



RoboGames kids

CATEGORY

FINAL STAGE RULES
BAKU 2025

1. INTRODUCTION

Students participating in the "RoboGames kids" category will complete given tasks using educational robots programmed via block-based coding, applying critical thinking, creativity, and problem-solving skills.

Participants will first analyze the problem and then use coding and robotics technologies to develop innovative solutions. The teams will explore real-world challenges based on engineering principles, gain practical skills in design and programming, and implement their unique projects using modular construction systems.

Platforms used may include SPIKE Essential, WeDo 2.0, SPIKE Prime, Mindstorms EV3, and various LEGO construction elements, including block-based parts.

This competition is an excellent opportunity for students to develop essential skills such as creativity, logical thinking, programming, problem-solving, and the 4Cs (creativity, critical thinking, communication, collaboration). The aim of the competition is to program block-based robots in a specific manner and ensure they complete the assigned tasks.

2. PARTICIPATION REQUIREMENTS

- 2.1. Each team must consist of one adult team leader (mentor) aged 18 or older and two participants aged between 8 and 10 (participants must turn 8 by October 1, 2025, and must not turn 10 on or before that date).
- 2.2. If a change in team composition is necessary for any reason, an email must be sent to saf@steam.edu.az.
- 2.3. Teams must have access to the necessary equipment to participate in the competition.
- 2.4. Organizers do not provide equipment to participants.
- 2.5. Each participant may take part in only one team and one category.
- 2.6. The same team leader may guide multiple teams in the same category.
- 2.7. A mentor may lead several teams across different categories of the International STEAM Azerbaijan Festival.
- 2.8. Participating teams are considered to have accepted any changes made by the Scientific Committee of the International STEAM Azerbaijan Festival and all the conditions outlined in the rules.
- 2.9. Team names in the International STEAM Azerbaijan Festival must not reflect political, religious, military, or conflict-related themes.

3. CODE OF CONDUCT FOR PARTICIPANTS

- 3.1. Participating teams must adhere to the principles of fair competition, avoid disputes with other participants, refrain from insults, physical altercations, or provocative behavior, and must not intentionally damage other teams' projects or take their belongings without permission. Penalties will be applied based on the nature and seriousness of any rule violations.
- 3.2. Teams must be aware of safety rules and avoid behavior that endangers their own or other participants' safety.
- 3.3. Team leaders and accompanying persons are not allowed to enter the competition area or interfere in any way during the competition. If a team leader or accompanying person unofficially supports their team or interferes with other teams' performances, referees are authorized to issue warnings, disqualify the team, and apply appropriate disciplinary actions.
- 3.4. Each participant may compete in only one category. Duplicate registration, falsified registration, misrepresentation of age, or unauthorized substitution of team members is strictly prohibited. If such cases are detected and confirmed, the participant will be disqualified.
- 3.5. In the event of force majeure situations not covered by these rules, decisions will be made by the organizers.

4. FINAL STAGE

- 4.1. Teams that achieve high results in the selection round will qualify for the final stage.
- 4.2. The theme of the competition is "Submerged", and all projects must be relevant to this topic.
- 4.3. During the "Submerged" season, teams will identify problems related to underwater environments, technologies operating under water, and the protection of marine and water resources. They will propose creative solutions and present them as a project, demonstrating innovative approaches to real-life water-related engineering problems.
- 4.4. Teams may use any LEGO parts in their projects.
- 4.5. Students must present their ideas in the form of a project and provide solutions to identified problems.
- 4.6. During the project presentation, teams must explain how their model works, what components it includes, and how it relates to the theme.

5. EVALUATION CRITERIA

- 5.1. Relevance to the theme – 30%

- 5.2. Functionality and creativity of the LEGO model – 30%
- 5.3. Teamwork and collaboration – 20%
- 5.4. Project presentation and explanation – 20%
- 5.5. Each team will be given a maximum of 5 minutes to present their project, followed by a 3-minute Q&A session.
- 5.6. All projects must be prepared in advance by the participants. On the day of the competition, only presentation and explanation will be conducted.

6. ETHICS AND JUDGEMENT

- 6.1. The competition is based on ethical principles. Teams must follow integrity, respect, and collaboration.
- 6.2. The jury's decision is final and not subject to appeal.
- 6.3. Violation of rules may result in disqualification of the individual or the team.