



# **EDUCATORS GUIDE**

**PRIMARY CODING LEAGUE:  
INTERNATIONAL  
2026/27 SEASON**





# FOREWORD FROM OUR FOUNDER...

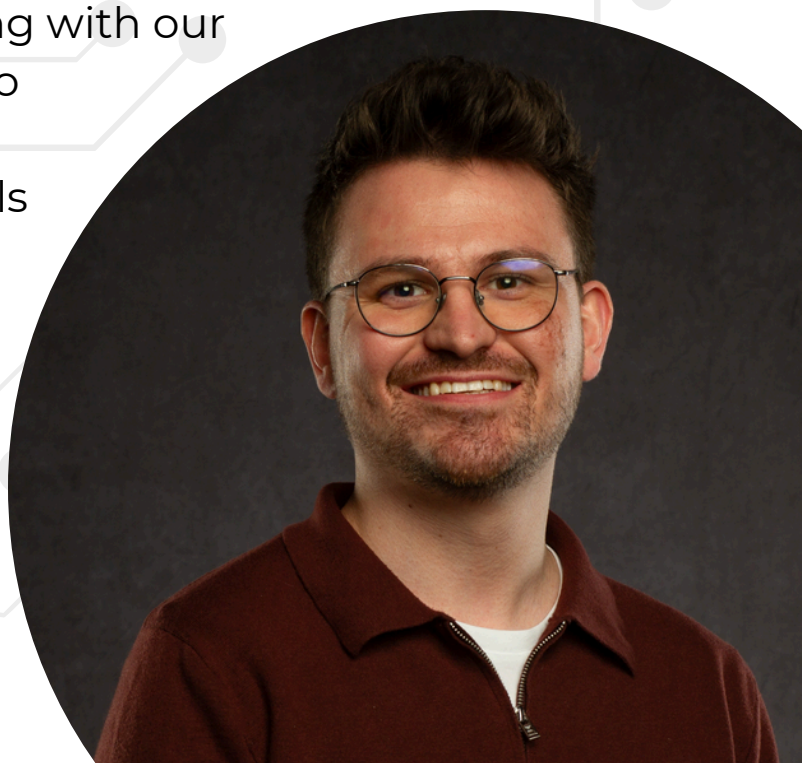
# W

hen I first began the Primary Coding League 2 years ago I would never have imagine the impact it has had and what it has become today. Primary Coding League has and always will be about positively impacting the lives and education of young people. Whether that be from our competitions and workshops to Primary Coding Clubs and Primary Coding Hubs, our after school and outreach arms respectively, it has always been about the children.

What started as an idea to perhaps bring together a couple of my local schools near my own where I was teaching at the time and fast forwarding to now where through all areas of our work Primary Coding League has benefitted literally thousands of young people worldwide.

So whether this is your first time or third time taking part and engaging with our work, thank you. Being able to support schools and offer something exciting for schools and their students means the world to all of us at Primary Coding League.

**Charlie Mackenzie**  
*Founder & Director*





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# HOW IT WORKS



# HOW IT WORKS

## BREAKING IT DOWN

In the most simple terms, Primary Coding League: International is just like any average sports league table, but for coding. Let's look at it in a bit more detail...

1

Children aged in years 3 - 6 are spilt into **teams of up to 6 students**. Each school is able to have up to **3 teams** in one season.

2

from **September - June** each team will complete a series of **6 block based coding challenges**, with each challenge being released at different points in the year.

3

Each challenge is **submitted on specific dates** throughout the year and receives a **score out of 20** after being judged in 4 key areas.

4

The score for each challenge is added to the team's **overall score** which then determines their **current league position**. The higher the total, the higher the league position.



# HOW IT WORKS

## SCORING

At Primary Coding League, when your teams submit a challenge they will be judged by our panel of expert volunteer judges who will give a total score out of 20 after being scored out of 5 in four key areas:

### CODE

Children aged in years 3 - 6 are spilt into teams of up to 6 students. Each school is able to have up to 3 teams in one season.

### THEME

Children aged in years 3 - 6 are spilt into teams of up to 6 students. Each school is able to have up to 3 teams in one season.

