

# SANTOS GLNG Scratch Challenge

## Background

Communication of ideas and information is often a challenging process. There is plenty of information available to people, but unless it is in a form that is easy to understand and absorb, it may be misconstrued or not understood. Digital Technology tools give us the opportunity to design creative and engaging ways to convey this information.

## Challenge

In this challenge, you will either learn how to use the Scratch Programming environment or utilise and expand their programming skills to create a digital asset that can be used as a platform for informing others about various aspects of the SANTOS GLNG operation

You are required to design a digital asset designed to bring to the community an aspect of the SANTOS GLNG operation.

Potential topics could include (but are not limited to)

- Careers of the SANTOS Staff
- A description of a process that is used within the LNG industry (ensuring relevance to SANTOS GLNG)
- An explanation of specific equipment used in the LNG process

## Resources

On the QMEA website you will find a variety of different resources to assist you with this challenge.

Scratch Tutorials: There are multiple videos that explain various aspects of Scratch Programming. If you are new to Scratch, work your way through the first 4 videos. They describe a previous Scratch challenge, but the concepts will be very relevant to your project. If you are more experienced with Scratch, check out the remaining 2 videos for some more advanced programming ideas.

Digital Assets: While its acceptable to use generic pictures and graphics, to help your projects really stand out, QMEA provides a folder full of pictures, graphics and staff interviews that are specific to SANTOS and the LNG process. Use these to really help your project engage with others.

Do not be afraid to look further for other resources to help support your project.

<https://qmea.org.au/santos-scratch-challenge/>

## Awards

There will awards given in 3 categories:

- Best Use of Programming (commenting within the code is expected to ensure that students have completed the work themselves). Examples of prototypes and the design process are encouraged.
- Best Use of Content (with consideration toward accuracy and appropriateness of delivery). References to demonstrate where information was obtained as well as to assist with further research, are encouraged.
- Best Overall project (A Design folio outlining the process undertaken will be used in the judging to reflect ideation of the concept and thought process)