Canadian Minecraft Challenge 2022

Blocklympics Success Criteria (Grade 3-5 Stream)

Medal Design	Students were asked to design the MEDALS for the Blocklympic and Parablocklympic Games.			
Success Criteria	Gold (4)	Silver (3)	Bronze (2)	Bedrock (1)
Built For All	Students have included most of the biomes, the Parablocklympics, a depiction of winning, and a bit of the local culture.	Students have included a few biomes, the Parablocklympics, a depiction of winning but are missing a piece about the local culture.	Students have included a depiction of winning but there is little added for the biomes and local culture.	Students have created a design that is absent of any representation of the biomes, winning or local culture.
How It Looks	Students have created a clean and uncluttered design with ample gold showing.	Students have created a clean design which is uncluttered but could have had more gold showing.	Students have a clean design, but it is cluttered and shows little gold.	Students have created a design that is very cluttered and shows little to no gold of the medal.
Thought and Cool New Ideas	Students have incorporated cool ideas like using both sides of the medal, 3D effects, and light.	Students have included some cool features like light or 3D, but the medal is single-sided.	Students have one single cool feature on a single-sided design.	Students have created a standard medal with no extra cool features on a single-sided design.
Video Explanation	Students speak clearly and mention the theme of their medal as they outline all that they added, and ideas left off the medal.	Students speak clearing but fail to indicate all of the cool features on the medal and the thought process behind adding them.	Students speak somewhat clearly and give a basic rundown of what is obviously on the medal. No mention of thought process or theme.	Students don't speak very clearly and give a basic showcase of what everyone can see with no mention of theme or thought process.
			Total	/16pts

Craftlete Village	Students were asked to design the accessible living quarters and street environment for the craftletes coming to the Games from all of the biomes.			
Success Criteria	Gold (4)	Silver (3)	Bronze (2)	Bedrock (1)
Built For All	Students have considered most of the biomes, craftletes with disabilities for the Parablocklympics, and gender equally.	Students have considered a few biomes, some Parablocklympic issues and gender needs.	Students created a space for the craftletes but forgot about the Parablocklympics and accessibility for all. Genders are addressed.	Students built a generic space without consideration of those with disabilities and gender needs.
The Outside	The buildings are all innovative and well laid out. Students have obviously spent time	The buildings are well designed but not very cool. Some time has gone into	The buildings are standard and offer no cool design techniques on their	The buildings are randomly placed and not cool in any way design wise.

	Gold (4)	Silver (3)	Bronze (2)	Bedrock (1)
	making the build look amazing. Coding was considered in some instances as an aid.	making them look high quality and no evidence of coding considerations are present.	outside. Quality could have been better, and no evidence of coding assistance can be seen.	The outside view is basic and lacks that Blocklympic "World is watching" feel.
The Inside	Great lengths were taking inside the structures to offer the craftletes the highest quality and visually appealing stays. Gender zones are clearly there.	Insides of structures had some time spent on their details. All the needed rooms and amenities are there but it lacks that wow factor. Gender zones are not clearly there.	Insides of the structures could have been more detailed. Many spaces that are basic are not included and there is not identification of girls' and boys' areas at all.	Insides of the structures are nearly blank or blank. It appears most the of the time was spent on the exterior of the designs.
Spirit / Life	The surrounding village life is alive with music, lights, people, animals, foods, entertainment, cameras and more. When a craftlete steps out of their room and into the streets they would be amazed.	The surrounding village life is upbeat but still feels void of people and action. It is kind of quiet and non-celebratory. There are things in the streets, but it is a quiet night out.	The surrounding area is missing a lot of fun. This should be a celebratory area for the craftletes and instead the lack of things to do and see make it sad.	The surrounding area is a ghost town. Nothing is going on in the streets and it is a very quiet walk for craftletes going from their rooms to the events.
Explanation Video	Students do an incredible job highlighting the spirit and life of the village along with the building layout, interior details, and special additions they have made.	Students do an okay job speaking clearly and share at least some of their exterior an interior design and special additions made in the village.	Students speak clearly but don't show (or show too quickly) the design and detail along with the special additions they have made in the village.	Students neither speak clearly or choose to showcase the details and designs they included.
			Total	/20pts