### CREATIVITY

Children aged in years 3 - 6 are spilt into teams of up to 6 students. Each school is able to have up to 3 teams in one season.

### EXPERIENCE

Children aged in years 3 - 6 are spilt into teams of up to 6 students. Each school is able to have up to 3 teams in one season.





# HOW IT WORKS

## CELEBRATING SUCCESS

**We believe that children's progress and success should be celebrated! We like to do this in so many ways:**



**This year we are introducing participation pin badges!** For every team that submits for 5 or more challenges during the year, they will receive 6 season exclusive pin badges!



**Putting the spotlight on you!** For each challenge our volunteer judges will each select a **wildcard** entry from the submissions for the challenge. These may not be the highest scoring teams, but the projects that our judges feel stand out in the wildcard focus for each challenge.,



**Prizes, Prizes Prizes!** As always 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> Place at the end of league will receive a prize for their school!





# HOW IT WORKS

## COMPETITION RULES AND GUIDELINES

### 1. Overview

The Primary Coding League is a year-long coding competition designed for primary school pupils aged 8–11.

Schools compete in teams to complete a series of creative coding challenges across the academic year.

#### **The league promotes the values of:**

- Code – developing programming skills
- Create – encouraging creativity and innovation
- Collaborate – teamwork and problem solving

Teams earn points for each challenge, and their cumulative score determines their position on the league table.

### 2. Eligibility

#### **Schools**

- Open to primary schools or equivalent educational settings.
- Schools may register up to three teams.

#### **Participants**

- Pupils must typically be aged 8–11 (KS2 or equivalent).
- Each team may consist of up to 6 pupils.
- Teams may be mixed in age, gender, and ability.

#### **Supervision**

- Each team must have a teacher or adult supervisor responsible for submitting projects and ensuring fair participation.

### 3. Competition Format

#### **Season**

- The league runs throughout the academic year (typically September – July).

#### **Challenges**

- Teams complete six coding challenges across the year.

#### **Each challenge:**

- Has a specific theme or brief
- Requires teams to create a coding project
- Must be submitted by the challenge deadline



# HOW IT WORKS

## COMPETITION RULES AND GUIDELINES

### Coding Platforms

Challenges may use accessible coding platforms such as:

- Scratch
- MakeCode
- Micro:bit
- Game or animation tools
- Other approved block-based coding environments

### 4. Submission Requirements

**For each challenge teams must submit:**

- The project file or link
- A short description of the project
- Team name and school name

**Submissions must be:**

- The original work of the team
- Completed within the challenge timeframe
- Appropriate for a school audience

### 5. Judging Criteria

Each project is scored across four categories, with a maximum total of 20 points per challenge.

Criteria	Description
Code	Quality and complexity of coding
Creativity	Original ideas and innovation
Theme	How well the project meets the challenge brief
Experience	Usability, gameplay, or interaction

Each category is typically scored out of 5 points.



# HOW IT WORKS

## COMPETITION RULES AND GUIDELINES

### 6. League Table

- Scores from each challenge contribute to a running league table.
- Teams earn points after every challenge.
- The team with the highest total points at the end of the season wins the league.

### 7. Fair Play & Conduct

#### All teams must:

- Submit their own original work
- Ensure all team members contribute
- Respect other participants and judges
- Follow safe and responsible digital practices

Teachers should guide students but the project must primarily be created by the pupils.

### 8. Deadlines

- Each challenge will have a clear submission deadline.

#### Late submissions may:

- *Receive reduced points, or*
- *Not be accepted (at organiser discretion).*

### 9. Prizes & Recognition

#### At the end of the competition:

- 1st, 2nd and 3rd place teams may receive prizes.

### 10. Organiser Decisions

- All judging decisions are final.

#### The Primary Coding League organisers reserve the right to:

- *Amend rules if necessary*
- *Disqualify entries that breach guidelines*
- *Modify timelines due to unforeseen circumstances*





***BEFORE YOU  
BEGIN***



# BEFORE YOU BEGIN

**Before you can start coding and completing challenges, there are few steps that you as the educator must do to ensure that your school and teams are all ready to go!**

## SIGN UP

The first step is sign up to the Primary Coding League: International! You can do this simply heading over to our website! It only costs £20 for the whole year and allows you to enter up to three different teams!

