

WHY COMPETITIONS?

Competitions are a great way to motivate your group into trying something different or pushing the boundaries to explore new areas and skills. Quite often, we get stuck in the mindset of only creating for a specific purpose or task and we forget that it's okay to create for the sake of it. Actually, that's usually where some of the most innovative and crazy ideas can come from (along with some wacky ones that fall over and don't work the way we expected).



[Click here to watch the video on YouTube](#)

These competitions are free to enter and may just give your group the chance to explore their interests and push what they think they can do. This is perfect for beginners who want to have some structure to creating and developing projects but still open enough so that anyone can have fun and take part. The key thing here across these kinds of competitions is that it puts that young person at the center of their making and learning because the projects they create are their own ideas, usually linked to what makes them excited and their interests.

COMPETITIONS FOR YOUR MAKERSPACE

1

APPS FOR GOOD

Young people work in teams to complete one of the free courses to design and develop digital products that solve a problem in the world.

- Open to all young people in primary, secondary and further education
- Entries are submitted in April online
- Celebration and awards held in June (all entries receive a certificate)
- All resources are provided free of charge

2

BIG BANG COMPETITION

Young people work individually or in teams to develop a project in STEM related to their interests. Whilst there are no resources provided for creating projects for this competition, they do provide a lot of additional links to other organisations and past projects to support your groups with ideas on what you could do!

- Open to all young people in secondary education
- Opens in December with entries due in April
- Celebration and awards held in June

COMPETITIONS FOR YOUR MAKERSPACE

3

DO YOUR :BIT

Focused on encouraging young people to explore how we can use technology for good to work towards the UN Sustainable Goals for Development in areas such as gender equality and climate action. Students work individually or in teams (of up to 3 people) to create a project to solve a problem related to these global goals.

- Open to young people aged 8-18 years
- Opens in January with entries due in July
- Celebration and winners announced in September
- Different categories that groups can enter based on experience and confidence with programming

4

COOLEST PROJECTS

All about letting young people explore their interests and things that excite them about technology through creating and working on projects either individually or in teams. Projects can be entered into the awards in the following categories - Scratch (programming), Hardware, Mobile Apps, Games, Web, Advanced Programming (using languages like Python or JavaScript)

- Open to young people aged 8-18 years
- Opens in February with entries due in May
- Showcase and celebration held in June
- **Projects do not need to be finished to enter!**

COMPETITIONS FOR YOUR MAKERSPACE

5

CYBERFIRST GIRLS

Slightly different from some of the other competitions mentioned, CyberFirst Girls is all about inspiring girls and non-binary students to explore the field of cybersecurity. Working in teams of 4, students take part in an online qualifying session where they work through cybersecurity challenges exploring topics like cryptography. There are lots of practice questions provided so you can prepare for the online qualifiers!

- Open to female and non-binary students in S2
- Qualifying round held online to be completed between November and December
- Finals held in February