



Australian Coding Competition 2027

Scratch Programming

PROJECT & SUBMISSION GUIDE

Code, Create & Protect - Australian Endangered Species

CREATE WITH Scratch graphical coding blocks to build a game, animation, quiz, simulation, interactive story or educational project.

Age group: 7-11 years and 12-15 years

PROJECT SUBMISSION DEADLINE

15 JANUARY 2027

Winners & runners-up announced via STEM Birds social media: 15 February 2027

IMPORTANT ENTRY RULE Read the Terms & Conditions. Multiple platforms may be entered, but only one project per platform. Submit a separate form for each programming language/category.

1. Competition Overview

This guide is for registered participants entering the Scratch Programming stream. Scratch Programming has two age categories: Ages 7-11 and Ages 12-15. Select the correct age category in the submission form.

Competition theme: 'Code, Create & Protect - Australian Endangered Species'. Every entry must connect to Australian wildlife, habitats, conservation challenges or positive actions that can protect the environment.

Important dates

Milestone	Date / Information
Project submission deadline	15 January 2027
Winners & runners-up announcement	15 February 2027 - announced via STEM Birds social media

Research before you create

Students should check reliable sources before making claims about an animal, habitat or conservation status. Useful starting points:

[Australian Government threatened species](#) - Current national information about threatened species under the EPBC Act.

[Australian Government threatened species hub](#) - Background on Australian threatened species and conservation.

[Australian Museum - Koala](#) - Student-friendly species facts, habitat and conservation information.

[Australian Museum - Greater Bilby](#) - Information about bilbies, habitat changes and threats.

[National Geographic Kids - Australia](#) - Accessible background on Australian geography and wildlife.

2. Create a Scratch Account

1. Go to the Scratch website and select Join Scratch.
2. Choose a username that does not reveal the participant's real name or other identifying information.
3. Create a secure password and complete the requested account information.
4. Enter the requested email address. Where Scratch asks for a parent/guardian email, use the parent/guardian email address.
5. Open the confirmation email from Scratch and confirm the account. Email confirmation is required before a project can be shared publicly.
6. Sign in and select Create to start a new project.

Project ideas

- Animal Survival Game
- Habitat Protection Challenge
- Wildlife Rescue Adventure
- Endangered Species Quiz
- Interactive Educational Story
- Conservation Simulation

Recommended project features

- Events and sequencing to control when actions happen.
- Motion, looks and sound blocks used with a clear purpose.
- Loops, conditions, variables or scoring where appropriate for the participant's level.
- User interaction such as keyboard input, clicking, choices or questions where relevant.

- Accurate environmental information and a clear connection to the selected animal or conservation issue.

3. Share & Submit the Scratch Project

7. Finish and test the project while signed in to Scratch.
8. Add a clear project title. Do not place personal contact information in the public project description.
9. Click the orange Share button at the top of the Scratch project page. If the Share button is unavailable, confirm that the Scratch account and email have been set up correctly.
10. Once the project is shared, open the public project page and copy the complete project URL from the browser address bar.
11. Test the link in a private/incognito browser window while signed out. The project should open without requesting your login.
12. Submit the working Scratch project URL using the official STEM Birds submission form.

Useful resources

[Scratch](#) - Create and share Scratch projects.

[Join Scratch](#) - Official Scratch account registration flow.

[Scratch official Share Your Project tutorial](#) - Official sharing tutorial.

4. Judging Criteria

Criteria	Weighting
Technical Skills	30%
Creativity & Originality	25%
Environmental Connection	20%
Problem Solving	15%
Project Explanation	10%

Original Work, Support & Integrity

All submissions must represent the participant's own work. The competition is intended to show what the student can create, code, design and explain.

Parents and teachers may:

- Explain the competition rules and platform basics.
- Help the participant research Australian animals, habitats and conservation issues.
- Discuss project ideas and teach new coding or design concepts.
- Help with account setup, privacy settings, video upload and submission logistics where appropriate.

Parents and teachers must not:

- Build the Scratch project for the participant.
- Write or dictate the participant's coding-block logic.
- Submit a pre-made or copied project as the participant's original work.

ORIGINAL WORK PRINCIPLE Adults can support learning, but the participant should make the final coding, design and creative decisions and be able to explain the project.

Certificates, Winners & Recognition

- All eligible participants who successfully submit a competition entry will receive a Certificate of Participation.
- Winners and runners-up will receive exciting prizes.
- Winners and runners-up will be announced through STEM Birds social media on 15 February 2027.
- Judging decisions are final.

Final Submission Checklist

Before submitting, check every item below.

- ☐ The project clearly connects to Australian wildlife, conservation or the environment.
- ☐ The project is the participant's own original work.
- ☐ The project is complete and has been tested.
- ☐ The correct Scratch age category (7-11 or 12-15) is selected.
- ☐ The Scratch project is set to Shared.
- ☐ The complete Scratch project URL has been tested while signed out or in a private/incognito window.
- ☐ A separate submission form is completed for each programming language/category entered.
- ☐ The final submission is completed by 15 January 2027.

Official STEM Birds Submission Form

Use the official submission form below when your project is complete. The same submission link will also be available on the STEM Birds website.

[STEM Birds Australian Coding Competition 2027 - Submit Your Project](#)

Entry limit: Read the Terms & Conditions. Multiple platforms may be entered, but only one project per platform. Submit a separate form for each programming language/category.

Email Communications & Marketing

The email address provided to STEM Birds will be used for competition-related communications, including reminders, important updates, judging information, results and certificate information.

The email address may also be used by STEM Birds to share information about future competitions, coding and robotics programs, workshops, holiday programs, classes, events, promotions and other STEM Birds programs and services, in accordance with the competition terms. Recipients may unsubscribe from marketing communications using the unsubscribe option provided in marketing emails. Essential competition communications may still be sent where required to administer an entry.