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Guidelines for TechKids Camp 2021

1. Introduction

TechKids Camp is an annual competition organised by the Authority for Info-communications Technology Industry of Brunei Darussalam (AITI) and supported by the Ministry of Education. This competition is targeted at participants from the primary school level year 3 to year 5, and is conducted every school holiday in March since 2012.

The TechKids Camp aims to generate passion in Information and Communications Technology (ICT) at an early age, as well as to provide a platform for innovation by allowing the young generation to experience ICT in a practical and fun way. This plays an important role in educating the children with valuable and relevant ICT skills, such as programming/coding, in order to equip them for Industrial Revolution (IR) 4.0 and the Smart Nation of the future.

2. Objectives

- To provide opportunity for early exposure and education to programming such as mobile application development, analytics and other related computational thinking skills using easy to understand tools such as Scratch and App Inventor.
- To enhance the young generation's programming competencies that meet international standards.
- To encourage teamwork spirit, creative and logical thinking, problem solving, leadership quality and communication skills among students.
- To generate interests and passion in ICT and allow the students to experience ICT in a tangible and fun way which will equip them for the Fourth Industrial Revolution (IR4.0).
- To provide the platform for participants to showcase their projects and be eligible to participate in future ICT related competitions locally and internationally such as ASEAN Cyberkids Camp.

3. Date & Venue

The Techkids Camp 2021 will be held on **15 to 18 March 2021 at AITI office**, Block B13, Spg 32-5, Jalan Berakas, Kampong Anggerek Desa, BB 3713, Brunei Darussalam.

4. Competition Theme

Participants will be creating projects that are educational-based in the form of games, interactive stories and animations using Scratch application based on the theme Science, Technology, Engineering, Art and Mathematics (STEAM).

TechKids Camp 2021 shall cover three (3) challenges with different theme for each challenge:

- Challenge 1: Animation
- Challenge 2: Games
- Final Challenge

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5. Participants

Participation is open to children aged **12 years old and below**, preferably in **primary year 3 to 5**.

5.1 Criteria of Participants

- Participants can **register in teams of two (2) or individually**. Individual participants will later be randomly teamed up by AITI.
- The participants must have **knowledge of using computers** and have great interest in ICT.
- The participants must be **local citizens or permanent residents** of Brunei Darussalam.
- Each team is required to bring own **laptop** during the Camp.
- Participants **must seek permission from their parents** to participate in TechKids Camp. The consent form is as attached.
- The participants should preferably **be willing to continue the project if they are nominated to compete** in any other ICT related competition or events. Please note that for any further participation at regional or international levels, they are still subject to participation's rules and regulations outlined by the Ministry of Education, Ministry of Transport and Infocommunications and any other authorised agencies.

5.2 Number of Participants

Thirty (30) teams of two (2) participants are expected, either individuals or formation of two (2) in a team.

6. Registration

Participants can register to AITI by submitting the registration form online by **9 March 2021** via link: <http://bit.ly/techkidscamp2021>

7. Camp Activity

The Techkids Camp 2021 will be conducted in four (4) days where the participants will undergo various trainings and compete in challenges using Scratch application to develop creative projects with different themes to be set on the day by the organiser. Below is the tentative programme:

Day 1 - Introductory Training

Time	Activities
7.45am – 8.15am	Arrival of participants
8.15am – 8.30am	Safety briefing and welcoming remarks by AITI
8.30am – 12.00pm	<ul style="list-style-type: none">• Workshop 1: Introduction to Scratch application.• Workshop 2: Story telling – How to structure a story. Lunch break (lunch will be provided)
1.15pm – 4.30pm	<ul style="list-style-type: none">• Workshop 3: Story boarding – How to design the visual aspects of their product (animation/games).• Workshop 4: Using Scratch – How to create projects using Scratch and how to develop interactive games using the templates.

Day 2 - Training & Challenge 1: Animation

Time	Activities
7.45am – 8.15am	Arrival of participants
8.15am – 12.00pm	Participants will be trained on creativity, storytelling and functionality animations using Scratch.
Lunch break (lunch will be provided)	
1.15pm – 4.30pm	Challenge 1 – Creating a creative animation

Day 3 - Training & Challenge 2: Games

Time	Activities
7.45am – 8.15am	Arrival of participants
8.15am – 12.00pm	Participants will be trained on creativity and interactive games using Scratch.
Lunch break (lunch will be provided)	
1.15pm – 4.30pm	Challenge 2 – Creating an interactive game
	Based on Challenge 1 & 2, ten (10) teams will be shortlisted for the final challenge.

Day 4 - Final Challenge & Awards

Time	Activities
7.45am – 8.15am	Arrival of participants
8.15am – 12.00pm	Final Challenge - Ten (10) teams will develop animation and games based on the given theme.
Lunch break (lunch will be provided)	
1.15pm – 4.00pm	Team presentation to panel of judges
4.00pm – 5.00pm	Prize presentation and award ceremony

8. Final Presentation & Judging

8.1 Presentation Duration

Each team will present their project to a panel of judges on 18 March 2021. Each team will be given fifteen (15) minutes slot to do the presentation:

- 2 minutes for equipment set-up
- 8 minutes for project presentation and demo
- 4 minutes for question and answer
- 1 minute for disassembling

8.2 Presentation Criteria

The team's project will be assessed based on the following criteria:

Criteria	Percentage	Attributes
Oral Presentation	30%	<ul style="list-style-type: none"> • Communication skills • Explanation of program codes • Good articulation • Timing/Mode of delivery
Project & Technical Quality	30%	<ul style="list-style-type: none"> • Intensity, exciting and entertaining attributes of the game or animation created. • Execution, polished and refined completeness of the game itself including its design, functionality, thematic execution.
Originality & Creativity	20%	<ul style="list-style-type: none"> • Creativity and originality of the game created. • Uniqueness of the game. • Environment has unique visual theme • World setting altered to game fitting and theme
Effectiveness in Conveying Theme	20%	<ul style="list-style-type: none"> • Game or animation must be able to tackle the theme and objectives in order to promote learning

9. Award Ceremony

The award ceremony will be held on the fourth day of TechKids Camp:

- Certificate of participation will be given to all participants.
- The winner, runner-up (2nd place) and second runner-up (3rd place) will each receive a certificate, plaque, cash prize and gadget.
- There will be special awards for most creative project and best presenter. Each recipient will receive certificate, plaque and gadget.

10. Health, Safety Security & Environment

- In light of the COVID-19 situation in Brunei, AITI and participants shall strictly adhere to the latest Mass Gathering Operational Readiness Level Guidelines issued by the Ministry of Health, Brunei Darussalam.
- AITI shall ensure that it adheres to the best practices for Health, Safety, Security & Environment (HSSE) throughout the TechKids Camp 2021.
- The organiser shall immediately alert parent/guardian on any HSSE incidents during the duration of TechKids Camp 2021.