Leeds City Region #techgoals competition
Secondary schools guide

About #techgoals

Digital skills are a must-have for young people seeking employment – and the Leeds City Region LEP is working hard to ensure that schools and teachers have what they need to teach these vital life skills.

The newly launched #techgoals programme is centred round an online learning platform, containing a range of teaching materials to support Key Stages 3 and 4 of the Computing Programmes of Study. It also includes extra-curricular resources, including clubs and online badges, for students in both primary and secondary schools. Wrapped round this are activities including dedicated teacher CPD and this region-wide competition for students.

Local employers are keen to see young people equipped with these important digital skills, so as well as supplying the real-life examples for the teaching materials, they'll be getting involved with the CPD, and with supporting young people in the classroom.

The competition

We are challenging students across the Leeds City Region to team up to create a mobile app that could benefit their community.

Using the AppShed resources on the #techgoals website - www.lcrtechgoals.com - design a mobile app that everyone in your community can access and which has a specific function that will benefit them.

It could be an app that delivers an early warning alert in extreme weather, or an app which makes it easier for people with mobility needs to get around. Or how about an app that helps people save money in local shops or encourages people to get active using local leisure amenities.

Entry requirements

There are two categories for entries into the competition – Primary and Secondary. Each category will be judged separately and a prize will be awarded to the overall winner of each category, and to the runner-up of each category.

Teams entering the Secondary category should be aged 11 to 14 (school years 7 and 8) and be students at a secondary school in the Leeds City Region.

Teams should be made up of a minimum of 3 students and a maximum of 6 students and the entries should be entirely the ideas and creation of the students. There is no maximum number of entries each school can submit to the competition.

The competition entries can be submitted at any time up to midnight on Friday 24th March 2017 through the #techgoals website. The winning teams will be announced in the week commencing Monday 27th March 2017 and will be invited to a prize-giving ceremony during the Leeds Digital Festival, between 24th and 28th April 2017.

Prizes

To be announced soon!

Accessing the resources through the LCR #techgoals website

To access the primary school AppShed resources which will form the basis of the competition entry, teachers and students must be registered on the #techgoals website. The #techgoals platform can be found at www.lcrtechgoals.com. This goes to a page from which those with accounts can log in and those without accounts can find the email address to apply for accounts.

For the first three months of the programme, the team at the Tech Partnership will manage teacher and student registrations on the site. Teachers can apply for an account by emailing helpdesk@techfuture.com, providing their full name (first and surname) and their school name and postcode. It would be helpful if they use **#techgoals registration** in the email subject field.

The registration processes allow students to be aligned with their teachers so that teachers can see their students, and monitor their activity and progress. This is managed through the Teacher Admin link at the top of the page. All students taking part in the competition must be registered on the #techgoals website. We are happy to register your students for you – simply contact helpdesk@techfuture.com.

From January 2017, teachers will be able to register themselves on the platform using an updated link on the welcome page. They will also be able to add their own students using a CSV upload. All details of how to do this are provided on the platform under the Guides section.

Teachers will receive their login information – username, password and manager ID – and can then click on the login link to access the platform and all the resources, including the AppShed competition project. The Tech Partnership team will also be available to add any number of students from each registered school on to the platform until the end of 2016 after which teachers will be able to manage their own student uploads.

About the resources

Once you are logged in to the #techgoals website, go to the competition page which is linked from the homepage.

You will find the AppShed Basics Course in three parts on the competition page. Each of these three modules are e-learning, with embedded video tutorials, to help you and your students master the AppShed platform to create the apps for the competition. Completing all three will provide a complete overview of the AppShed platform, and students will also automatically be awarded the three AppShed AppBuilder Open Badges (bronze, silver and gold). Additional resources (images, a map and additional information) mentioned in the course are available in the Resources section on the competition page. AppShed generates a URL for apps that are built in its platform, and this will form part of the competition entry.

Submitting your entry

To submit your finished entries, you will need to log in to the #techgoals website, go to the competition page and click 'Submit competition entry'. You will then need to fill in an entry form including the name of the team (if you have multiples teams entering from your school, you will need to complete a new entry form for each one). Students will need to publish their apps on AppShed and then click on 'share' and select 'web app' and then copy the link to their app. This will need to be included on the entry form so that the judges can view the finished app.