## TEAM REGISTRATION

This is one of the most important steps that you must do before the start of the competition. In your confirmation email after signing up there will be various links that give you access to resources and guides, as well as the link where you must register your School and Team Names. **You will only need to do this once.**

**THE DEADLINE TO REGISTER SCHOOL AND TEAM NAMES IS:**

**20/09/26**

**FAILURE TO MEET THIS DEADLINE MAY RESULT IN BEING REMOVED FROM THE COMPETITION WITHOUT REFUND.**

## IT AND ADMIN SETUP

It important that you complete a few other admin tasks to ensure that you are ready:

- Check you have done all the check for software and hardware
- Have school permission and support
- Used our provided parent info letter to let parents know about the competition.



**KEEPING  
EVERYONE  
SAFE**





# KEEPING EVERYONE SAFE

**While all enrichment experiences are brilliant for the children and schools involved, it's incredibly important that everything is done properly and safely and Primary Coding League International is no exception.**

## DATA PROTECTION

At Primary Coding League, we will only ever collect and hold relevant and necessary of schools and staff in accordance with our GDPR and Data Protection policies. **We will never request or hold personal and identifiable information of any children.**

## SAFEGUARDING

At Primary Coding League, we want to ensure that all children are kept safe online when using the various different platforms for our challenges. We have strict guidelines for project submissions to ensure that children are not sharing personal information and are keeping everyone safe. More of this can be found in our **Competition Rules and Guidelines.**



# ***THE CHALLENGES***



# THE CHALLENGES

Part of the excitement of Primary Coding League: International is not knowing what the challenges will be! However, so that educators feel more prepared and can be organised we have decided to provide the platform, release date, submission deadline and submission method for each challenge ahead of time to support you more

**With this, we will no longer accept any form of late submission for any of the challenges for the 2026 season.**

## CHALLENGE 1

**Platform:** Scratch

**Release Date:** 25/8/26

**Submission Deadline:** 27/9/26

**Submission Method:** share link on PCL Platform

## CHALLENGE 2

**Platform:** Ohbot

**Release Date:** 6/10/26

**Submission Deadline:** 10/11/26

**Submission Method:** share project files to shared drive

## CHALLENGE 3

**Platform:** FlockXR

**Release Date:** 17/11/26

**Submission Deadline:** 10/1/27

**Submission Method:** share project files to shared drive



# THE CHALLENGES

## CHALLENGE 4

**Platform:** MakeCode for Micro:Bit

**Release Date:** 22/2/27

**Submission Deadline:** 10/4/27

**Submission Method:** share link on PCL Platform

## CHALLENGE 5

**Platform:** MakeCode Aracde

**Release Date:** 19/4/27

**Submission Deadline:** 22/5/27

**Submission Method:** share link on PCL Platform

## CHALLENGE 6

**Platform:** Your Choice

**Release Date:** 24/5/27

**Submission Deadline:** 3/7/27

**Submission Method:** share link on PCL Platform  
or share project files to shared drive

## FINAL LEAGUE RESULTS

**Release Date:** 8/7/2027



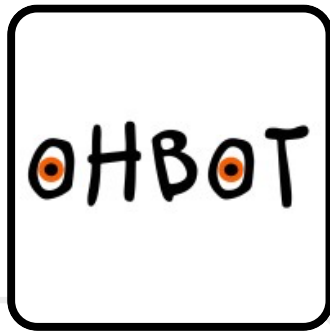


# **SOFTWARE AND HARDWARE**



# SOFTWARE AND HARDWARE

**For this season of Primary Coding League International, you'll need to ensure that your students have access to the following programmes:**







**DELIVERING  
PCL IN YOUR  
SCHOOL**



# **DELIVERING PCL IN YOUR SCHOOL**

**Over the years as more and more schools have joined Primary Coding League, we've seen how such an important part it has become within school's enrichment offering**

