



SCRATCH X FINANCIAL LITERACY: SPENDING WISELY

OFFICIAL CHALLENGE BOOKLET

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1. INTRODUCTION

1.1. ABOUT: STEM WORLD COMPETITION

STEM World Competition is a platform that hosts both national and global robotics and coding challenges. We have hosted competitions with international partners including *Microsoft Minecraft, Matatalab, Sphero, Boson* and many other industrial partners since 2014.

1.2. WHAT IS FINANCIAL LITERACY

Financially literate consumers not only manage money with more confidence, but also have a better chance of handling the inevitable ups and downs of their financial lives by understanding how to prevent and manage issues as they arise.

That can mean keeping a close eye on their bank and credit card accounts so they're aware of potential fraud as soon as possible or being able to recover from a costly unexpected car repair quickly thanks to ample cash savings. On the other hand, financial literacy can help consumers save diligently for important life events, such as a much-needed vacation or for children's tuition fees.

Here are some ways how being financially literate can change your life:

- Understanding of how much you earn and spend.
- Financial stability — Repay and avoid debt.
- Protect yourself from debt and bankruptcy.
- Work towards a secure retirement.

1.3. SCRATCH X FINANCIAL LITERACY: SPENDING WISELY

Theme: Spending Wisely

Challenge: Students will be tasked to create an innovative game with an engaging storyline and activities that elaborate on or revolves around fundamental financial literacy concepts. A focus onto 1-2 key concepts is encouraged for clarity of thought.

As a starting point, some guiding questions are:

- How can individuals develop effective strategies for spending wisely and improving their financial literacy?
- What are the key principles and strategies that individuals should consider when making financial decisions to ensure they are spending wisely?
- How can individuals evaluate their spending habits and identify areas where they can make wiser financial choices to achieve their long-term financial goals?

2. CATEGORIES

There are 2 main categories for Scratch x Financial Literacy:

Main Category	Level of Education
Category A	Lower Primary (Primary 1-3)
Category B	Upper Primary (Primary 4-6)

Each team should be comprised of **ONE (1) to TWO (2)** members.

3. GENERAL RULES

- Registration ends on **30 Sept 2023**.
- Teams can register online at: <https://www.stemacademy.sg/competition>
- \$50 registration fee applies for all MOE schools and public teams.
- Participants must be full-time registered students of a school of the correct level for the category they are registering for. They are not allowed to register in categories higher or lower than their educational standard, i.e. Lower Primary school students are not allowed to participate in Category B.
- Participants will be notified upon successful registration within one week of registration submission.
- The STEM World Competition organizing committee reserves the right to amend rules and regulation at their own discretion and is responsible for final judgement calls.
- Full competition details can be accessed on the official event website: <https://www.stemacademy.sg/scratch-financial-literacy>
- For any specific queries regarding the competition, please send an email with the title addressed to the relevant category (e.g. <CAT A> Clarification about General Rules & Regulations) to the following email address: inquiry-sg@epasia.cc

4. ENTRY REQUIREMENTS

- Each team should submit 1 video and their sb.3 code
- Video requirements
 - Include self-introduction of team members (mentors can be excluded)
 - A screen recording of your Scratch program should be incorporated into the video. To encourage creative editing, no limits will be imposed onto editing styles.
 - Present and explain the logic behind your Scratch program, ensuring a clear connection to the main theme is established.
- Submission instructions
 - Step 1: Record video submission
 - Step 2: Upload video on Youtube
 - Step 3: Save video Link and Scratch project into their Google Drive account
 - Step 4: Go to <http://stemacademy.sg/competition-submission> > Fill up the form and submit your Google Drive link

5. COMPETITION SCHEDULE

Minecraft STEM World Competition 2023 official schedule is as follows:

Date	Event	Venue
3rd July 2023	Registration Opens	-
10th July 2023	Challenge Announcement	Online
Sept 2023	Scratch Coding Fundamental Workshop	Face to Face
30th Sept 2023	Closure of registration date	Online
18th Oct 2023	Submission of Video Entry	Online
25th Oct 2023	Awards Presentation Ceremony	Online

In the event of new schedule updates, participants will be informed by 1st Sept 2023, latest.

6. AWARDS

- Cash vouchers are awarded to top winners.
- e-Certificates will be granted to non-award winners.

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