TutorBees.net

SCRATCH COMPETITION 2026

PARTICIPANT HANDBOOK

INTRODUCTION

Tutor**Bees** has made quality education accessible across Pakistan and internationally, offering personalized online tutoring in various subjects, including Coding, through Scratch courses. Hundreds of children have benefited from our Scratch programs. **We're excited to announce the next step in our journey:**

Scratch Competition 2026

This competition aims to encourage diverse groups of young minds to think creatively, and reason systematically through programming. We believe this initiative will contribute to a stronger digital future and economic transformation for Pakistan.

MIT created Scratch with a goal to empower kids to express themselves through coding, just like they would through writing, drawing, or music. We believe students learn best when they are actively engaged in creating things that matter to them, combining **"projects, passion, peers, and play."**

Participants are encouraged to use **AI tools** for idea generation, produce visuals and sounds, and help. Short-listed participants should be able to explain their project verbally during the online assessment. During the evaluation, we will ask **"How did you use AI in your project?"**

CATEGORIES

Junior Category (Ages 10 – 14)

Entry Fee: **PKR 1,000**

Awards:

Winner — Certificate plus complimentary Intro to AI course from TutorBees

Runner-up — Certificate plus complimentary Intro to AI course from TutorBees

Project Requirement: Game developed exclusively in Scratch

Senior Category (Ages 15 – 18)

Entry Fee: **PKR 2,500**

Awards:

Winner — Certificate plus ten TutorBees tutoring sessions on CS50

Runner-up — Certificate plus five TutorBees tutoring sessions on CS50

Project Requirement: Game developed exclusively in Scratch

Key Dates:

Registration:	**12 March – 12 April**
Prompt Release:	**14 April (delivered via email)**
Submission Deadline:	**21 April, 23:59 PKT**
Short-List Presentations:	**28 April**
Winners Announced:	**30 April**

PARTICIPATION ROADMAP

Step 1 – Registration & Fee Confirmation

Complete the online registration form and remit the entry fee via bank transfer. Email or WhatsApp your payment receipt.

Account Details:　　　　　　　　**Bank Name: Allied Bank Limited**
Account Title: TECHHIVE PVT. LIMITED
Branch Code: 0216
Account Number: 0010079482050018
Account Number (with branch code):
02160010079482050018 IBAN:
PK24ABPA0010079482050018

Number for Payment Receipt: 0349-4186663
Email for Payment Receipt:　　　admin@tutorbees.net
Email Subject:　　Payment Receipt, Tutorbees Scratch Competition 2026, (Junior/Senior Category), (Full name of participant).

Step 2 – Account Setup & Prompt Release

Create (or verify) an active profile on TutorBees.net before 14 April. The official game-design prompt will be emailed to all registered participants on 14 April.

Step 3 – Project Submission

Email your Scratch project link and a one-page PDF synopsis to admin@tutorbees.net **no later than 23:59 PKT on 21 April**. Submissions received after this deadline will not be evaluated.

Email Subject:　　Submission, Tutorbees Scratch Competition 2026, (Junior/Senior Category), (Full name of participant).

Step 4 – Presentations for Short-Listed Entrants

The top five candidates in each division will receive their allotted time slots by email on 25 April. Live virtual presentations will take place on 28 April.

Step 5 – Announcement of Results

Winners and runners-up will be revealed on 30 April via email and the competition website.

JUDGING CRITERIA:

Judges will prioritise projects that introduce a genuinely novel concept, narrative, or gameplay innovation. Entries should feature bespoke assets—illustrations, audio, or culturally resonant themes—that clearly signal independent ideation rather than reliance on pre-existing Scratch templates.

Creativity & Originality

A compelling title establishes its objective within moments of play. Controls must be intuitive and responsive, with a difficulty curve that escalates logically, sustaining engagement while maintaining fairness. Robust, modular code underpins the experience, eliminating critical bugs and performance bottlenecks.

Game Design & Mechanics

A refined visual identity is expected: cohesive colour palettes, consistent art direction, legible typography, and polished sprite animations. Screen layouts should remain uncluttered, directing the player's focus naturally and supporting an immersive, professional presentation.

Visual Design Excellence

Outstanding submissions will employ advanced Scratch capabilities (clones, pen graphics, data lists, or permitted extensions) to elevate gameplay and visual fidelity. Scripts must be cleanly organised, thoroughly commented, and optimised for smooth execution, demonstrating expert-level fluency in the platform.

