Coding in Minecraft State of Alaska Competition School Year 2024-25

Official Rules and Terms and Conditions

These Competition Terms (the "Terms") govern the Coding in Minecraft State of Alaska Competition (the "Competition"). Please read these Terms carefully as they form a binding legal agreement between your school ("Participant School") and Prodigy Learning US Inc ("Organizer") with respect to the Competition.

UNLESS YOU AGREE TO THE TERMS AND APPLICABLE RULES, YOUR SCHOOL (1) MAY NOT PARTICIPATE IN THE COMPETITION AND (2) IS NOT ELIGIBLE TO RECEIVE PRIZES OR CREDIT.

The Competition is open to all schools in the US state of Alaska during the Competition Period (as defined below). By participating in the Competition, you are agreeing on behalf of your school to be bound by the Terms.

1. Competition Period

The Competition will run from January 16, 2024 to June 30, 2025 (the "Competition Period"). The relevant period during which submissions may be submitted for the purposes of determining the competition winners will be between July 1, 2024 and June 30, 2025 ("the Accounting Period").

2. Application eligibility

To be eligible to enter a school in the Competition, an applicant must:

(a) Be an educator from a school in the State of Alaska using Coding in Minecraft during the Competition period;
(b) Have authorization from a school's administration for participation in the Competition; and
(c) Use the form which can be found here to submit the application, by submitting the form the applicant confirms their eligibility.

The final decision regarding any particular school's eligibility to participate rests solely with Organizer.

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3. Credential awards

All individual credentials awarded by Participant School to enrolled students (each a "Participating Student") in the Coding in Minecraft pathway during the Competition Period count towards a Participant Schools' total number of awarded credentials including the following:

- Coding in Minecraft
    - Introduction to Coding using MakeCode
    - Intermediate Coding using MakeCode
    - Advanced Coding using JavaScript
    - Advanced Coding using Python
    - Expert Coding using JavaScript
    - Expert Coding using Python
    - Capstone Credential – JavaScript
    - Capstone Credential – Python
    - Expert Capstone Credential – JavaScript
    - Expert Capstone Credential – Python
- Cyber in Minecraft
    - Digital Citizenship
    - Networking
    - Security
    - Capstone Credentials – Cybersecurity
- AI Ready Skills
    - Introduction to AI
    - Exploring Data and AI
    - Coding and AI
    - Practicing Responsible AI
    - Capstone Credential – AI Foundations

Each individual credential achieved by a Participating Student will be counted as one credential awarded to Participant School. As an illustrative example, if one Participating Student completes the entire Coding in Minecraft pathway in Python, the associated 4 x credentials will be awarded to Participant School.

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4. Winner determination

The winner will be determined based on the following formula:

$$A/B = C$$

A = the total number of individual credentials earned by Participating Students at a Participant School during the Competition Period
B = the total number of students enrolled in all grades in the school (taken from DEED data)
C= credentials per capita

The top 3 schools with the highest awards per capita will be the 3 grand prize winners (each a "Winner").

Organizer's calculation of each school's score, and Organizer's determinant of the Winners will be final.

5. Winner notification

Winners will be contacted by email on or about July 16, 2025

6. Prize conditions

Organization awards the Competition prices subject to the following conditions:

(a) Organizer is the sole determinant of the prizes awarded.
(b) Winners are not entitled to a substitute or cash equivalent prize.
(c) Organizer may substitute any prize, in whole or in part, of equal or greater monetary value if a prize cannot be awarded, in whole or in part, as described for any reason.
(d) Organizer makes no representations and warranties regarding the use, value, suitability, or durability of the prize and has no liabilities to winners.
(e) Prizes will only be sent directly to the school address.

7. Disqualification

Organizer may disqualify any Participant School or Participating Student from the Competition, and forfeit any prizes to which such participant may otherwise be eligible if Organizer reasonably believes that such participant has attempted to undermine the legitimate operation of the Competition including by:

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(a) Providing false information during the registration process registration or concerning your eligibility;
(b) Breaching or refusing to comply with these Terms;
(c) Tampering or interfering with the administration of the Competition or with the ability of other contestants to participate in a Contest including, but not limited to any conduct that abuses, threatens or harasses, or purposefully and overtly annoys any other competitors;
(d) Cheating or engaging in any form of deception; or
(e) engaging in behavior that violates any applicable law.

8. Code of Conduct

By agreeing to these terms, Participant School agrees that Participating Students will to abide by the participant Code of Conduct. All participants are expected to treat others with respect. Participants should acknowledge that everyone deserves a chance to participate — and everyone has the right to enjoy the experience without fear of harassment, discrimination, or condescension, whether blatant or via micro-aggressions. Threatening or harassing other participants or Organizer, including its employees and representatives, is prohibited. Harassing behavior includes offensive, threatening, and/or hateful comments directed toward an individual or protected class (e.g., sexual orientation, disability, gender identity, age, race, religion, ethnicity, veteran status). Organizer has sole discretion to decide whether any participant's behavior is threatening or harassing.

9. Publicity

By accepting a prize, you agree on behalf of your Participant School to Organizer's, and its affiliates', use of your school's name and/or likeness and photo (if applicable) for advertising and promotional purposes without additional compensation, unless such use is prohibited by law.

10. Organizer's right to cancel, modify or disqualify

Organizer may, in its sole discretion, cancel, terminate, modify or suspend the Competition, or any of its terms, at any time, without compensation or liability to Participant School, Participating Students or any other party.

11. DISCLAIMER

THE COMPETITION IS CONDUCTED ON AN "AS IS" AND "AS AVAILABLE" BASIS. ORGANIZER DISCLAIMS ALL REPRESENTATIONS AND WARRANTIES (EXPRESS OR IMPLIED), INCLUDING ANY

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WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE. ORGANIZER IS NOT RESPONSIBLE FOR ANY INACCURATE DATA PROVIDED BY THIRD PARTIES. ORGANIZER IS NOT RESPONSIBLE FOR ANY MALFUNCTION OF THE MINECRAFT LEARNING PLATFORM HOWEVER CAUSED.

12. GOVERNING LAW

All claims arising out of or relating to these Terms will be governed by New York law, excluding New York's conflict of laws rules, and will be litigated exclusively in the federal or state courts of New York County, New York; the parties consent to personal jurisdiction in those courts.

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