



Australian Coding Competition 2027

Python Turtle Programming

PROJECT & SUBMISSION GUIDE

Code, Create & Protect - Australian Endangered Species

CREATE WITH Text-based Python code using Turtle graphics on Pickcode. Projects can combine drawings, animation, logic, interaction and simulations.

Age group: 9-15 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.

FOR REGISTERED PARTICIPANTS - USE THE OFFICIAL SUBMISSION FORM IN THIS GUIDE

1. Competition Overview

This guide is for registered participants entering the Python Turtle Programming stream. Participants use text-based Python code and should be able to understand and explain the code they submit.

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 Pickcode Account & Project

1. Go to Pickcode and create a free account. Pickcode supports Google login or username/password login.
2. Select New Project.
3. Choose Python as the programming language and a graphics-capable project type suitable for Turtle.
4. Give the project a clear title and begin coding. Pickcode auto-saves projects while you work.
5. Use Python Turtle commands and your own logic to create the project.

Project ideas

- Save the Bilby
- Wildlife Habitat Challenge
- Endangered Species Conservation Simulation
- Wildlife Rescue Maze
- Turtle Conservation Poster
- Bushfire Escape Challenge
- Clean the Habitat

Recommended programming features

- Clear, working Python code.
- Turtle movement, drawing, colour, shapes or text used purposefully.
- Variables, functions, loops, conditions or event handling where appropriate.
- Code organised so the participant can explain how it works.
- A clear environmental purpose or conservation message.

Sample Code:

```
import turtle

t = turtle.Turtle()

t.pensize(6)

t.pencolor("spring green")
t.forward(100)
t.right(90)

t.pencolor("steel blue")
t.forward(100)
t.right(90)

t.forward(100)
t.right(90)

t.forward(100)

turtle.done() - Important to include while using pickcode at the end of your program please use this
line of code so the graphics window will appear
```

3. Share & Submit the Pickcode Project

6. Run and test the project from beginning to end.
7. Open the Pickcode project and click Share at the top-right of the editor. Pickcode projects are private by default, so a share link must be created before the judging team can access the project.
8. For the competition, create a non-editing link. Choose View Code so judges can review the participant's Python code, then select an appropriate link-sharing option such as Anyone with link. Do not submit an Edit Code link unless STEM Birds specifically requests it.
9. Copy the generated Pickcode share link and test it in a private/incognito browser window.
10. Submit the accessible Pickcode link using the official STEM Birds submission form.

Useful resources

[Pickcode](#) - Coding platform used for the Python Turtle stream.

[Pickcode official sharing help](#) - Official project sharing instructions.

4. Judging Criteria

Criteria	Weighting
Program Functionality	30%
Programming Skills	25%
Code Organisation	25%
Problem Solving	20%

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:

- Complete the technical execution of the Python project for the participant.
- Write or dictate the participant's Python code.
- 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 Pickcode project is shared using a non-editing View Code link.
- ☐ The Pickcode sharing permissions allow the judging team to access the project.
- ☐ The generated Pickcode link has been tested in a private/incognito browser 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.