



'Shaun the Sheep: Mission to Space' Competition

Brief:

code club

Complete our special Shaun the Sheep Scratch project, 'Shaun the Sheep: Mission to Space', to create an animation that tells a story about Shaun's mission to get his new alien friend Lu-La back home.

Entries will be judged on:

- How well they tell a story
- Coding skills
- Creativity
- How well you follow the project instructions

We're looking for creative entries that go above and beyond! Show us how you can change the project by telling an interesting story about Shaun the Sheep and adding your own code.

You can find a link to the project at **rpf.io/shaun-project** To send us an entry, use the submission form at **rpf.io/shaun-enter**.

The closing date of the competition is **Friday 1 November**.

4 things to remember

- Your animation must be 20–59 seconds long
- Young people can work on their entries individually or in groups of up to three



• Entries will be judged in two age categories: Age 11 and under, and Age 12 and above. For groups of two or three children, an average age will be calculated to decide the category of your submission

Dos

Make sure you complete each step of the special Shaun the Sheep Scratch project, and remix it to add your own creative twist.

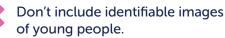
 Get parents'/guardians' permission for Code Club to share the entries (for all young people who worked on them).

Check the rules on **rpf.io/shaun** before submitting any entries.

Share your entries with us on Twitter using **#ShauninSpace**.

Don'ts

- Don't submit more than one entry per young person/group.
- Don't use copyrighted music or images in your entry, except for the Shaun the Sheep assets we provide.



- Don't use inappropriate images,
- e.g. images that contain violence.

www.codeclub.org

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