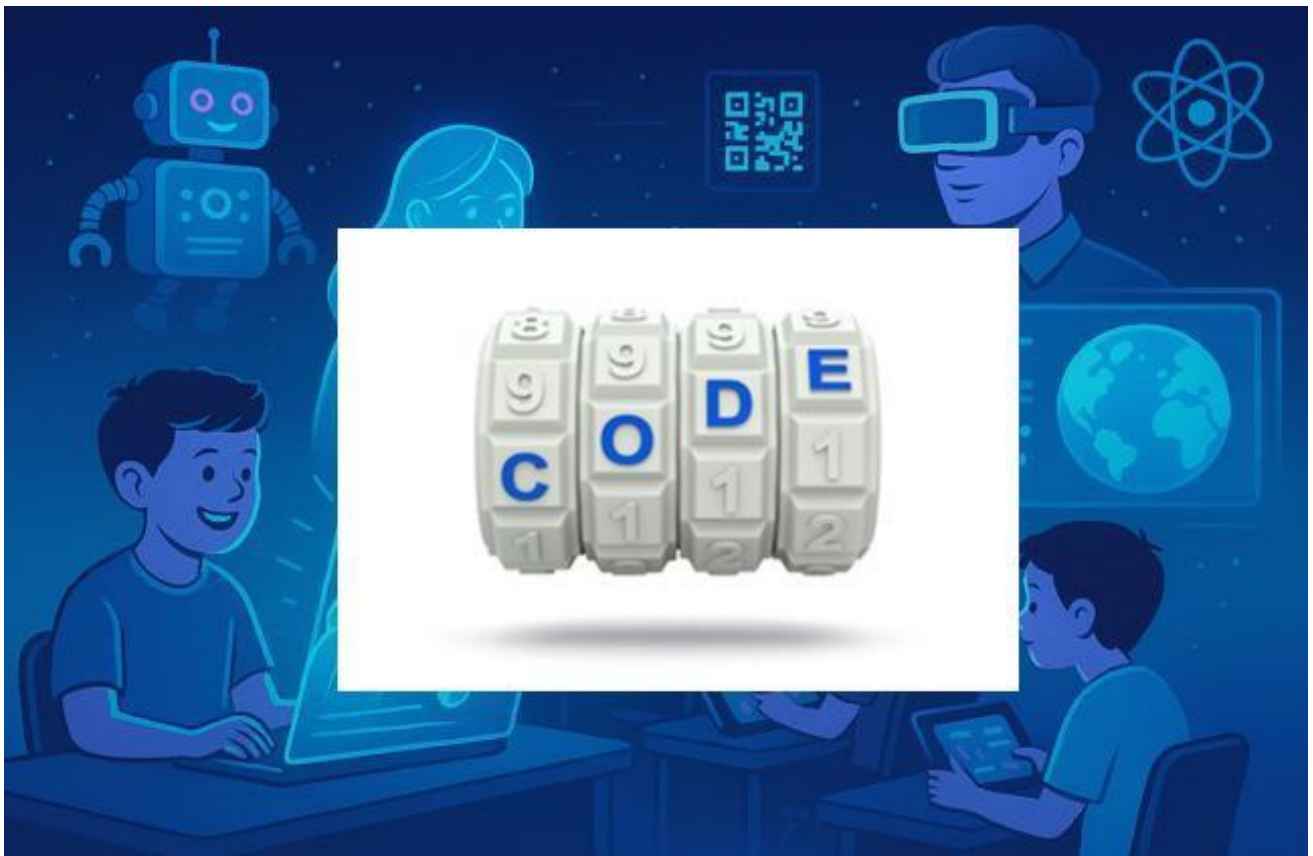


# technocamps

## Game of Codes Competition 2026



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Y Comisiwn Addysg Drydyddiol a'r Ymchwil  
Commission for Tertiary Education and Research



# Get Involved with Programming

*Imagine it, Code it, Win it!*

## **Game of Codes is BACK!**

### **The Future: Imagining Education in 2050**

**Game of Codes is back with the Technocamps pan-Wales National Game of Codes Programming Competition. The competition will enable interested pupils to develop their problem solving, communication, and teamwork skills while improving their knowledge of computer programming in a fun and inventive way.**

This year, we invite you to step into the future and imagine what education will look like in the year 2050. How will technology transform learning? What tools will students and teachers use? How will creativity, collaboration, and innovation redefine classrooms?

Your challenge is to create a piece of software that explores Education in 2050. Think big:

- Will classrooms be fully virtual?
- Will AI tutors personalize learning for every student?
- Could immersive simulations replace textbooks?

