second video how the digital solution could be developed into an **innovative and sustainable application** that makes your school a better place to teach, learn and play.*								
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

2024 Premier's Coding Challenge – Judging Criteria

Years 9–10

Create:

  a. an innovative digital solution that is designed to make your school a better place to teach, learn and play;

  b. a video evaluation of your digital solution.

Years 9–10 Criteria								
*Design and implement an innovative digital solution that incorporates **modular functions, data structures**, and **user interface design** to make your school a better place to teach learn and play.*								
Solution	Innovative, creative or original solution to the problem.			Creates a solution that adresses the problem.			Solution relates to the problem.	
	8	7	6	5	4	3	2	1	0
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

***Evaluate** in a 90 second video how the digital solution could be developed into an **innovative and sustainable enterprise** that makes your school a better place to teach, learn and play.*								
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