ISA
Coding Competition

Supported by

CODE To The Future

Open to KS2 - KS5

DEADLINE
Tuesday 10 March 2026

Competition open to ISA Members' schools only
Visit the ISA website for more information

isaschools.org.uk | isaarts@isaschools.org.uk

ISA ARTS

This competition is encouraging pupils to explore their creativity, communication, collaboration and critical thinking through their coding skills. Open to Key Stages 2-5.

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 25 September time TBC**, to learn more about how to use the coding language and get some guidance on how to work your submissions for the ISA Coding Competitions.

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.

Open to Year 3 to 13. Schools can submit a maximum of four entries per year group. We encourage schools to run a competition in house and put through their best projects. Our year groups are based on the UK national curriculum, for more information and to check the correct year group for your students see here. Please ensure you enter pupils according to the UK system, even if your own school's age group system differs.

At ISA, we are committed to making our opportunities accessible, we welcome applications from all pupils, including those with learning difficulties or disabilities. If your pupil(s), those with an EHCP or on the school's SEND register, are working at a level that differs from their age group's key stage, or if your school or student focuses on development and skills rather than year groups, please contact us.

Alternative formats of these guidelines are available on request. Please notify us at the earliest opportunity so we can provide the document accordingly, if required.

Year Groups

Schools can submit a maximum of four entries per year group. We encourage schools to run a competition in house and put through their best projects. (Please note that some year groups might be combined for the judging process).

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

- Year 3 - **Scratch:** https://scratch.mit.edu/
- Year 4 - **Scratch:** https://scratch.mit.edu/
- Year 5 - **Scratch:** https://scratch.mit.edu/
- Year 6 - **Scratch:** https://scratch.mit.edu/
- Year 7 - **Scratch:** https://scratch.mit.edu/ OR **Python:** https://www.python.org/
- Year 8 - **Scratch:** https://scratch.mit.edu/ OR **Python:** https://www.python.org/
- Year 9 - **Scratch:** https://scratch.mit.edu/ OR **Python:** https://www.python.org/
- Year 10 - **Scratch:** https://scratch.mit.edu/ OR **Python:** https://www.python.org/
- Year 11 - **Scratch:** https://scratch.mit.edu/ OR **Python:** https://www.python.org/
- Year 12 - **Scratch:** https://scratch.mit.edu/ OR **Python:** https://www.python.org/
- Year 13 - **Scratch:** https://scratch.mit.edu/ OR **Python:** https://www.python.org/

How to enter

Entries must be submitted via the online entry form here on the ISA website by at the latest.

Each entry should come in two parts:

1. **A link to the project or video demonstrating project:** Please make sure that your videos are accessible to view by anyone with the link. 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' and OneDrive needs to be set with 'share link' to 'anyone'. (5 minutes maximum).

2. **A brief 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.

Judging process and criteria

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

Rules

- Format: Submissions should be Games or Digital stories.
- Projects can include challenges, scores, levels, goals, mazes, action, walls, 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).
- Videos must not exceed 5 minutes.
- Teachers may support the pupils however every entry must be created by the pupils themselves.
- Entries can be individual, or a group of maximum two pupils.
- 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.
- While we recognise the potential benefit of AI, we kindly request that participants are using it for inspiration and support and in line with their schools policies on its use, rather than using it to generate their projects. Please include details about the process of using AI under "any special circumstances" box if applicable, so judges are aware.

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