Your software must have an original design which could be in the form—game, app, website, quiz, or animation—and should present your vision of future education in an engaging and original way. Use any

coding language you like (Scratch, Python, Java, HTML, etc.), and feel free to incorporate hardware like Raspberry Pi or BBC micro:bits.

We are accepting both team entries and individual entries. All entries must provide a teacher (or club leader/parent) contact and have the support of their school, before entering. There is no limit to the number of teams/individuals a school can enter into the competition.

### **Team Entries**

During the build-up to the competition, groups in your school class, pupils from your local primary school or your entire Technoclub can contribute to the development of your software. However, for the competition final, you will need to nominate a team of two to six people from the school who could attend the final competition and prize day. It is important that this is a mixed ability group.

Team entries are made up as a Poster presentation and cover the following:

- Name of the project.
- Aim of the project - Who the project is for?
- Who is in your team?
- How did you create the software (e.g., what language did you use)?
- Include evidence of your software e.g., screenshots, software file or photographs of the final product.
- Design of the project (What did it look like before you started coding? Did you have any characters? How did you decide what the project was going to achieve?)
- Reflection (How did you make decisions as a team? Discuss the team responsibility of each member of your team. What steps did you take to make the software? Did you make any changes, if so, what changes did you make? What did you learn when creating the final project?)

## **Individual Entries**

Individual entries are made up as a Poster presentation and cover the following:

- Name of the project.
- Aim of the project - Who is the project for?
- How did you create the software (e.g., what language did you use)?
- Include evidence of your software e.g., screenshots, software file or photographs of the final product.
- Design of the project (What did it look like before you started coding? Did you have any characters? How did you decide what the project was going to achieve?)
- Reflection (How did you make decisions? What steps did you take to make the software? Did you make any changes, if so, what changes did you make? What did you learn when creating the final project?)

Remember when creating your software, it is essential to consider the following:

- Is your software innovative? Will people want to use it? Can you access similar software on the market? What makes your software different? Why would someone want to use your software?
- Who is your software aimed at and how will you target them? For example, if your software game is targeted at teenage girls, how will you ensure they want to use the software?
- Make your software look fun and be creative!

Poster Templates can be found here:

[Poster Template 1.ppt](#)

[Poster Template 2.pptx](#)

# How to Enter

Entries can be submitted using the links below no later than 5pm on **Friday 13<sup>th</sup> February 2026.**

Shortlisted entries will be notified on **Monday 23<sup>rd</sup> February 2026.**

Shortlisted entries will be invited to attend the Game of Codes Finals Day hosted by School of Computer Science and Informatics at their Abacws building in Cardiff on the 26th March 2026, where finalists will be given the opportunity to showcase their entry to academics and special guest judges. The best entries will receive prizes, and every team will receive a Certificate of Attendance and goodie bag.

[Team Entry Form Link](#)

[Individual Entry Form Link](#)

## Get in Touch

For any advice, questions or support on the Technocamps Game of Codes Competition, please feel free to contact the team at:

[cardiff@technocamps.com](mailto:cardiff@technocamps.com)