The Arena / Stadium	Students were asked to build the inclusive arena/stadium for the opening and closing ceremonies and one key event.			
Success Criteria	Gold (4)	Silver (3)	Bronze (2)	Bedrock (1)
Built For All	Students have considered most of the biomes, craftletes with disabilities for the Parablocklympics, and genders equally. Extras like animal/pet care also appear.	Students have considered the biomes but could have done better considering the Parablocklympic Games that happen after. Gender considerations are seen.	Students have considered only a few biomes an no evidence is seen of disability considerations. Gender considerations are there but not clear.	Students have not considered the biomes attending, craftletes with disabilities, or gender roles in their builds.
Surrounding Area	Around the arena the area feels alive with music, foods, entertainment, colour,	Around the arena the area has some things going on. It's not bustling with	Around the arena seems to have been an afterthought. Compared to the	The surrounding area was not addressed at all in this build. The build

	people, and more. You can tell from the outside that the inside is a party.	activity, but it isn't completely quiet either.	inside you can tell little time or consideration went to the surrounding area.	focussed only on the arena and interior.
Inside The Arena	Fitting for a Blocklympic opening and closing ceremony. Lights, music, great traffic flow and it is clear which sporting surface students intended to design.	This won't be the best Blocklympic opening and closing ceremony, but you can tell hard work went into this arena. It could have had more of the wow factor.	This arena has all it needed but it seems to lack on entertainment, lighting, traffic flow for spectators and the sporting field chosen by students.	The arena is basically built with no detail, and it is hard to distinguish which sporting field students were trying to depict at its center.
Thought and Cool New Ideas	On top of the amazing design students have included things like the use of Redstone, coding, animals, and advanced Minecraft features that help the overall mission.	Students have included a few innovative tricks that don't really help the overall mission, but they are neat.	Students have one innovative trick added to the arena that may or may not help the overall mission.	Students haven't included any advanced Minecraft features or innovative strategies in their arena interior or exterior designs.
Explanation Video	Students speak clearly as they showcase the exterior, interior, surrounding area, and innovative additions made to their arena.	Students speak clearly but fail to mention all the cool additions made. They do an okay job at showcasing the interior and exterior of the arena.	Students speak mostly clear as they showcase their build but leave out details about the interior or exterior of the build.	Students struggle to speak clearly and give a basic overview of what is obvious to everyone. No mention of what they did and why.
			Total	/20pts

The Ceremonial Torch & Monument	Students were asked to craft the central ceremonial monument and torch combination for this year's Games.			
Success Criteria	Gold (4)	Silver (3)	Bronze (2)	Bedrock (1)
Built For All	Students have considered the Parablocklympic Games, the biomes attending, and the local culture in their torch and monument design.	Students have considered local and biome culture but not the Parablocklympic Games in their torch and monument design.	Students have created a design that vaguely might incorporate cultural and Parablocklympic Games considerations.	Students have created a design that can't be connected to the biomes in attendance, Parablocklympic Games, glory, or local culture.
Design / Creativity	The 3D Design uses the full perimeter to display creative depictions of culture, the theme, glory, and Parablocklympic imagery. Fire, lighting,	The 3D Design uses most of the perimeter to display creative depictions of Parablocklympic but there is little imagery for glory	The 3D Design lacks any imagery or theme that could be viewed as recognizing the Parablocklympic Games, culture, or	Students have created a monument without torch function. The monument fails to show creative

	and sound have been tastefully incorporated.	and the theme. Advanced Minecraft features are missing. The Torch is functional.	the biomes attending. All advanced Minecraft features are missing. Torch is absent.	design beyond basic shape.
Innovation and Critical Thinking	The use of coding and advanced Redstone use is incorporated into the monument and torch build. Each face of the monument has been carefully planned and there is an overall theme.	Redstone has been incorporated in the monument and torch build. The faces of the monument are designed to represent an overall theme.	The monument and torch lack Redstone and Coding use. The faces of the monument have been constructed randomly but there is still an overall theme apparent. The Torch is still functional.	The monument is lacking all advanced features and an overall theme in the planning. The torch function is completely absent.
Explanation Video	Students speak clearly as they explain their monument's overall theme, each face of the build and how their torch functions. Coding and Redstone are spoken of.	Students speak clearly as they explain their overall theme. They somewhat address each face of the 3D monument and barely address the torch features.	Students speak somewhat clearly or too quickly as they discuss the monument theme and torch. You are left with some questions when they leave this part of the video.	Students do not speak clearly or do not discuss in any detail the monument or torch theme or function.
			Total	/16pts

