

# 2025-2026 Competitive Events Guidelines

## Exploring Coding & Programming



Exploring Coding & Programming allows members to develop a program based on a given topic and showcase their coding skills. Members present and demonstrate their completed program to a panel of judges, highlighting functionality, design, and problem-solving.

### Event Overview

<b>Division</b>	Middle School
<b>Event Type</b>	Team of 1, 2, or 3 members
<b>Event Category</b>	Presentation
<b>Event Elements</b>	Presentation with a Topic

### Educational Alignments

<a href="#">Career Cluster Framework Connection</a>	Digital Technology
<a href="#">NACE Competency Alignment</a>	Career & Self-Development, Communication, Critical Thinking, Leadership, Professionalism, Technology

### 2025-2026 Topic

#### Game On: Time Travel Challenge

Use your coding skills to create a fun and interactive game that takes players on a time-travel adventure through an exciting decade in history. Players will explore real events, meet important historical figures, and complete challenges to make it through the decade.

Your game should include:

- A version that works on computers or tablets (PC, Mac, or touchscreen device)
- Accurate facts about the time period, including dates, events, and people
- Player controls that use the keyboard, mouse, or touch screen
- At least two levels, a scoring system, and clear ways to win or lose

Imagine blending your favorite video game with a history quest.



*This topic was created in partnership with code.org. Learn more about code.org, resources available, and expanding computer science in your school or district at [this link](#).*

### State

Each chapter may submit one (1) entry for state competition.

### National

#### Required Competition Items

<u>Items Competitor Must Provide</u>	<u>Items FBLA Provides</u>
<ul style="list-style-type: none"><li>• Technology and presentation items</li><li>• Conference-provided nametag</li><li>• Attire that meets the <a href="#">FBLA Dress Code</a></li></ul>	<ul style="list-style-type: none"><li>• Table</li><li>• Internet Access</li></ul>

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### **Important FBLA Documents**

- Competitors should be familiar with the Competitive Events [Policy & Procedures Manual](#), [Honor Code](#), [Code of Conduct](#), and [Dress Code](#).

### **Eligibility Requirements**

To participate in FBLA competitive events at the National Leadership Conference (NLC), the following criteria must be met:

- **Membership Deadline:** FBLA national membership dues must be paid to the specific division by 11:59 p.m. Eastern Time on March 1 of the current school year.
- **Repeat Competitors:** Members may only compete in an event at the NLC more than once if they have not previously placed in the top 10 of that event at the NLC. If a member places in the top 10 of an event at the NLC, they are no longer eligible to compete in that event at future NLCs, unless the event has been modified beyond a name change. Chapter events are exempt from this procedure. **Competitors who placed in the top ten in Video Game Challenge at a previous National Leadership Conference are not eligible to compete in this event.**
- **Conference Registration:** Members must be officially registered for the NLC and must pay the national conference registration fee to participate.
- **Official Hotel Requirement:** To be eligible to compete, competitors must stay within the official FBLA housing block.
- **State Entry Limits:** Each state may submit up to four entries per event.
- **Event Participation Limits:** Each member may participate in:
  - One individual or team event, and
  - One chapter event (e.g., *Annual Chapter Activities Presentation* or *Community Service Presentation*).
- **Competitor Responsibility:** Only registered competitors are permitted to plan, research, prepare, and set up their presentations. Advisers and others may not assist.
- **Participation Requirement:** To be eligible for an award, each competitor must complete all components of the event at the National Leadership Conference.
- **Team Composition:** All members of a team must be from the same local chapter.
- **Late Arrivals:** Competitors will be allowed to compete until such time that the results are finalized, or participation would impact the fairness and integrity of the event, as determined by Competitive Events staff. If judges have left the competitive event area, it is no longer possible to compete. Five penalty points will be assessed for late arrivals in any competitive event.
- **Event Schedule Notes:**
  - Some events may begin before the Opening Session.
  - All schedules are posted in local time for the NLC host city.
  - Schedule changes are not permitted.

### **Event Administration**

This event consists of two phases: a preliminary presentation and a final presentation.

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### Preliminary Presentation Details

#### Timing Structure

- **Equipment Set-Up:** 3 minutes
- **Presentation:** 7 minutes (a one-minute warning will be provided)
- **Question & Answer (Q&A):** 3 minutes
- **Important:** Time allocations are exclusive. The presentation must begin immediately after the 3-minute set-up time concludes. Time may not be shifted between segments. Competitors will not interact with judges during the set-up period.

