Young ICT Explorer Competition

Information for Participants Young ICT Explorers is a competition for school students to produce their best Digital Technologies/ Information and Communication Technologies (ICT) related project. Digital Technologies are constantly evolving and we consider it to be an enabler of different activities and objectives for many areas of societies all over the world. For instance, computer games can be designed to educate people on a topic and websites are widely used to communicate and inform people all over the world. Whilst the simple mobile phone has evolved from being just a telephone to a multipurpose device with features like touch screens, global positioning and mobile apps etc. The Young ICT Explorers competition aims to inspire and encourage school students to consider Digital technologies/ICT as a career opportunity and gain a greater understanding of the diverse possibilities available.

Please go to the website http://www.youngictexplorers.net.au/ to explore previous entries and to get ideas.

Key Information

- Categories are Year 3, 4   and Year 5,6
- Students can enter in teams of up to 4 or as individuals.
- As a school, we stipulate that it is compulsory for teams from Yr 3 and 4 to have a parent mentor. This is our preference for the older students also but we accept a teacher mentor.

Key Dates:

1. School Registration   Wednesday 13th April

   At this time you must meet with Mrs Flanagan with your team members, present your rough idea and let her know about the parent who is helping you and/or the teacher mentor

2. School Presentation   Wednesday 25th May
   At this time you are to present your ideas/project thus far
3. School Team Selections   Friday 27th May
   At this time the successful teams are notified

4. Registration Deadline: 31 May 2016
   At this time we register the teams

5. Team report due to Mrs Flanagan   Friday 17th June

6. Project Submission Deadline: 24 June 2016

Judging Criteria

Each entry will be judged according to the following:

- Creativity and innovation
- Quality and completeness
- Level of difficulty
- Documentation

   Projects in previous competitions have included some of the following topics: • iPhone/mobile phone applications • Computer games • Websites • Digital media • Short films and animations • Robots • Arduino/Raspberry Pi Maker projects