OPTIONAL EVENT BUILD	Students were asked to craft an original or replica Blocklympic / Parablocklympic event in Minecraft with clear rules and winners.			
Success Criteria	Gold (4)	Silver (3)	Bronze (2)	Bedrock (1)
Built For All	Students have considered the Parablocklympic Games, the biomes attending, colour blindness and reading difficulties of craftletes and the local culture in their event.	Students have considered Parablocklympics but failed to build in aspects to aid with colour blindness and reading difficulties.	Students have not considered Parablocklympics but have built in support for reading difficulties and colour blindness etc..	Students have created an event that is not considerate to the Parablocklympics and does not take steps to make all feel capable.
Clear Rules and Winners	Rules are clearly in view including point scoring and how to determine the clear winner.	Rules are present but not clearly in view. It is tough to understand how the winner is determined.	Rules are hard to find along with any signage that would help indicate how the winner is determined.	There is no written indication of rules for the event or how a winner is determined.
Quality Of Event Site	The event course has been thought out and all areas that could cause problems were fixed. Craftletes have very	The event course is laid out with a few problem areas. Craftletes are however able to	The event course is laid out but has problems which will impact the Games. Craftletes would	The event course is a mess. It is hard to figure out where to go or what to do.

	clear directions and goals labelled.	determine where to generally go and what to do.	not be clear on where to go or what to do.	Many areas of the course will cause craftletes problems and be bad for the Games.
Creativity / Originality	Advanced Minecraft features are obviously in use for the event. Command Blocks, Redstone, NPCs, and lighting help make the event extra special.	Advanced Minecraft features are used sparingly and could have been used more to aid the craftletes or spectators.	Advanced Minecraft features are not used but alternative features somewhat offer the same craftlete and spectator support.	No advanced or basic Minecraft features are employed in any way in the build to warrant special recognition and make the event function.
Explanation / Demonstration Video	Students speak clearly as they both explain and demonstrate their event fully through the eyes of the craftlete or spectator. All advanced Minecraft features are highlighted.	Students speak clearly as they demonstrate their event from craftlete or spectator viewpoints. Explanation could have included more detail about the advanced Minecraft features at work.	Students speak clearly as they explain their event, but they fail to demonstrate the event from spectator or craftlete viewpoint. Demonstration would have helped.	Students don't speak clearly or don't explain and demonstrate their event in any way that can help the judges understand the goals, rules, or scope of the event.
			OPTIONAL	/0pts

Overall	Gold (4)	Silver (3)	Bronze (2)	Bedrock (1)
Overall Builds	All the builds show attention to detail, critical thinking, innovation, and effort. It is hard to identify a weak link.	Most of the builds show attention to detail, critical thinking, innovation, and effort. A weak link is clear, however.	Some of the builds show attention to detail, critical thinking, innovation, and effort. A few weak links are clear however.	None of the builds show attention to detail, critical thinking, innovation, or effort but they are attempted.
Overall Video Presentation	Students spoke clearly, tied in an overall theme, transitioned well between zones, and showed great effort in explaining and demonstrating their builds.	Students spoke clearly, tied in an overall theme, transitioned okay between zones, and showed some effort in explaining and demonstrating their builds.	Students spoke clearly but failed to tie in an overall theme. Transitioning was okay between zones and showed some effort in explaining and demonstrating their builds.	Students didn't speak clearly or didn't do a good enough job in communicating their overall theme or demonstrating / explaining their builds.
			Total	/8pts

Total Score: _____ / 80pts (Grade 3-5)

If a tiebreaker is needed, judges will look to the Optional Event Build