



ISA CODING COMPETITION

Open to KS2 - KS5



DEADLINE

Thursday 22 April 2027

isaschools.org.uk | isaarts@isaschools.org.uk
Competition open to ISA Members Schools only

Supported by

CODE
To The Future

This competition is encouraging pupils to explore their creativity, communication, collaboration and critical thinking through their coding skills.

Year Groups and Eligibility

Only schools whose Head is a Member with ISA are eligible to enter ISA competitions. Any pupils competing must be on the main school's admissions register on the date of the event.

Our year groups follow the UK National Curriculum. For guidance on selecting the correct year group for your student(s), please refer to the UK system [here](#). When completing your application, please enter students according to the UK year group, even if your school uses a different age or stage structure.

Access and Inclusion

At ISA, we are committed to making our opportunities as accessible as possible. We warmly welcome applications from all students, including those with learning difficulties or disabilities.

If a student (including those with an EHCP or on the SEND register) is working at a level that does not align with their chronological year group, or if your school prioritises developmental stages, skills, or personalised progression rather than fixed year groups, please do get in touch with us at the following email address hannah.lovegrove.campion@isaschools.org.uk. We are happy to discuss individual circumstances and advise on the most appropriate way to apply.

Accessible Formats

Alternative formats of these guidelines are available on request. Please let us know as early as possible if you require this, so we can provide the information in a format that works for you.

Judging Criteria

- Creativity and innovation
- Artistic
- Technique
- Effort and motivation

Free Coding webinar

We are delighted to have the support of Code to the Future for the competition again this year.

Code To the Future is the leader in Computer Science Immersion and seeks to provide all students with an opportunity to experience coding and computer science in a way that is both fun and engaging. Their solutions create dynamic, project-based learning opportunities where students develop the essential 21st-century skills of creativity, communication, collaboration, and critical thinking.

Code to the Future will offer a **free webinar to all our members' schools on Thursday 24 September 2026 at 4pm**, to learn more about how to use the coding language and get some guidance on how to work your submissions for the ISA Coding Competition.

If you have any questions, please contact isaarts@isaschools.org.uk

HOW TO ENTER

Entries must be submitted via the online form on the ISA website [here](#) by **Thursday 22 April 2027** at the latest. Please note you will need to be logged in to your account to access the entry form.

Each entry should come in two parts:

1. **A link to the project or video demonstrating the project** (5 minutes maximum):

URL links should be embedded in the summary, demonstrating playing their project or how it works.

A working URL link must be given for the video and accessible for at least 3 months, without a required password. ISA will not accept any files to download or links via SharePoint. Please ensure to check the sharing permissions with your school:

- YouTube videos will need to be **unlisted**
- Vimeo videos will need to be **unlisted** and **age rated**
- Google Drive will need to be set to **anyone with the link**
- OneDrive needs to be set with a **share link to anyone**

The videos are only for judging purposes and will not be shared elsewhere

2. **A summary to explain the project on a word document or PDF** (500 words max – no minimum):

To demonstrate the process, explore the project, highlight the stages, and introduce the design and the outcome.

For entries, all files need to be submitted with the **school's name followed by the student's name or group name e.g. SchoolName_JohnSmith**. This helps us identify clearly each student's entry that has been submitted.

COMPETITION CATEGORIES

Schools can submit a **maximum of 4 entries per category as below**. Any entry can be individual (each student can submit only one project), or a group of a maximum of two pupils. Therefore, all schools can submit **12 entries in total**.

We encourage schools to run a competition in house and submit their best projects.

Pupils will be required to use the relevant coding language for their year group category below.

Junior (Year 3 to 6) - Scratch: <https://scratch.mit.edu/>

Middle (Year 7 to 9) - Scratch: <https://scratch.mit.edu/> or Python: <https://www.python.org/>

Senior (Year 10 to 13) - Scratch: <https://scratch.mit.edu/> or Python: <https://www.python.org/>

Rules

- **Format:** Submissions should be Games or Digital stories.
- Projects can include challenges, scores, levels, goals, mazes, action, walls and gravity etc.
- Projects that involve **violence are NOT acceptable** in this competition. This includes fighting, machine or animal fights, graphic wording, harm toward anything living and blood.
- Entries can be individual, or a group of maximum two pupils.
- Mixed age groups must be entered into the oldest pupil's year group.
- Entries can be presented in any language, provided an English translation is given.
- Entries must follow technical and creative requirements set out in these official rules and guidelines.
- Entries previously submitted to ISA Arts Competitions will not be accepted.
- **AI generated entries will not be allowed in the competition.**
- Teachers may support the pupils; however all entries must be the participants' original work created by themselves, which have never been published.