



Competition Guide

Intro

Welcome to the LSC Challenge, a creative coding competition for young builders aged 7–12 aimed to invite young minds to explore their creativity, critical thinking, and digital skills with coding. More than just a competition, it is a journey from your first block of code to the final showcase!

Overview

The LSC Challenge is an annual event where students create and tackle age-appropriate coding projects using **Scratch** and **Python**. Held during the year-end period, it gives young coders a fun, competitive environment to apply their computational skills to real-world issues and environmental topics.

Alignment with UN Sustainable Development Goals (SDGs)

The LSC Challenge integrates targeted United Nations Sustainable Development Goals (SDGs) into its theme and project briefs in U8 and U10 categories, encouraging participants to build purpose-driven code:

- **SDG 12: Responsible Consumption and Production** – Encourages participants to design projects that explore waste reduction, recycling mechanics, smart resource usage, and sustainable habits through interactive storytelling and game logic.
- **SDG 15: Life on Land** – Inspires coders to address terrestrial ecosystem protection, deforestation awareness, and wildlife conservation through interactive animations, dynamic environments, and algorithmic problem-solving.



Description & Format

The challenge focuses on algorithmic logic, creativity, and problem-solving, with projects evaluated against the 2026 theme requirements and specific technical goals for each group.

Format: Evaluation is 100% based on the final live submission within a 120-minute window. Speed does not matter, and finishing early gives no competitive edge. Instead, judges evaluate how beautifully participants build, troubleshoot, and polish their projects.

Categories

- **U8 Explorer (Ages 7–8 | Scratch):** Bringing imaginative animations and interactive stories to life. Students focus on foundational block coding, creative world-building, and essential logic loops.
- **U10 Builder (Ages 9–10 | Scratch):** A dynamic arena for intermediate coders to design multi-level games with advanced mechanics. Students showcase their mastery of variables, broadcast messaging, and clever visual debugging.
- **U12 Creator (Ages 11–12 | Python):** A challenging text-based track where analytical thinkers tackle a series of progressive logic puzzles. Students test their real-world coding agility through clean syntax, data structures, and rapid problem-solving.

Rules

- Participants must complete their final submissions live within the designated 120-minute window.
- To maintain the integrity of the competition and prioritise student-led learning, the use of Artificial Intelligence (AI) tools to assist in project completion is strictly prohibited.
- Projects must be created from scratch during the competition session; no pre-written code files or cheat sheets are allowed.

Important Dates (LSC 2026 Season)

- **17 August:** Registration Opens
- **2 November:** Start of Training Workshops (optional 1-hour prep guidance available)



- **2 December:** Competition Starts
- **21 December:** Final Results Announcement
- **Second week of January 2027:** Showcase / Award Ceremony

Awards

- All participants receive certificate eligibility as part of their registration.
- A special showcase and award ceremony is held in 2027 to celebrate the achievements of our top-performing young coders.

Registration

- **Fee:** Standard Registration is S\$40. This includes access to the platform, the judging rubric, and certificate eligibility.
- Interested parties can register online via the official LSC website at <https://lsc-challenge.org>. Please ensure that you have your student's details ready for the sign-up process.

Contact Information

For any inquiries regarding the competition (age groups, rules, judging, and results):

- **Email:** enquiry@lsc-challenge.org
- **Location:** 545 Orchard Rd, #16-07A Far East Shopping Centre, Singapore 238882
- **Website:** <https://lsc-challenge.org>