ProGamers

1. **DESCRIPTION:**   Teams of students will use the Scratch 3.0 programming language to recreate a game being shown to them on a screen in the room.

2. **ESSENTIAL STANDARDS ALIGNMENT**: Information & Technology

3. **TEAM OF UP TO:** 2

4. **MAXIMUM TIME:** 50 min.

5. **TEAMS:** Must bring a writing instrument. Teams may also bring two 8.5" x 11" sheets of paper, which must contain only hand written information on both sides of each sheet from any source.

6. **EVENT LEADERS:** Event Leaders will supply logins and passwords for Scratch version 3.0.

7. **SAFETY REQUIREMENTS**: None

8. **IMPOUND:** No

9. **THE COMPETITION:**
    a. Each team will have their own computer with access to the Scratch website.
    b. Students will log in using accounts created specifically for the tournament.
    c. A pre-programmed game, supplied by the event leader, will play on a continuous loop on a screen in the room.
    d. Students will have 50 minutes to program the game exactly as it is being shown.
    e. Students may be asked to code part of the game using a specific technique (e.g…. use a loop).
    f. Students will make their game public by sharing them with the event leader.

10. **SCORING:**
    a. Points will be awarded for each piece of the code that students are able to successfully program.
    b. Ties will be broken by the team able to successfully program certain pieces of the code in the least amount of time. (predetermined by the event leader).

11. **EVENT RESOURCES:**
    See the Event Resources tab on our website for instructions, videos and more.