Canterbury DigiAwards 2016
Category: Digital Sandpit

Do you enjoy playing in a digital sandpit — robotics, coding, app development, games, digital worlds, exploring the digital maker culture? This category has been created for innovative kids to show off their latest digital creations and learn from the creations of others.

Digital Sandpit judging sheet					
Entry title					
Entered by					
School					
Category (circle one)	Year 1-3 Year 4-6 Year 7-8				
Project explanation	Please write an explanation of the process of the project. How did the project come together, what learning occurred, who did what? This gives judges a much better understanding of why you made the project. No more than 100 words.				
Your technology-based DIY product or maker creation must be relevant to this year's theme "Be the Change", and entice the audience to play. The digital sandpit category will be judged according to the following three aspects — compelling, technical and creative. Each aspect can be awarded a maximum of 8 points.	**Expert: 8 pts**	**Practitioner: 6 pts**	**Apprentice: 4 pts**	**Novice: 2 pts**
Novel applications of technologies have been used					
Exceptional artisan spirit and perseverance in prototyping					
High level of knowledge, abilities and skill are evident in your product					
Technology has been creatively and effectively explored					
A high level of quality thinking and problem solving is apparent					
Outstanding skill in developing the product/creation is evident					
Imaginative skill in the 'digital sandpit'					
New knowledge and skills to help develop creation					
Evidence of prototype testing with an authentic audience					
Several versions of prototypes have contributed to the final product					
Comments:	**Total points:** **/80**				