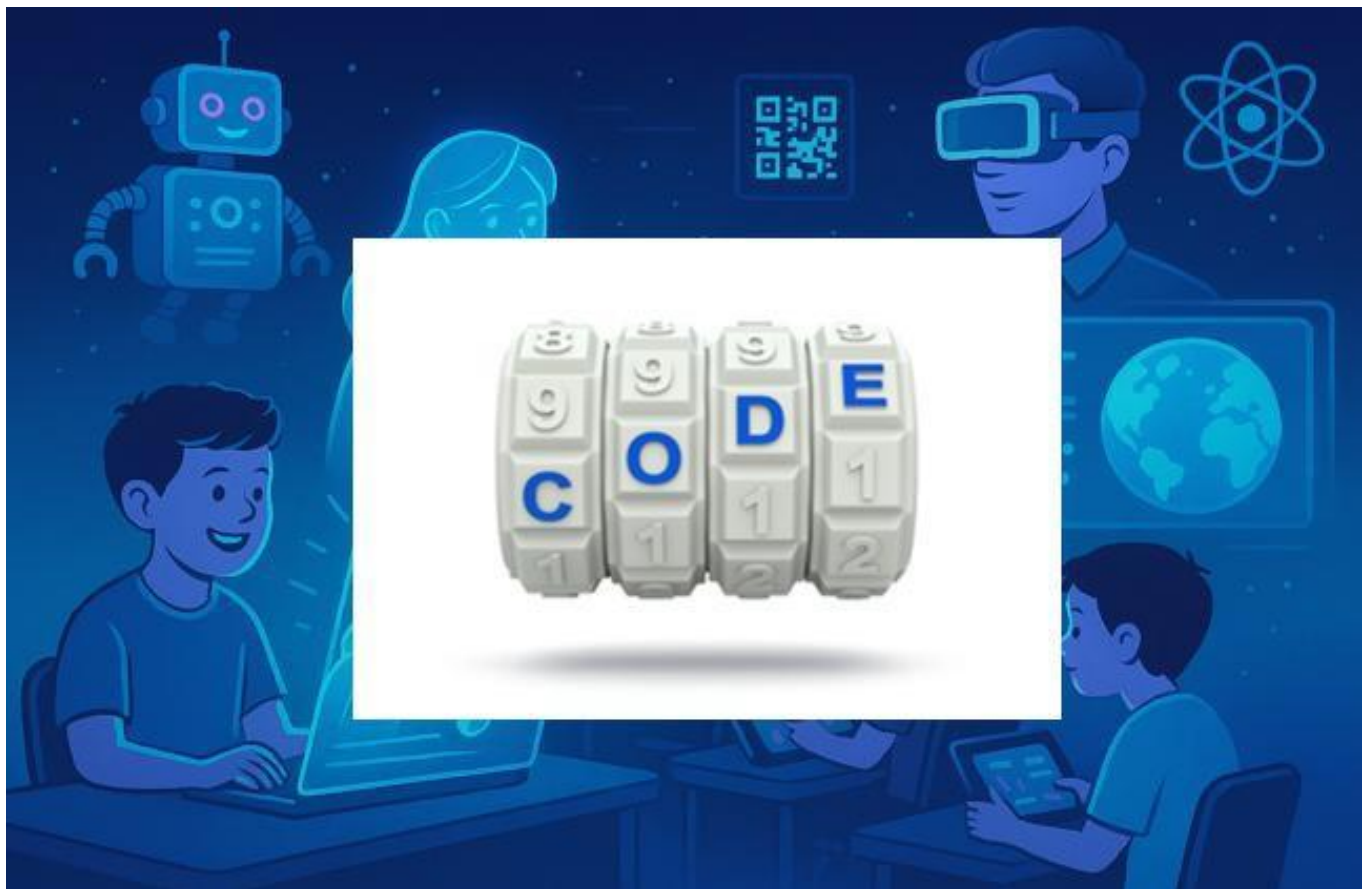
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## Cystadleuaeth Gem o Godiau 2026



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# Get Involved with Programming

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## Gem of Godiau yn ôl!

### Y Dyfodol: Dychmygu addysg yn 2050

**Gem o Godiau yn ôl gyda Chystadleuaeth Rhaglennu Genedlaethol Technocamps ar draws Cymru. Bydd y gystadleuaeth yma yn galluogi disgyblion i ddatblygu eu sgiliau datrys problemau, cyfathrebu a gwaith tîm, wrth wella eu gwybodaeth o raglennu cyfrifiadurol mewn ffordd hwyl ac arloesol.**

Eleni, rydym ni'n eich gwahodd chi i gamu i mewn i'r dyfodol ac i ddychmygu sut fydd addysg yn edrych yn y flwyddyn 2050. Sut fydd technoleg yn newid dysgu? Pa offer fydd disgyblion ac athrawon yn eu defnyddio? Sut fydd creadigrwydd, cydweithio ac arloesedd yn ail-ddiffinio'r ystafelloedd dosbarth?

Eich her yw creu darn o feddalwedd sy'n archwilio addysgu yn 2050. Meddyliwch yn fawr:

- A fydd ystafelloedd dosbarth yn gwbl ar-lein
- A fydd tiwtoriaid AI yn personoli dysgu ar gyfer pob disgybl?

Rhaid i'ch meddalwedd fod a cynllun unigryw, a gall fod ar ffurf, gem, ap, gwefan, cwis neu animeiddiad - ac ddylai yn dangos eich gweledigaeth o addysg yn y dyfodol. Gallir defnyddio unrhyw iaith godio (Scratch, Python, Java, HTML ac ati), ac mae croeso i chi ychwanegu caledwedd fel Raspberry Pi neu BBC micro:bits.

Rydyn ni'n derbyn ceisiadau unigol neu ceisiadau tîm. Mae'n rhaid i bob cais gynnwys manylion cyswllt athro (neu arweinydd clwb/rhiant) a chael cefnogaeth ysgol, cyn cystadlu. Does dim terfyn ar faint o dimau neu unigolion y gall ysgol eu cyflwyno i'r gystadleuaeth.

### **Ceisiadau Tîm**

Yn ystod cyfnod paratoi'r gystadleuaeth, gall grwpiau o'ch dosbarth ysgol, disgyblion o'ch ysgol gynradd leol neu eich clwb technoleg gyfan gyfrannu at ddatblygu'r feddalwedd. Ond, ar gyfer y rownd terfynol, bydd angen ichi enwebu tîm o ddau i chwech o bobl o'r ysgol, i ymuno a'r rownd derfynol a'r diwrnod gwobrau. Mae'n bwysig bod y tîm yn gymysg o ran gallu.

