Oxford University Computing Challenge

Coordinator's Handbook

AMT.

AUSTRALIAN MATHS TRUST

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ABOUT THE OUCC

Oxford University Computing Challenge (OUCC) is an online programming competition for years 5–12. Both stages of the competition have 12 questions and students will have 60 minutes to complete.

Dates of the OUCC – Thursday 26 May and 9 June 2022

The first stage of the OUCC Online is open from 7 am until midnight Thursday 26 May (Australian Eastern Standard Time). This is to help schools that may have limited access to computers and those in different time zones. Sitting the OUCC on an earlier date will not be possible. Supervisors should conduct the competition in a controlled environment according to the Competition guidelines.

The second, invitational, stage will be open from 7 am until midnight Thursday 9 June.

Register for the competition at
https://competitions.amt.edu.au/admin/

A teacher is a school administrator or educator responsible for conducting the competition. To register students, a teacher will need their AMT teacher username and password. If these are not known, a teacher can register themselves and this will be approved by AMT or the nominated teacher approver in your school account. Teachers enter student numbers for the competition and pay the appropriate entry fees.

Important

To make sure the school details are correct on your certificates, please let us know if your school details or contact information have changed by emailing us at competitions@amt.edu.au.

COMPETITION GUIDELINES

Please notify supervising teachers of these rules:

- No student may sit more than one division of the competition.
- No student is to leave the room during the OUCC unless accompanied by a supervisor. Students are to remain in the room until the OUCC has concluded.
- Students are NOT permitted to supervise the OUCC.
- When competing, students must stay on the OUCC website except as indicated below.
- Students are allowed to use any programming IDE that is installed on school computers (including online IDEs if these are normally used in the school). Students can view the built-in documentation, even if this points to a separate website.
- Students can use the official documentation website for the language they are using if they wish (e.g. https://docs.python.org/3.7/reference/index.html). They must not navigate onto any other websites.
- Students can use a simple text editor to perform search and replace procedures if any supplied data needs to be re-formatted for a particular programming language, e.g. they might want to replace double quotes with single quotes.
- Students can bring in a maximum of 20 pages of A4 printed materials such as a syntax guide and/or their own notes. An example of an acceptable syntax guide can be found here: Coding Club Code Cards.

To maintain the integrity of the OUCC and to identify outstanding students, AMT reserves the right to re-examine students before deciding to grant official status to their score.

Competition site

The OUCC student competition site is at https://competitions.amt.edu.au/

Student registration

Each student individually enters their details for the OUCC online on the day of the competition.

To prepare for this, a teacher should go to https://competitions.amt.edu.au/admin, log in and click on **Students**.

For online competitions, a list of generated usernames will display. The usernames are different for each competition. To select only the usernames for OUCC, enter 'OUCC' in the username box.

Underneath this list are three export file icons, one creates a CSV file, one an XLS file and one creates a HTML document.

We recommend using the HTML version because it is the most user-friendly way to distribute student passwords on the day.

Click on the 'Export HTML' button to download the sheet (shown above).

This will download a file with student usernames and logins. Clicking on the download will display a webpage. There will be no Firstname or Lastname shown unless you've previously edited each student record within the competition portal to include these details. Please note that adding Firstname or Lastname is not compulsory before the competition day as students will be prompted to fill in the information.

If you print this webpage it will format as the example below. You can then cut these out and distribute to the students. **Please make sure you print these as single sided.**

AMT Contest System

competitions.amt.edu.au

Username: oucc30034	Username: oucc30035	Username: oucc30036
Password: P637003	Password: _____7	Password: P543714
Username: oucc30037	Username: oucc30038	Username: oucc30039
Password: E____	Password: P3____	Password: _____

We recommend this version because it gives consistent sizing for usernames and passwords and enables faster cutting out of usernames than the Excel version. It will fit 33 student usernames per A4 sheet

- **VERY IMPORTANT**: Do NOT issue passwords to students until the competition lesson.

Spreadsheet Versions

If you choose XLS or CSV, these files have 7 columns: Year at School, Grade, Firstname, Lastname, Username, Password and Gender. You can print these and hand them to students immediately before the competition so they can log in using the supplied username and password, then enter their personal details. Please note, you will need to expand the field column width to view all the passwords.

When it is competition time, students go to https://competitions.amt.edu.au/ and click on LOGIN at the top-right (see below). They then enter their OUCC username and password and click the green Login button.

Students will be prompted to enter their first name, last name and class (i.e. school year), birthdate and gender and click the Save button.

After clicking Save, students will see this message (see below).

Students then click on Competitions to see a list of the competition(s) to which they have access. The student selects the correct division and year from the list. The clock will begin as soon as they click **Start**.

System requirements

The online competition application is cloud-based and only needs broadband connectivity and an internet browser. There is no software installation needed.

The easiest way to check compatibility is to organise each class taking part in the competition to try one of the practice sets, in the room where they will do this year's competition. You find these at https://competitions.amt.edu.au/ by clicking the **Competitions** tab at the top of the page.

> **VERY IMPORTANT:** Do NOT issue students with their usernames and passwords before the event. This could embarrass your students. If they log in to the competition before the set time at your school, they will find themselves out of time on competition day. It may look like they had tried to cheat. **They do not need to log in to use the practice sets.**

If the students can do the practice sets without difficulty, then skip to the Room requirements section.

Make sure that student accounts on your system are allowed to use JavaScript.

Make sure all your students can log in to their accounts and are not blocked by any school filters from using this address: https://competitions.amt.edu.au

Run a thorough test of each lab to be used for the competition in case the computers have been set up with different permissions. If you are using iPads or other tablets, also run a test on those.

Ask your IT Manager how many different student account types they have set up and test them all.

Running a test

1. Log in to a computer with a student's school account. If your school has different permissions for different age groups, then it is wise to use the most restricted student account for testing.
2. Open a browser and go to https://competitions.amt.edu.au
3. Click on COMPETITIONS.
4. Click on one of the links to test.
5. Feel free to let your students try these themselves. They will not need to log in.

> **VERY IMPORTANT:** Do NOT issue passwords to students until the lesson when they are doing the competition.

Room requirements

The competition must be in a quiet area under supervision. The following should be available:

1. desks, chairs, and computers or tablets with internet access (one device per student and cannot be a mobile phone)
2. ample supply of pencils and scrap paper
3. whiteboard or blackboard and a clock visible to all students (optional but recommended).

Selecting competition supervisors

An authorised supervisor may be a competition teacher, or any other staff member authorised to supervise the competition. Students are NOT permitted to supervise the OUCC under any circumstances.

1. One supervisor per 40 or fewer students is required.
2. A supervisor must supervise students for the duration of the online competition to make sure 'fair play' by all the students.
3. The supervisor must bring a mobile phone in case they need to contact the AMT. While not essential, a computer may be useful.
4. Review Instructions for supervisors for guidelines on how a supervisor should conduct the competition. Photocopy, complete, and distribute this document to each supervisor.
5. We strongly recommend that you meet with supervisors at least once before the competition to go over the entire competition process.

After the competition

After the competition, certificates for students will be available for download on the competition platform.

TEACHER CHECKLIST

☐ Register for the competition at https://competitions.amt.edu.au/admin/

☐ Identify supervisors for the competition. See Selecting competition supervisors for more information. For each supervisor, fill out and distribute a copy of Instructions for supervisors for their careful review. We suggest you complete the table below, so you have all supervisor details in one spot.

Supervisor's name	Class	Location	Time

☐ Confirm compliance with system and room requirements in every room. See Preparing for the competition for more information.

☐ Meet with supervisors before the competition to go over the process.

☐ One week before the competition, send a reminder to the students about competition date and time and confirm supervisor arrangements with staff.

☐ A few days before the competition, download, print and distribute student login details to supervisors. See Student registration for more information.

INSTRUCTIONS FOR SUPERVISORS

Student competition URL: https://competitions.amt.edu.au

Supervisor's name

_____

Class   Location

_____

Time

_____

Before the competition

1. Collect student usernames and passwords, one per student, from the teacher competition URL: https://competitions.amt.edu.au/admin/
2. Write the student competition URL on the whiteboard: https://competitions.amt.edu.au
3. Distribute the usernames and passwords to students.
4. Make sure there is an adequate supply of spare pens or pencils and scrap paper.
5. Provide a safe place to store students' mobile phones.
6. Arrange the desks so that no student can see the computer screen of another student in the same division.
7. Allow students adequate time to enter their details if prompted.

Browser requirements: JavaScript must be enabled in your browser.

Logging in and registering students

Before beginning, make sure that every student in the room has entered their details and is ready to begin the competition.

1. Each student should have their browser open at the student competition URL: https://competitions.amt.edu.au
2. Students should then log in using their username (that starts with 'oucc') and the password provided.
3. Students will be prompted to fill out their details including first name, last name and class (i.e. school year), birthdate and gender and click the Save button.
4. Once a student has logged in and entered their details, they should click on COMPETITIONS again and select the correct paper for their division and year, one of: Upper Primary (Year 5 and 6), Junior (Year 7 and 8), Intermediate (Year 9 and 10), Senior (Year 11 and 12). **Students should only click the Start button when the class is ready to begin**.

After students are registered and seated

1. Check that each student:

   - **has** a pen or pencil and access to scrap paper
   - **has** the competition start page showing on their computer and no other tabs or windows are open apart from the exceptions noted in **Competition guidelines**
   - **does not have** a mobile phone at their desk
   - **has not** brought aids other than language dictionaries (check dictionaries for loose pages or insertions) and allowed materials (20 A4 pages that may include syntax guide and their own notes).

2. Read out the following instructions and ensure that students understand them:

   - There are three sections – try to answer as many questions as you can.
   - You may have the competition window ONLY open on your device **except for:**
     - You are allowed to use any programming IDE that is installed on your school computers (including online IDEs if these are normally used in your school). You are allowed to use the built-in documentation, even if this points to a separate website.
     - You are allowed to use the official documentation website for the language you are using if you wish. You must not navigate on to any other websites.
     - You can use a simple text editor to perform search and replace procedures if any supplied data needs to be re-formatted for your particular programming language, e.g. you might want to replace double quotes with single quotes.
   - You must have no more than 20 pages of A4 printed materials such as a syntax guide and/or your own notes.
   - You can skip questions and return to earlier questions using the menu.
   - You have 60 minutes to complete the competition.
   - Press **Start** when ready. The timer starts automatically once you do.

During the competition

1. Please make sure that examination conditions are maintained. Supervisors will need to be vigilant that students are not accessing any windows other than the competition site and the exceptions listed above. Record and report any breach of regulations to AMT.
2. If any student experiences a serious computer malfunction, move the student to another computer where they can log in again and continue. Note: the timer will continue to count down during the move.
3. If a student needs to leave the room, a supervisor must accompany the student; otherwise the student will not be re-admitted.
4. Make sure no student leaves the competition area until the last student finishes.

Finishing the competition

1. The competition will finish automatically when time has elapsed. A student can also click on "End competition" at any time.