**This year, we are upping our game with a whole host of support resources for both educators and students to support in the competition as whole and within each challenge.**

**While we think our resources are great, at the end of the day you know your setting best. None of these are mandatory to use, but rather there in case you need them as well as to help bring the whole school community together in cheering on your coding teams!**



# DELIVERING PCL IN YOUR SCHOOL

## EDUCATOR AND STUDENT GUIDES

**Our first change is that this year we are introducing separate educator and student guides for each challenge!**

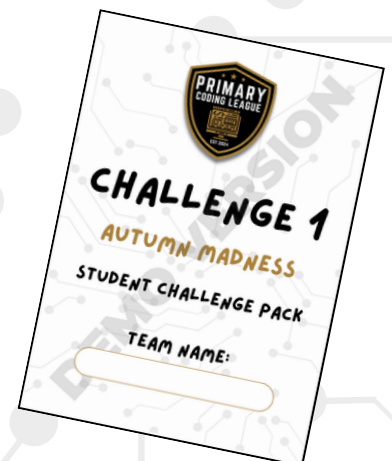
### EDUCATOR CHALLENGE SHEET



For each challenge, educators are provided with a challenge sheet that will act as their quick access guide and point of reference for each challenge. Our aim is that we are ensuring educators are feeling supported and well equipped to support students without adding to their workload.

### STUDENT CHALLENGE PACK

For each challenge, students will be provided with a Student challenge pack which will be the perfect support guide that goes along side their work. It includes some really helpful planning sheets that will allow students to be scaffolded and help them where needed.





# DELIVERING PCL IN YOUR SCHOOL

## CHALLENGE LAUNCHES

**We want to make sure every score is able to access our challenges fairly. So in addition to challenges only using free online platforms and our new educator and student guides, we are bringing out new resources that are bespoke to each challenge.**

## CHALLENGE LAUNCH PRESENTATIONS

Each challenge will be provided with a challenge launch presentation that you can use in your team's first session working on the challenge!



They will include:

- Challenge details such as the task and things that must be included.
- A support activity that assist with teaching children about specific code mechanics that are required for the challenge
- Clear broken down stages so that children can see the journey of creating a fantastic project!



# DELIVERING PCL IN YOUR SCHOOL

## CLASS ROOM RESOURCES

**There's no better way to bring Primary Coding League to life in your school than getting the whole school behind your coding teams! Have a look at some of our new Classroom Resources that we are providing at the start of the competition and also with each challenge!**

## LOGOS AND LETTERING

Give Primary Coding League a home in your school with your very own PCL Classroom Display! With lettering and logos that you can print yourself, we will love for you to share pictures of your display with us!

## POSTERS

No display would be complete without posters! From keeping your school community up to date with league positions and challenge scores to details about the competition and your team, these resources can get everyone involved.



# DELIVERING PCL IN YOUR SCHOOL

## SUPPORT RESOURCES

**We want students to feel supported and ensure everything is accessible to all students, so our new student support resources will be great for this!**

### THE BLOCK BANK

Our ever popular Block Bank is back, but this time with an upgrade! We've now been able to secure licenses to use blocks from all of our favourite platforms allowing us to support your students on what blocks may be best to use in even more detail!

### INTERFACE GUIDES

We're really excited to introduce our new Interface guides! These visual guides will label, pin point and explain key areas of the different platforms students will use, ensuring they are fully supported when using new software.

### TEAM ROLE RESOURCES

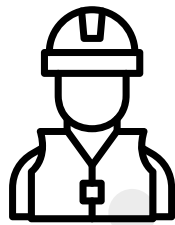
It's really important that within coding teams every student has a role to play in order for teams to be successful! That's why this year, we are introducing the new **PCL Team Roles** that you can use to support teams working together and all playing their part.



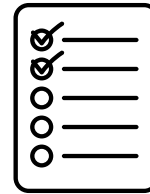
# DELIVERING PCL IN YOUR SCHOOL

## PCL TEAM ROLES

**Our PCL team roles are a perfect way to support students in ensuring everyone has a part to play in creating projects through the competition.**



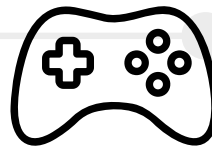
**THE BUILDER**



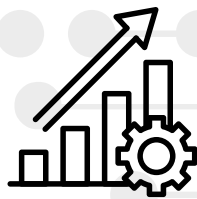
**THE PLANNER**



**THE FIXER**



**THE PLAYER**



**THE IMPROVER**



**THE CHECKER**

**Team role descriptions and other related resources are provided in your competition support resources pack**







**YOUR  
COMPETITION  
PORTAL**



# YOUR COMPETITION PORTAL TEAM NAMES

[Profile](#)  
[Account Settings](#)  
[My Portal](#)  
[My Groups](#)  
[My Bookings](#)  
[My Orders](#)  
[My Rewards](#)  

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[Log Out](#)

Your portal is where everything you will need can be found! It's important an educator you are familiar with it as it where you will support teams with submitting, as well as receiving their scores and feedback.

## Update Team Details

**The Code  
Destroyers**

The Code Destroyers

**The Coding  
Rockstars**

The Coding Rockstars

**The Creative  
Coders**

The Creative Coders

Change

If at any point you feel you need to change your team names, you can easily do this in your portal! This will then link to our league tables and all other sections in your portal!



# YOUR COMPETITION PORTAL

## TEAM PROJECTS

### Challenge Submissions

#### The Code Destroyers

Challenge 1

#### The Coding Rockstars

<https://scratch.mit.edu/projects/1220922382>

#### The Creative Coders

<https://scratch.mit.edu/projects/1220937907>

Your portal is where you will submit projects for your school's teams. From copying project links or to accessing a shared drive, this is now all in one place and easy to access.

### Team Scores

#### The Code Destroyers

##### Challenge 1 -

Code  
Creativity  
Theme  
Experience

#### The Coding Rockstars

##### Challenge 1 - 12

Code 3  
Creativity 3  
Theme 3  
Experience 3

#### The Creative Coders

##### Challenge 1 - 9

Code 2  
Creativity 2  
Theme 3  
Experience 2

The Team Scores section is where the fun begins! You can view your teams project scores and breakdowns to see how they have done in each of the four key areas!



# YOUR COMPETITION PORTAL

## TEAM FEEDBACK

# Feedback

### The Code Destroyers

### The Coding Rockstars

What a great band! And I loved that I could join in!

### The Creative Coders

Great music- but how could the user join in next time?

Finally, the Feedback section is where your teams will be able to see the latest feedback on their latest submission, allowing them to reflect and improve ready for their next one!





***GETTING IN  
TOUCH***



# GETTING IN TOUCH

**HERE WHEN YOU NEED US**

Traditionally, Primary Coding League have relied solely on volunteers who are all educators working full time in schools across the UK. However, with things growing and evolving we recognise the need for having an accessible team. We now have a full time dedicated team keeping everything running and ensuring we can support everyone involved when needed. See below the contact details for the different departments:

## **GENERAL INFO**

[info@primarycodingleague.co.uk](mailto:info@primarycodingleague.co.uk)

## **COMPETITION SUPPORT & QUESTIONS**

[comps@primarycodingleague.co.uk](mailto:comps@primarycodingleague.co.uk)

## **WORKSHOP BOOKINGS**

[workshops@primarycodingleague.co.uk](mailto:workshops@primarycodingleague.co.uk)

## **CPD & EVENTS**

[events@primarycodingleague.co.uk](mailto:events@primarycodingleague.co.uk)

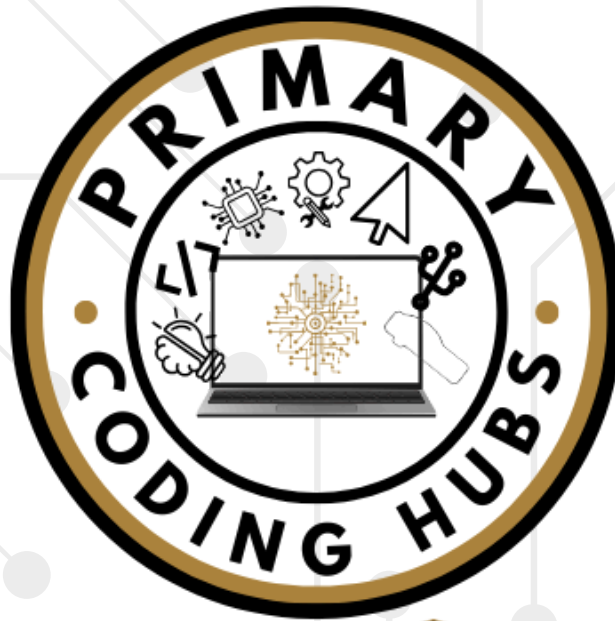
## **SCHOOL & TRUST PARTNERSHIPS**

[partnerships@primarycodingleague.co.uk](mailto:partnerships@primarycodingleague.co.uk)

## **GIVE US A CALL**

+44 7329 098246





Powered By



**EMPOWERING THE COMMUNITY OF  
TOMORROW.**

**Curriculum Support.**

**Community Events.**

**CPD & Training.**

**Youth Organisation Support.**

**Equipment Loan.**

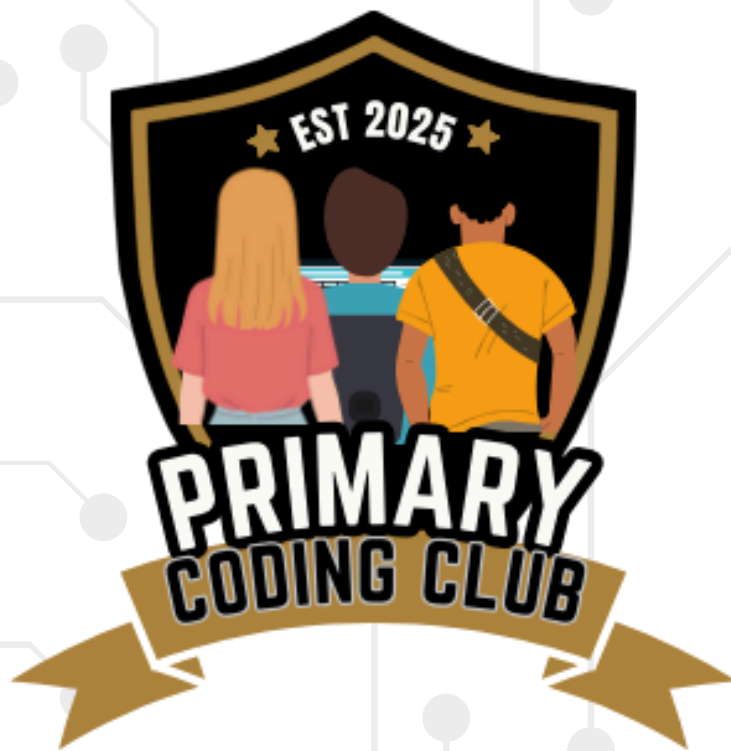
**Corporate Community Initiatives.**

**Get in touch today:**

**[community@primarycodinghubs.co.uk](mailto:community@primarycodinghubs.co.uk)**



Funded by  
UK Government



# CODE, CREATE & IMAGINE

*CELEBRATING PROGRESS. RECOGNISING ACHIEVEMENT.*

The coding club solution that meets the needs of everyone. At Primary Coding Clubs we take pride in being the solution for schools, parents and children alike.

From meeting the national curriculum and filling the gaps to showing children's progress and allowing children to feel celebrated, we have it all.



# WHY PRIMARY CODING CLUBS?



Our bespoke club curriculum has been specifically designed by specialist teachers to ensure high quality, value for money service. Children earn, celebrate and record badges and certificates in their personal log book while wearing them with pride.

You can start your very own Primary Coding Clubs at your school through our personalised licensing options which can be tailored to your school budget.

**Get in touch today:**

**[support@primarycodingclubs.co.uk](mailto:support@primarycodingclubs.co.uk)**



**CODE, CREATE & COLLABORATE**

**BRINGING PRIMARY AGED CODING INTO THE SPOTLIGHT**