#### Venue & Format

- Presentations occur in-person at the National Leadership Conference (NLC).
- Competitors/teams are randomly assigned to presentation sections.
- Presentations will take place in a large, open area with a designated space of approximately 10' x 10', which includes a table and chairs for the judges.
- Presentations are closed to all audience and attendee observation.

#### Technology Guidelines

- **Internet Access:** Provided (*Please be aware that internet access at conference venues may be unreliable. Always prepare a backup plan in case the connection is lost or does not work with your device.*)
- Presentations must be delivered using no more than three personal devices (laptop, tablet, mobile phone, or monitor approximately laptop-sized).
- Projectors and projector screens are not permitted, and competitors may not bring their own.
- Wireless slide advancers (e.g., presentation clickers or mice) are allowed.
- External speakers are not allowed; audio must come directly from the presenting device(s).
- Electricity will not be available.

#### Non-Technology Items

- Visual aids, samples, notes, and other physical materials related to the project may be used.
- Items may be placed on the provided table or on the judges table, if space allows.
- No items may be left with the judges following the presentation.

#### Restricted Items

- Animals, except for authorized service animals.
- Food, which may be used for display only and may not be consumed by judges.
- Links and QR codes, which may be shown but may not be scanned or clicked by judges at any time.

#### Research

- Information must be supported by credible, well-documented sources.
- Any use of copyrighted material, images, logos, or trademarks must be properly documented.

#### Team Expectations

- In team presentations, all members must actively participate in the delivery of the presentation.

#### Event Specific Information

- Competitors may use a programming language of their choice.
- Presentation should cover the following aspects of the program:
  - The development, usability and functionality of the program must be demonstrated and explained to the judges.

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- Solution must run standalone with no programming errors.
- Data must be free of viruses/malware.
- Competitors must provide comprehensive documentation including a readme file, source code, templates/libraries used, and documentation of any copyrighted or open-source material used.
- The presentation should follow the rating sheet and include the following:
  - Code Quality: What are the specifics of and the big picture of the code?
  - User Experience: What focus is on the ease-of-use and accessibility of the interface?
  - Functionality: Speak to all aspects of the topic

### **Final Presentation Details**

The presentation guidelines outlined above will apply to the final presentation.

#### **Advancement to Finals**

- The top-scoring competitors or teams from each preliminary section will advance to the final round in equal numbers.
- The number of competitors or teams advancing to the final round depends on the number of preliminary sections:
  - 2 sections: Top 6 from each section advance
  - 3 sections: Top 4 from each section advance
  - 4 sections: Top 3 from each section advance
  - 5 sections: Top 3 from each section advance
  - More than 5 sections: Top 2 from each section advance

### ***Scoring***

- Preliminary round scores are used to determine which competitors or teams advance to the final round from each section.
- Final round scores determine the final rankings and top award winners.
- Judges are responsible for breaking all ties in both preliminary and final rounds.
- All judging decisions are final. Results announced at the National Leadership Conference are considered official and will not be changed after the conclusion of the National Leadership Conference.

### ***Penalty Points***

- Competitors may be disqualified if they violate the Code of Conduct or the Honor Code.
- Five points are deducted if competitors do not follow the Dress Code or are late to their assigned presentation time.

### ***Recognition***

- A maximum of 10 entries (individuals or teams) may be recognized per event.

### ***Americans with Disabilities Act (ADA)***

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- FBLA complies with the Americans with Disabilities Act (ADA) by providing reasonable accommodations for competitors. Accommodation requests must be submitted through the conference registration system by the official registration deadline. All requests will be reviewed, and additional documentation may be required to determine eligibility and appropriate support.

### ***Recording of Presentations***

- Unauthorized audio or video recording is strictly prohibited in all competitive events.
- FBLA reserves the right to record presentations for educational, training, or archival purposes. Competitors should be aware that their presentations may be recorded by FBLA-authorized personnel.