Mae ceisiadau tîm yn cynnwys cyflwyniad poster, sydd yn cynnwys y canlynol:

- **Enw'r prosiect**
- **Nod y prosiect** (Ar gyfer pwy mae'r prosiect?)
- **Pwy sydd yn eich tîm?**
- **Sut wnaethoch chi greu'r feddalwedd?** (e.e., Pa iaith rhaglennu)?
- **Tystiolaeth o'ch meddalwedd** e.e., sgrin luniau, ffeiliau meddalwedd neu luniau o'r cynnyrch terfynol.
- **Cynllun y prosiect** (Sut oedd e'n edrych cyn i chi ddechrau codio? A oeddech chi'n defnyddio cymeriadau? Sut wnaethoch chi ddewis beth oedd y prosiect yn mynd i'w gyflawni?)
- **Adlewyrchiad** (Sut wnaethoch chi wneud penderfyniadau fel tîm? Disgrifiwch gyfrifoldebau pob aelod o'r tîm. Pa gamau wnaethoch chi eu cymryd i greu'r feddalwedd? A wnaethoch wneud unrhyw newidiadau? Os felly, pa newidiadau? Beth ddysgoch chi wrth greu'r prosiect?)



## Ceisiadau Unigol

Mae ceisiadau unigol yn cynnwys cyflwyniad poster, sydd yn cynnwys y canlynol:

- **Enw'r prosiect**
- **Nod y prosiect** (Ar gyfer pwy mae'r prosiect?)
- **Sut wnaethoch chi greu'r feddalwedd?** (e.e., Pa iaith rhaglennu?)
- **Tystiolaeth o'ch meddalwedd** e.e., sgrin luniau, ffeiliau meddalwedd neu luniau o'r cynnyrch terfynol.
- **Cynllun y prosiect** (Sut oedd e'n edrych cyn i chi ddechrau codio? A oeddech chi'n defnyddio cymeriadau? Sut wnaethoch chi ddewis beth oedd y prosiect yn mynd i'w gyflawni?)
- **Adlewyrchiad** (Sut wnaethoch chi wneud penderfyniadau? Pa gamau wnaethoch chi eu cymryd i greu'r feddalwedd? A wnaethoch wneud unrhyw newidiadau? Os felly, pa newidiadau? Beth ddysgoch chi wrth greu'r prosiect?)

Cofiwch, wrth greu eich meddalwedd, mae'n hanfodol ystyried y canlynol:

- Ydy'ch meddalwedd yn arloesol? A fydd pobl eisiau ei ddefnyddio? A oes meddalwedd tebyg ar gael yn barod? Beth sydd yn gwneud eich meddalwedd yn wahanol? Pam fydd rhywun eisiau defnyddio eich meddalwedd?
- Ar bwy mae'ch meddalwedd wedi'i thargedu a sut byddwch yn cyrraedd nhw? Er enghraifft, os yw'ch meddalwedd yn targedu at ferched, sut byddwch yn sicrhau eu bod nhw eisiau ei ddefnyddio?
- Gwnewch i'ch meddalwedd edrych yn hwyl a creadigol!

Enghreiffitiau a thempledi poster gellir eu cael ei ffeindio yma:

[Poster Template 1.ppt](#)

[Poster Template 2.pptx](#)

# Sut i ymuno

Gellir cyflwyno ceisiadau gan ddefnyddio'r dolenni isod ddim hwyrach na 5pm ar **ddydd Gwener 13 Chwefror 2026**.

Bydd ceisiadau ar y rhestr fer yn cael eu hysbysebu ar **ddydd Llun 23 Chwefror 2026**

Shortlisted entries will be invited to attend the Game of Codes Finals Day hosted by School of Computer Science and Informatics at their Abacws building in Cardiff on the 26<sup>th</sup> March 2026. Bydd cyfle wedyn i arddangos eu prosiect i academyddion a beirniaid arbennig. Bydd y ceisiadau gorau'n derbyn gwobrau, ac fe fydd pob tîm yn derbyn tystysgrif presenoldeb.

[Dolen Cais Tîm](#)

[Dolen Cais Unigol](#)

# Cysylltu â ni

Am unrhyw gyngor, cwestiynau neu gymorth ynghylch Cystadleuaeth Gem o Godiau Technocamps, mae croeso i chi gysylltu â'r tîm ar:

[cardiff@technocamps.com](mailto:cardiff@technocamps.com)

**www.technocamps.com**

Dilynwch ni ar:

