

STEM Club / Robotics League Registration Handbook-1

2022 Season
September 2022 to June 2023

Program Costs

STEM Club - \$3000 / month

Library STEM Club - \$1000 / month

National Library STEM Club - Free

(sponsored by US Embassy)

Learning Pods STEM Clubs (existing) - Free

New Learning pod STEM Clubs - \$2000/mth

Schools STEM Clubs - \$2000/mnth

Private STEM Clubs - \$3000/mnth

Summary

All clubs activity will be managed using this software, therefore all club leaders will need to be trained to use it. This software will;

- 1- Allow for registration of all orgs, clubs, coaches, players & judges
- 2- Make all lesson plans for club meetings available
- 3- Manage all announcements for players & coaches
- 4- Allow all teams to participate in the national STEM competitions
- 5- Make all competition challenges available to players & coaches
- 6- Allow for upload of all challenge responses & for scoring of each
- 7- Allows all players to increase points by answering quizz
- 8- Determines winners of each round and moves winners into subsequent rounds of competition

Overview

1. The national robotics competition will include more than 60 teams from clubs in 10 regions across Guyana.
2. The 1st two rounds of competition will be a virtual competition where teams will respond to challenges and compete against teams within their own NDCs and 2nd round, their regions.
3. The final round of competition, the top number 1, 2 and 3 teams for each region will come to Georgetown to compete in the national finals, where team members will work to build and program robots based on challenges with no help from coaches.
4. The final winner will be declared.
 - Players for the Caribbean robotics competition will be chosen from among the teams that compete in the national finals.

Guidelines

- 1 - K12youthcode staff will manage both the national and caribbean competitions
- 2 - A challenge will be entered every Friday and all teams will be given 7 days to upload their response video.
- 3 - Each organizations will be required to create a youtube account, where each of their team will upload their video challenge response in a **1 minute or less** video every week.
- 4 - Judges (overseas) will score all videos over the weekend and release scores by Monday of each week

Guidelines - cont'd

5 - There will be three rounds of competition. Teams will be knocked out in each round.

6 - There will be 3 challenges in round 1

7- There will be 2 challenges in round 2

8 - There will be 1 challenge in round 3 [Final round]

9- Each organization may sign up as many coaches as they wish

10 - Each coach may sign up as many teams as they wish

11 - Each team is allowed a max of 5 players

MODULES

Modules Of League Management Software

Admin module - Managed by k12youthcode.com administrators

Judges module - Overseas judges will score challenge responses

Organizations - ORGANIZATIONS MUST REGISTER FIRST {before coaches and players} **[TWO DIFFERENT EMAILS ARE REQUIRED FOR ORGANIZATION AND COACH]**

Coaches module - Coaches select ndc, region, organization, etc to register within the system. Please IMMEDIATELY write down your email and password.

Player's module - Players will select ndc, region, organization, etc to register within the system. **PLAYERS LOG IN WITH PHONE NUMBER AND PASSWORD**

REGISTRATION

Registration Organization - DO THIS FIRST!

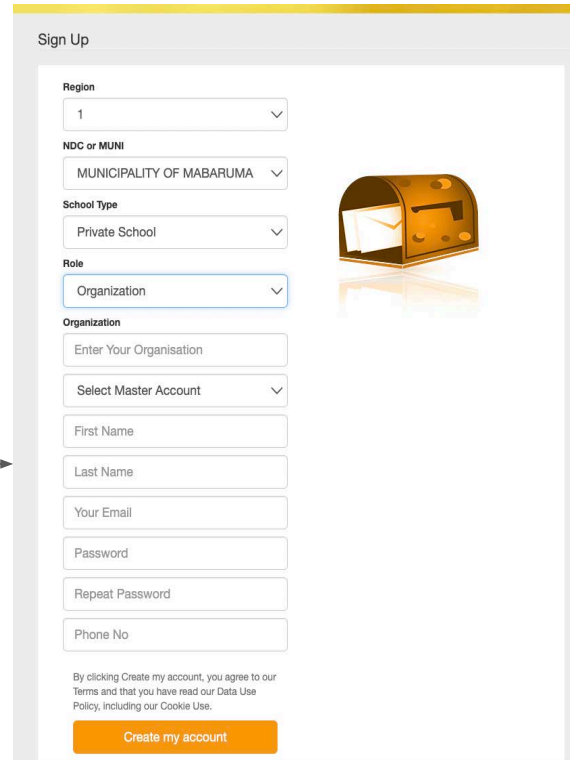


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"Unlocking the World-class Potential of
Guyana's Youth"

Guyana's First National Scratch Programming & Robotics Competitive Leagues

REGISTER



Sign Up

Region
1

NDC or MUNI
MUNICIPALITY OF MABARUMA

School Type
Private School

Role
Organization

Organization
Enter Your Organisation

Select Master Account

First Name

Last Name

Your Email

Password

Repeat Password

Phone No

By clicking Create my account, you agree to our Terms and that you have read our Data Use Policy, including our Cookie Use.

Create my account

Register organization first

Complete form and submit

Registration Organization - Cont'd

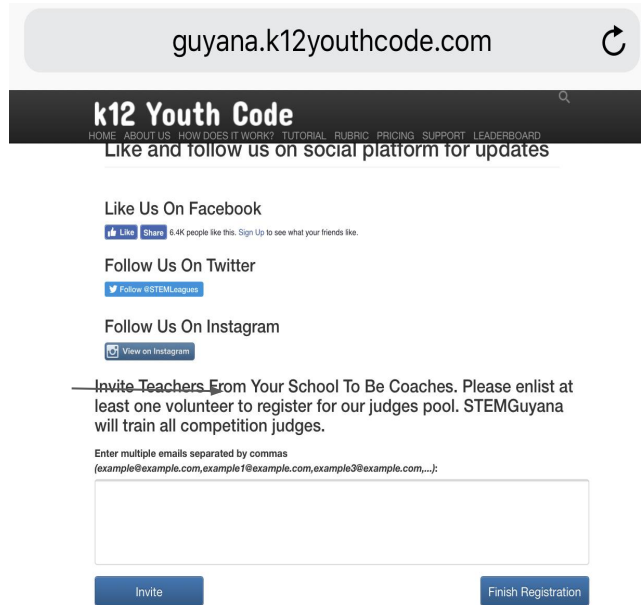


Thank You For Registering Your Organization!
Your next steps are as follows:

1. Identify STEM club coaches and schedule them for training with STEMGuyana. STEMclub coaches will be trained in teaching Robotics, Scratch Programming and Navigation of the League IT Platform.
 2. We recommend that clubs meet afterschool or on Saturdays, one day each week. After your coaches are trained, clubs may take the following month to walk their students through Scratch Tutorials or Robotics Tutorials. [available online]
 3. All coaches must sign up on the IT platform [This will usually be done during coach training]
 4. Coaches will encourage all players to sign up online. League dues are \$1000 GY per player for the season. We will be accepting dues via GTT Mobile Money (MMG) or you may drop them off at our clubhouse (Cott Anderson Sports Hall). This cost covers league participation for the entire season.
 5. Winners of their NDC leagues, will move on to regional and national competitions.
- Note:**
*There is no limit to the number of coaches allowed to represent an organization.
*Each team is limited to only 5 players.
*There is no limit the number of teams each coach can manage.
*There is no limit to the number of players registered for each organization.
*There are NO academic prerequisites (GPA, etc.) for participation in the League.

[Click here to continue](#)

You'll see this screen [click to continue]

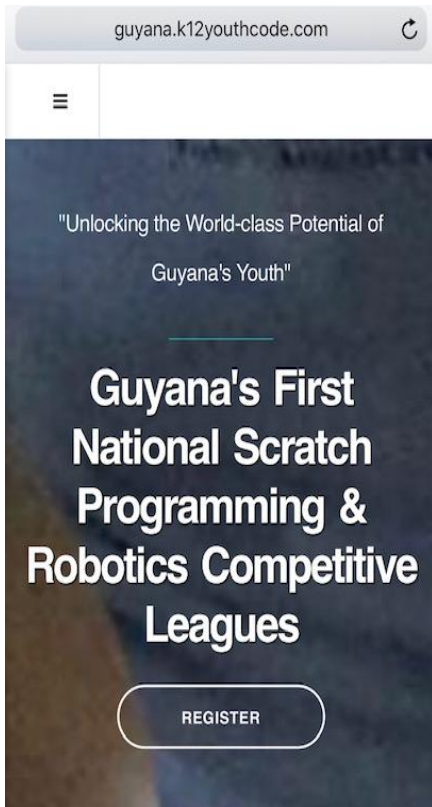


Then this screen. Follow us on social media. Click button [FINISH REGISTRATION]

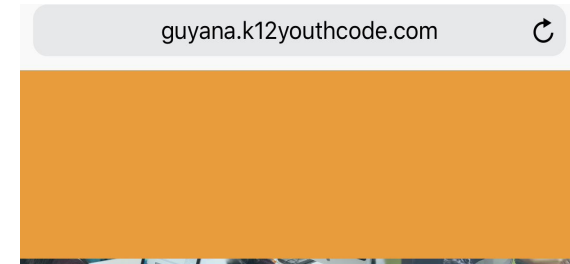


Test Login

Registration Coach - ORGANIZATION MUST BE REGISTERED FIRST!



The screenshot shows the 'Sign Up' form. The form fields are: Region (dropdown menu with '1' selected), NDC or MUNI (dropdown menu with 'MUNICIPALITY OF MABARUMA' selected), School Type (dropdown menu with 'Private School' selected), Role (dropdown menu with 'Coach' selected), Organization (text input field with placeholder 'Enter Your Organisation'), Select Master Account (dropdown menu), First Name (text input field), Last Name (text input field), Your Email (text input field), Password (text input field), Repeat Password (text input field), and Phone No (text input field). There is an illustration of a mailbox. At the bottom, there is a small disclaimer: "By clicking Create my account, you agree to our Terms and that you have read our Data Use Policy, including our Cookie Use." and a large orange button labeled "Create my account".



The screenshot shows the 'Sign In' form. It has a blue header with the text "Sign In". Below the header are two input fields: "username or email" and "password". There is a green button labeled "Login". At the bottom, there is a link: "Don't have an account! [Sign Up Here](#) [forgot password ?](#)".

http://guyana.k12youthcode.com Complete, select same org, click 'create my account'

Log in to test

Registration Player - Organization & Coach must be registered first!!!

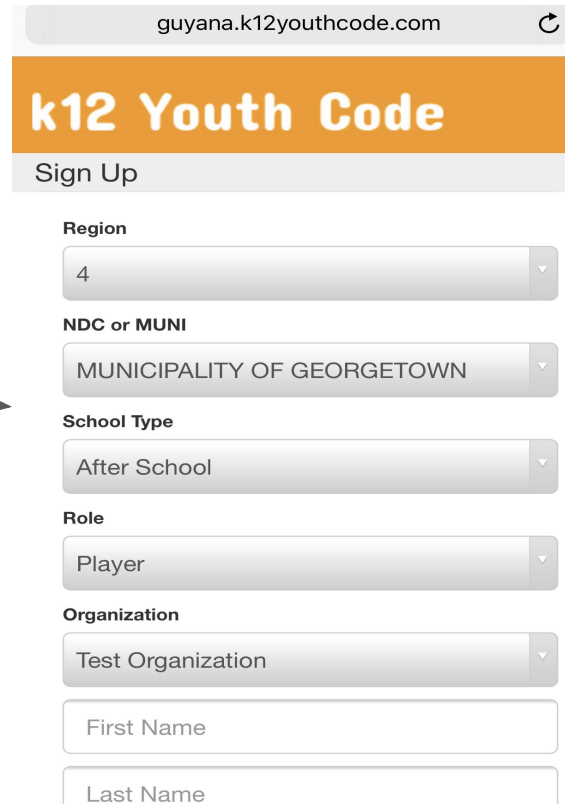


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REGISTER



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k12 Youth Code

Sign Up

Region
4

NDC or MUNI
MUNICIPALITY OF GEORGETOWN

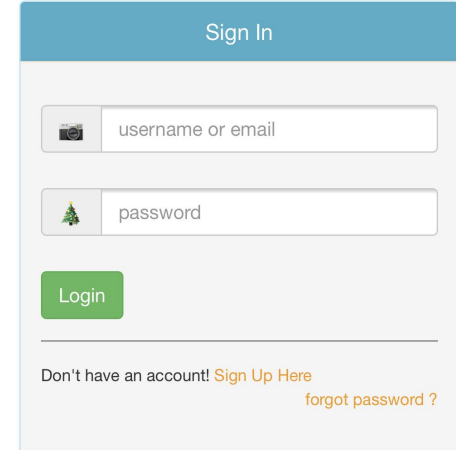
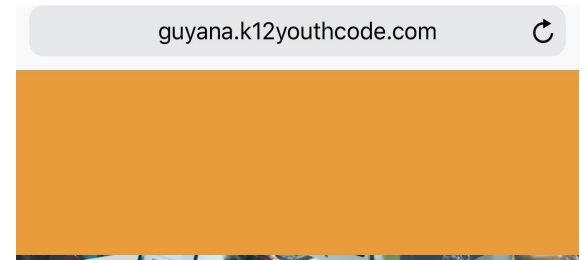
School Type
After School

Role
Player

Organization
Test Organization

First Name

Last Name



Sign In

username or email

password

Login

Don't have an account! [Sign Up Here](#) [forgot password ?](#)

http://guyana.k12youthcode.com

Register

Test login [Phone number and password]

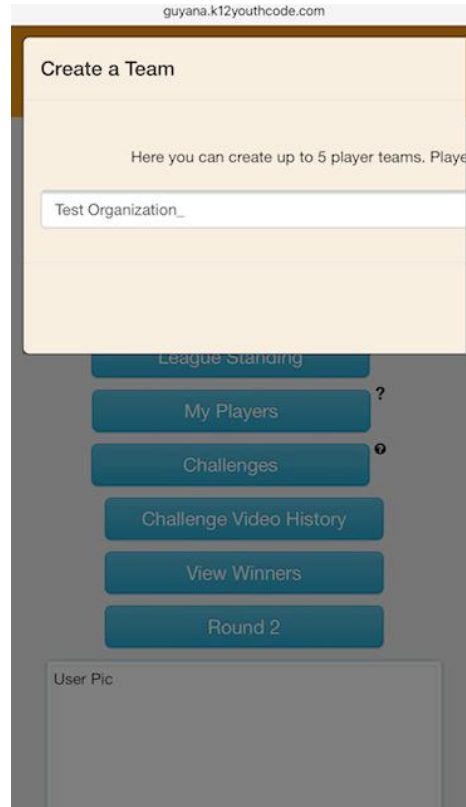
COACH

MAKE PLAYERS ACTIVE

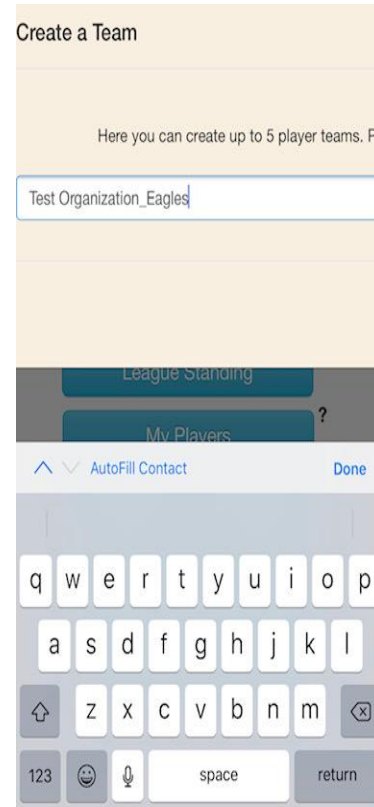
Coaches - Create Your Teams [Step 1]



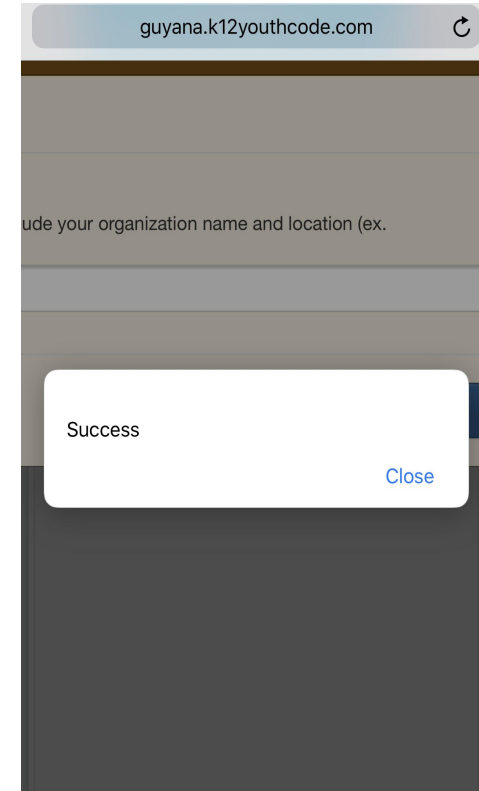
Click on “create team”