Technical Mastery of Scratch

Criterion	Weight
Creativity & Originality	30 %
Game Design & Mechanics	35 %
Visual Design Excellence	20 %
Technical Mastery of Scratch	15 %

COMPETITION RULES & CODE of CONDUCT

(Applies to both Junior and Senior categories of the National Scratch Game-Development Competition)

1. **Eligibility & Registration**
   - Entrants must fall within the published age bands (Junior 10–14; Senior 15–18).
   - Registration is valid only after the online form is completed **and** the full fee is received by 12 April.
2. **Prompt & Development**
   - The official prompt will be emailed on **14 April**.

All game design, coding, and asset creation must occur **between 14 April and 21 April**.

   - Projects must be built exclusively in Scratch 3.0; external engines, AI-generated code or art, and pre-built Scratch templates are prohibited.
3. **Submission**
   - Final projects (Scratch link + one-page PDF overview) must be emailed to the organisers **no later than 23:59 PKT, 21 April**.
   - Games must load in a web browser within 20 seconds and remain functional without external plug-ins.

   Cloud variables may store scores only, never personal data.
4. **Short-Listing & Presentations**
   - The five highest-scoring entries per category will be notified by email on **25 April**.
   - Short-listed participants must deliver a 10-minute live presentation (5 min demo + 5 min Q&A) on **28 April** via the official video platform.
   - Failure to present disqualifies the entry from final ranking.
5. **Judging**

   Projects are evaluated on:
   5.1. Creativity & Originality

5.2. Game Design & Mechanics

5.3. Visual Design Excellence

5.4. Technical Mastery of Scratch

Judges' decisions are final; no appeals will be heard.

6. Awards
- Winners and runners-up will be announced on **30 April** and will receive the prizes stated in the competition brief.
- All short-listed participants receive digital certificates.

7. Content Standards
- Entries must comply with Scratch Community Guidelines and Pakistani law. Prohibited: explicit violence, hateful or discriminatory language, political campaigning, plagiarism, unlicensed or AI-generated assets, or any personal data within the project.

8. Code of Conduct
- Treat all competitors, mentors, judges, and organisers with courtesy and respect.
- Harassment, discrimination, sabotage, or unauthorised collaboration leads to immediate disqualification.
- Direct all questions to official support channels; contacting judges privately is forbidden.

Support channel: admin@tutorbees.net

General Queries: 0349-418663

9. Disqualification & Withdrawal
- Missed deadlines, rule violations, or false registration data trigger automatic disqualification without refund.
- Participants may withdraw by written notice before **25 April**; fees are non-refundable after processing.

10. Amendments

The organisers reserve the right to amend these rules for clarity, legality, or fairness; updates will be emailed to registered participants. Continued participation after notification constitutes acceptance of any revisions.

SAFETY & PRIVACY PROTOCOLS

Minimal Data, Secure Storage – We collect only name, age, Scratch ID, and guardian contact; all data is AES-encrypted, held on stored on secure servers, and erased 12 months after the event.

Official Channels Only – Updates come solely through the competition website and the registered email. Direct messaging judges or sharing personal contact details is prohibited.

Safe Submissions & Presentations – No personal info inside Scratch projects or cloud variables. Live demos (**28 April**) use encrypted links; participants appear by their name only, with a moderator in every session.

Media & Publicity – Photos or recordings are used only with opt-in consent. Public posts cite first name and age unless guardians approve full attribution.

Zero-Tolerance Conduct – Harassment or discrimination results in instant disqualification.

Withdrawal & Erasure – Participants can withdraw at any time before **25 April**; data is purged within 10 business days of a written request (fees non-refundable).

Policy Updates – Any changes are posted on the website and emailed; continued participation implies acceptance.

AWARDS

All participants would be awarded participation certificates.

	Junior Category:	**Senior Category:**
Winner:	- Certificate - Free Intro to AI course on tutorbees.net.	- Certificate 10 free sessions with a tutor on CS50: Introduction to Computer Science on tutorbees.
Runner up:	- Certificate, - Free Intro to AI course on tutorbees.net.	- Certificate 5 free sessions with a tutor on CS50: Introduction to Computer Science on tutorbees.