

| Question 1 | Response 1 |
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| <p>What are the most common challenges faced by kids when preparing for this event?</p> | <p>Time management. The time for each section is not restricted. They manage their own time. Sections A and B are on paper - they may split up as they wish. Only when they turn in the paper test, do they get the scratch project for part C. Some kids spend 20-30 minutes on A&B, which does not leave much time for the Scratch project.</p> |
| <p>At competition, PC, Mac, or Chrome book? Does it matter for kids to learn to use them in advance?</p> | <p>Over the last few years we typically use Macs. It should be the same this year. The students will be accessing Scratch on a web browser, so it should look and feel the same no matter what device they are on. The keyboard and mouse may be different with different devices. If there are logistical issues with these differences, there will be volunteers to help them out.</p> |
| <p>Can you comment on how often tie-breaking is used determining the placement? How is creativity assessed, can you give an example?</p> | <p>Tie-breakers are generally not used so often for the top 5 or medal winning teams. When we switched to a scoring system that required all placements to be resolved, we needed to use the tie breaker more often. Creativity can be adding extra enhancements to the project, like sound.</p> |