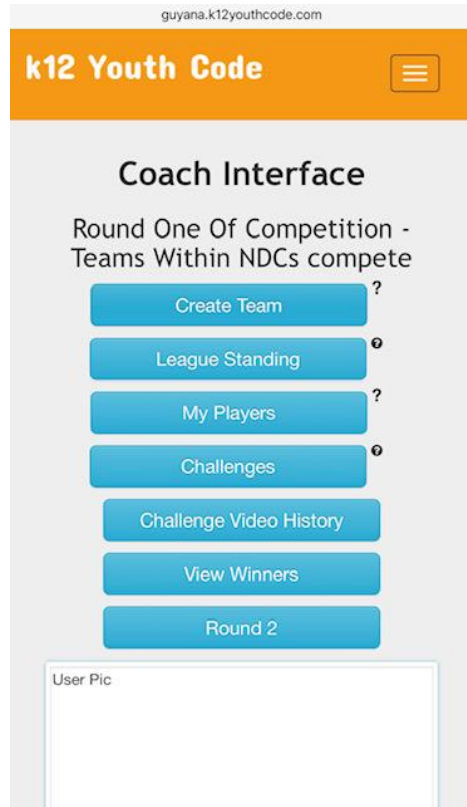
Add team name after _



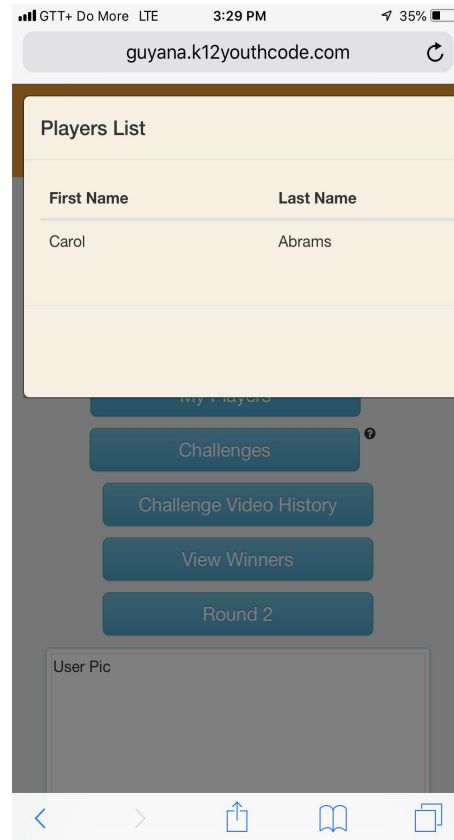
Scroll to the right and click “SAVE”



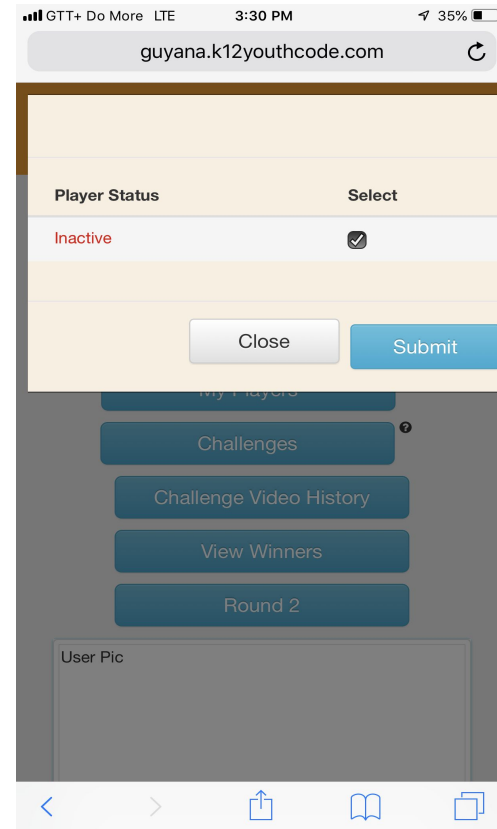
Coach - Make Players Active [Step 2]



