STEM Design Invitation
Primary Category
Game Description, Rules and Scoring

Updated: 31/08/2023

Content

A. Brief
B. Game Rules
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A. Brief

A1. Competition Theme: Smart City

A2. Team consists of two to three members.

A3. STEM Creative competition can cultivate children's self-confidence. During the competition, children can think proactively, and the team's brainpower can be stimulated. Team need to create a unique structure in the theme and using the participating works by hand. This can help children to develop strategies and methods for designing entries, STEM education includes learning by doing, all-round, problem discovery, problem solving, post-school application, and teamwork. The theme of this creative competition is "Smart City", and the participating teams are expected to think about food, clothing, housing, transportation, entertainment, etc. to show the creativity of the team.

A4. Participating age: Participating members must be 6-10 years old (birth date in 2023 season is 2013-2017).

B. Game Rules

B1. The organizer will provide a long table (180cm x 60cm) for participating teams to arrange their competition contents.

B2. Set up time for contest content: 5 minutes.

B3. Referee briefing time for contest content: 5 minutes.

B4. Implement the competition idea using SAM Labs / CAGEBOT ® / LEGO® : 5 minutes.

B5. Questions from referees: 5 minutes.

B6. Reset time for contest content: 5 minutes.

B7. Model building materials can be SAM Labs / CAGEBOT ® / LEGO® electronics and bricks. The number of motors and sensors are not limited.

B8. Do not use flame, chemicals and other dangerous substances.

B9. The organizer will not provide power supply. Please reserve the power supply by yourself.

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C. Scoring

Scoring Items	%	✓ Scoring Details
Creativity Ideas	25%	✓ Explain the concept of work ✓ Work planning ✓ Building process ✓ Programming ideas
STEM Implementation	25%	✓ The spirit of STEM for their content.
Structure and Tasks	20%	✓ Use programming and modules in accordance with creative ideas, whether to achieve the expected goals or improvements.
Overall Aesthetics	20%	✓ Combining the artistic spirit of STEM education with the overall aesthetic feeling of the entries.
Referee Question	10%	✓ The contents of the entries. ✓ The correctness, clarity, words and expressions.

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