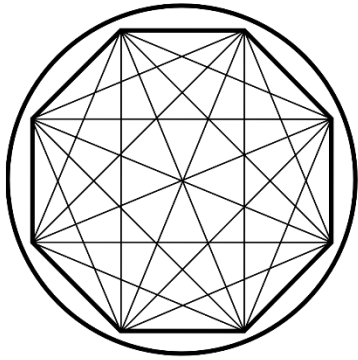




IDE SERIES

2026 SINGAPORE

IDE CODE BUILDER

Competition Manual

Updated: 11 Feb 2026

Event Organiser:



IDE CODE BUILDER

Scope of Competition

IDE Code Builder is a coding competition aimed at testing participants' ability to plan and execute programs. Questions may revolve around physical/visual manipulation of sprites via program, or they may involve manipulation and operations on data variables. Scratch 3.0 is the platform for this competition event.



Competition Format

Participants will compete as individuals for both preliminaries and finals, **both will be held onsite**. They will be given **90-minutes** to complete as many questions as they can. These questions will be ranked Easy, Medium and Hard. Each question will have points awarded based on their difficulty. Note that points will only be awarded based on the individual features that are required by the question given, and not based on the efficiency of the algorithm.

Participants are not expected to complete all the questions, and we would hence encourage them to be tactical about choosing or prioritising questions to complete. Programs will be submitted for scoring; finalists will be invited to the finals at the competition venue. **Students are expected to bring their own computer devices that must be able to accept USB drives for distributing competition files and for submission.**

No internet connections are allowed during preliminaries and finals. Students have to install Scratch 3.0 app that allows offline use.

Skills Required

Participants are required to be very familiar with the standard Scratch functionalities and programming concepts:

- When Green Flag clicked/When (key) pressed
- If/Else
- Forever/Repeat until/Repeat (x)
- Wait (x) seconds/Wait Until
- Variables

Participants may also need to be familiar with the following to answer some of the questions:

- String manipulation (showing text using the 'Say' block, or storing/joining text)
- Lists (making, adding and editing lists)
- Pen extension
- Sprite coordinate system
- Moving (x) steps and turning (x) degrees
- Sensing if sprite has touched various entities
- Using/deleting clones of sprites
- Ask user for input blocks

Note that we only allow a teacher to assist if participant is facing difficulties with computer operation. It is advisable for participants to be familiar with the computer system to be used for the competition.

COMPETITION RULES

Rules and Regulations

1. Students are to keep their screens upright throughout the competition, for invigilators to see to ensure no cheating.
2. No internet access
3. No cheat sheet or reference material of any kind
4. No external help is to be rendered in this competition. This includes receiving direction and contribution of any kind from any party or person. Failure to comply with this rule will be dealt seriously and may subject the individual to disqualification.
5. All decisions by the competition officials and organising parties are final.