Select "My Players"

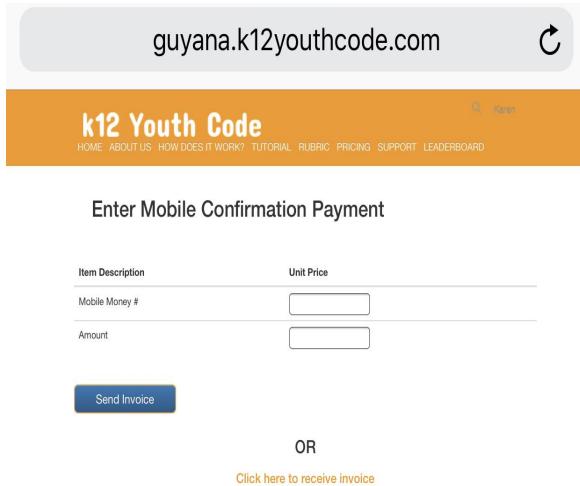


You will see list of players registered



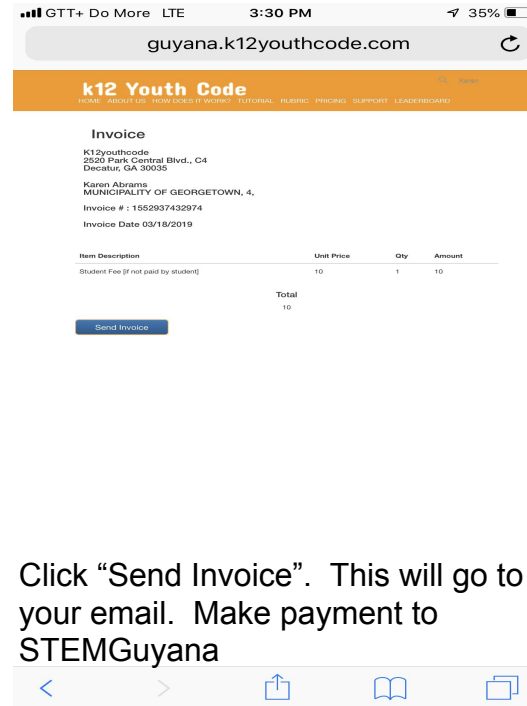
Check box to make players active

Coach - Make Players Active [cont'd]



The screenshot shows a desktop browser window with the URL `guyana.k12youthcode.com`. The page header is orange with the text "k12 Youth Code" and a navigation menu: HOME ABOUT US HOW DOES IT WORK? TUTORIAL RUBRIC PRICING SUPPORT LEADERBOARD. The main heading is "Enter Mobile Confirmation Payment". Below this, there are two input fields: "Mobile Money #" and "Amount". A blue "Send Invoice" button is positioned below the fields. At the bottom, the text "OR" is followed by a link: "Click here to receive invoice".

Players will each have to pay 1st month's fee. If they paid by mobile money, enter info above, otherwise click "Click here to receive invoice"



The screenshot shows a mobile browser window with the URL `guyana.k12youthcode.com`. The page header is orange with the text "k12 Youth Code" and a navigation menu: HOME ABOUT US HOW DOES IT WORK? TUTORIAL RUBRIC PRICING SUPPORT LEADERBOARD. The main heading is "Invoice". Below this, the following information is displayed: "K12youthcode 2520 Park Central Blvd., C4 Decatur, GA 30035", "Karen Abrams MUNICIPALITY OF GEORGETOWN, 4.", "Invoice # : 1552937432974", and "Invoice Date 03/18/2019". A table with the following columns: "Item Description", "Unit Price", "Qty", and "Amount" is shown. The table contains one row: "Student Fee (if not paid by student)" with a unit price of 10, a quantity of 1, and an amount of 10. A "Total" row shows a total amount of 10. A blue "Send Invoice" button is located below the table. At the bottom of the screen, there are navigation icons: a back arrow, a forward arrow, a share icon, a book icon, and a folder icon.

Click "Send Invoice". This will go to your email. Make payment to STEMGuyana

Player will be successfully registered.

Now you will be able to add players to teams which you've created.

