

Canterbury DigiAwards: Digital Sandpit - Coding/Robotics



Create a digital artwork that illustrates the theme of '[manaakitanga](#)'. Use appropriate platforms and applications to create your entry. For resources: select **Coding/Programming, Robotics** in the drop-down menu on Grow Waitaha – [Supporting Resources](#).

Entry Title:				
Entry Link:				
Entered by:				
School:				
Category: (Please cross out/circle one)	<table><tr><td>Year 1-3</td><td>Year 4-6</td><td>Year 7-8</td></tr></table>	Year 1-3	Year 4-6	Year 7-8
Year 1-3	Year 4-6	Year 7-8		

Project Explanation

(Please write an explanation about your project. What did you do? How did you do it? Who did what? This gives judges a much better understanding of why you made this entry. (No more than 100 words.)

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- Expert:** Has a great deal of knowledge or skill in a particular area.
Practitioner: Has knowledge or skill in a particular area.
Apprentice: Is developing knowledge or skill in a particular area.
Novice: Has just started to develop knowledge or skill in a particular area.

Please note: The bullet points outlined below are to help guide you in creating your entry and will inform the judges when marking your entry.

Area	Criteria	Expert 20pts	Practitioner 15pts	Apprentice 10pts	Novice 5pts
1.Design	<p>Student/s use design elements to create an entry that:</p> <ul style="list-style-type: none"> • has attention to detail; • is robust and reliable; • reflects a clear design strategy, e.g. students worked together to develop robot programming; (This can be explained further in the Project explanation); • is designed for a clear purpose; • has programming that is clearly written, documented and easy to understand. 				
2.Technical	<p>Student/s use technical elements to make an entry that:</p> <ul style="list-style-type: none"> • is functional; • has been tested; • has used elements of coding/programming to make the robot work (This can be explained further in the Project explanation); • has been constructed to a high standard and is robust. 				
3.Creativity	<p>Student/s make an entry that:</p> <ul style="list-style-type: none"> • is original – different from something people might normally see; • is imaginative – demonstrates a variety of ideas or a novel approach; • demonstrates a creative process, e.g. ways of exploring, working together, applying different techniques. (This should be evident in 				

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	the final product, but can otherwise be explained in the Project explanation .)				
4.Theme development	<p>Student/s make an entry that reflects the theme of Manaakitanga (Hospitality, kindness, generosity, support - the process of showing respect, generosity and care for others), that:</p> <ul style="list-style-type: none"> • clearly demonstrates aspects of this theme; captures the essence or wairua of manaakitanga; • attempts to inform others about aspects of manaakitanga or compels them to find out more about it. 				

Comments:	Total Points: /80

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Entry criteria

- All entries must reflect the key theme of Manaakitanga
- Entries for the following categories – Digital Art, Video – Storytelling, Documentary and Music video must be submitted in one of the following formats (no other formats will be accepted) - Jpeg, png, pdf, .mov, .m4v and .mp4.
- Digital sandpit entries must not be source files. They must be able to be viewed independently on a mac or pc i.e. a published in a self contained file or accompanied with a player or instructions for viewing.
- All images must be student or teacher created or adhere to creative commons.
- All entries must have content suitable for viewing by ALL primary school children
- Age groups for categories will be NE - Yr 3, year 4-6, year 7-8