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### Exploring Coding & Programming Presentation Rating Sheet

Expectation Item	Not Demonstrated	Below Expectations	Meets Expectations	Exceeds Expectations	Points Earned
Code Quality					
Appropriate use of comments, naming conventions, and proper formatting	No comments provided	Comments provided but are not logical	Comments provided assist judges throughout the demonstration	Comments provided are logical, useful, and complete	
	0 points	1-6 points	7-8 points	9-10 points	
The program is modular in a way that makes logical, readable sense	Program does not make logical, readable sense	Program is either logical or readable, but not both	Program is logical and readable	Program exhibits an advanced knowledge of programming	
	0 points	1-6 points	7-8 points	9-10 points	
User Experience					
User interface is intuitive or clear instructions are provided	No instructions provided and is not intuitive	Instructions provided or program is not intuitive	Appropriate & clear instructions are provided	Program is intuitive and clear instructions are provided	
	0 points	1-6 points	7-8 points	9-10 points	
Users can easily navigate between pages	No help menu or navigation system incorporated	Includes basic help menu and usable navigation	Interface contains no spelling errors, has interactive help menu, and has no navigation errors	Program use also includes an intelligent feature such as an interactive Q&A	
	0 points	1-6 points	7-8 points	9-10 points	
User input is validated	User input isn't validated	User input validation attempted, but does not catch important edge cases or is not done correctly	User input is validated	Input validation applied on both syntactical and semantic levels	
	0 points	1-2 points	3-4 points	5 points	
Functionality					
Program addresses all parts of the prompt	Program does not address the topic/problem	Program addresses the topic/problem at a minimal level	Program fully addresses the topic/problem	Program fully addresses the topic/problem, and the correlation is explained in the instructions	
	0 points	1-6 points	7-8 points	9-10 points	
Program generates a presentable report	Output reports are not accurate or not available	Output reports are not sufficient to analyze data	Output reports are error free and provide all necessary information to analyze data	Output reports allow user to customize and analyze information	
	0 points	1-6 points	7-8 points	9-10 points	
Data storage	There is no storage of data	Variables are used inconsistently, or in a way that is unclear	Variable name and usage is clear. Variables store data that updates when necessary. Each variable performs only one job, and the correct data type is used	More complex data storage such as arrays and lists are used where appropriate and variable scope makes sense	
	0 points	1-2 points	3-4 points	5 points	

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Expectation Item	Not Demonstrated	Below Expectations	Meets Expectations	Exceeds Expectations	Points Earned	
<b>Presentation Delivery</b>						
<b>Statements are well-organized and clearly stated</b>	<i>Competitor(s) did not appear prepared</i>	<i>Competitor(s) were prepared, but flow was not logical</i>	<i>Presentation flowed in logical sequence</i>	<i>Presentation flowed in a logical sequence; statements were well organized</i>		
	0 points	1-6 points	7-8 points	9-10 points		
<b>Consistently displays confidence, poised body language, engaging eye contact, and effective voice projection.</b>	<i>Did not demonstrate any of the listed skills</i>	<i>Demonstrated 1-2 of the listed skills (confidence, body language, eye contact, or voice projection)</i>	<i>Demonstrated 3 of the listed skills (confidence, body language, eye contact, or voice projection)</i>	<i>Demonstrated all skills, enhancing the overall presentation</i>		
	0 points	1-6 points	7-8 points	9-10 points		
<b>Demonstrates the ability to effectively answer questions</b>	<i>Does not respond to questions or responses are completely off-topic.</i>	<i>Provides incomplete or unclear answers that show limited understanding.</i>	<i>Responds accurately and clearly to most questions, showing adequate understanding.</i>	<i>Responds confidently with clear, accurate, and thoughtful answers that enhance the overall presentation.</i>		
	0 points	1-6 points	7-8 points	9-10 points		
<b>Presentation Protocols</b>						
<b>Adherence to Competitive Events Guidelines</b>	<b>Competitor(s) Did Not Follow Guidelines</b>	<b>Execution Aligned with Guidelines: (All criteria must be met)</b> <ul style="list-style-type: none"> <li>✓ Used only allowable technology devices (sizing specs followed; maximum of three)                             <ul style="list-style-type: none"> <li>✓ Presentation aligned with the assigned topic</li> </ul> </li> <li>✓ Maintained professional boundaries during set-up time (no interaction with judges)                             <ul style="list-style-type: none"> <li>✓ Did not leave materials behind after the presentation</li> </ul> </li> <li>✓ Links or QR codes were displayed appropriately (not clicked or scanned by judges)                             <ul style="list-style-type: none"> <li>✓ Audio was presented without external speakers</li> <li>✓ Avoided use of food or live animals</li> </ul> </li> </ul>				
		0 points	10 points			
<b>Staff Only:</b> Penalty Points (5 points for dress code penalty and/or 5 points for late arrival penalty)						
<b>Presentation Total (110 points)</b>						
Name(s):						
School:					Section:	
Judge Signature:					Date:	
Comments:						