COACH

ADD PLAYERS TO TEAMS

Coach - Add Players To Teams [Make players active first]

Close Add Player

My Teams

Team Name	Upload Challenge Video	Players ?
Test Organization_Eagles	Upload Videos	Players

Challenge

Challenge	Start Date	End Date	Challenge Text
Climate	2018-	2018-	Recently you may have s usual. This is because of period of time. This week

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Players

Add New Players

Carol

My Teams

Team Name	Upload Challenge Video	Players ?
Test Organization_Eagles	Upload Videos	Players

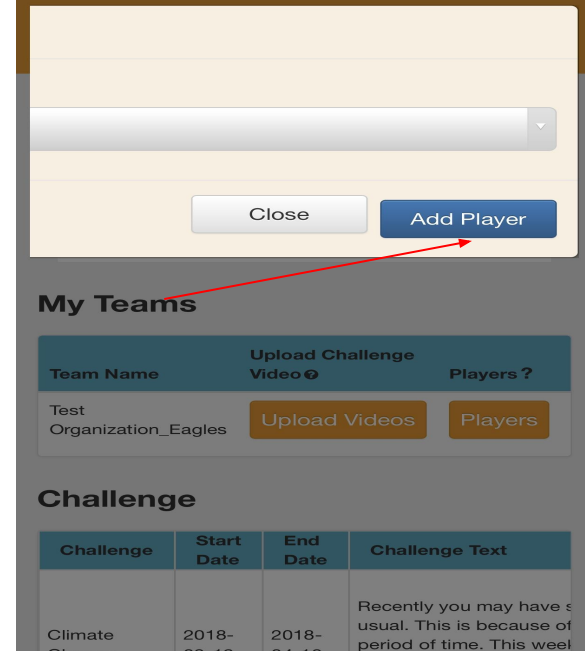
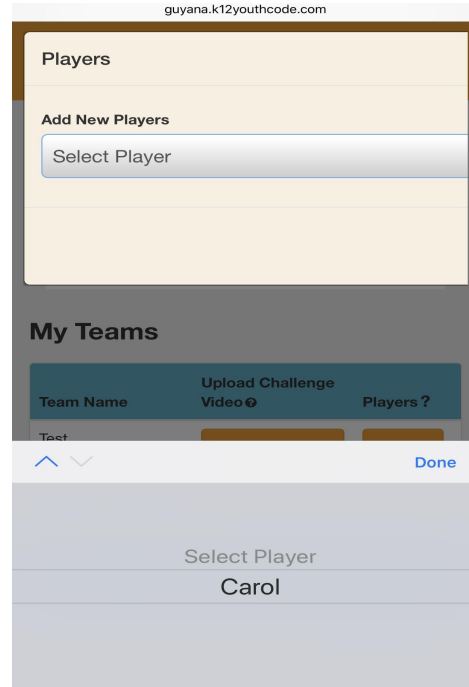
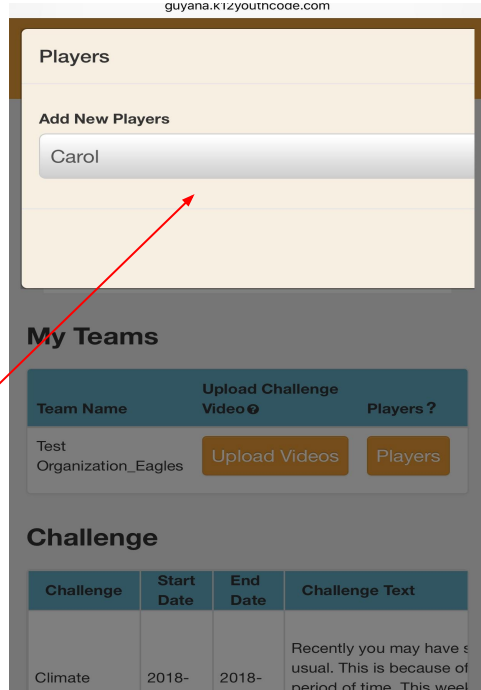
Challenge

Challenge	Start Date	End Date	Challenge Text
Climate	2018-	2018-	Recently you may have s usual. This is because of period of time. This week

Scroll down to “My teams”,
click on players”

Click on “Player” and select name
of player.

Coach - Add Players To Teams - Cont'd



Select player from list

Screen will appear like this

Scroll to right and select "Add Players"

Repeat to add each player to team