



Scratch Off 2019 Competition Background

'Scratch Off' is about coding. It is a competition for learners aged between 7 and 14. Our basic premise is to promote 'Computer Science' by encouraging learners to create a game in MIT's free Scratch app. Our competition encourages students to imagine, code and learn together.

The 'Scratch Off 2019' is a wonderful opportunity for students to explore 'computational thinking' and 'coding skills' and share their common learning journey. There will be amazing prizes for the best games and our judges will also be rewarding effort. Selected teams will be asked to present to a filled lecture theatre at the University of East Anglia, a priceless experience.

As this competition has been previously oversubscribed, we must insist that all teams have a maximum of two learners per team and that no more than three teams are entered per school. Internal school 'Scratch Off' competitions are commended.

The competition finals will be at the UEA on the Thursday 20th June 2019. This year, the competition is based around creating a Scratch Game that celebrates the '[Golden age](#)' of arcade video games.

Our 'Scratch Off' competition is organised by Norfolk CAS and the University of East Anglia. It is a diverse team and comprises of University Professors, Lecturers, Undergraduate's, Secondary/Primary educators, parent's/carer's and business partners who all share a passion of promoting Computer Science in schools.

If you have any questions, please do not hesitate to contact us over at the Norfolk CAS Hub website or alternatively email jerome.thompson@computingatschool.org.uk

We hope to hear from you soon.

Kind regards,

Jerome Thompson

CAS Hub Leader and Master Teacher, SSAT Lead Practitioner