



## COS2025 Handbook

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## Introduction

Coding Olympics 2025 (5<sup>th</sup> season), or **COS2025**, is a national coding competition jointly organized by Singapore Science Centre Global and mangoSTEEMS Singapore.

The aim of the competition serves 2 purposes:

1. Encourage students to acquire coding skills to prepare for the digital world.
2. Seeks to unearth the best efficient and accurate coders.

Coding Olympics will continue to be held online. Using the award-winning coding platform, CodeMonkey, participants will be able to learn and compete in a safe and secured environment in the comfort of your home.

This virtual event will run from **29 July 2025-3 August 2025**, offering a learning stage to prepare participants to be ready before competing on the final day of the competition. There are 2 competing categories and based on individual challenge over a series of real-world challenges. No coding experience is required in this competition.

## Categories and Levels

1. Category A - Primary 3 and 4 (9-10 years old)
2. Category B – Primary 5 and 6 (11-12 years old)
3. Category C – Primary 2 (8 years old; non-competitive)

## Registration

Register at Science Centre Singapore Global website: <https://www.sscglobal.com.sg/>

Upon successful registration, you will receive **2 emails**:

1. A **payment receipt**
2. A separate **confirmation email** from Science Centre Singapore Global later in the week after verification of participants information





## Competition Criteria

The result is objective and tabulated on the platform through an automated system configured to evaluate the solutions submitted by participants. Code submitted by participants for each challenge will be compiled and evaluated according to the following criteria:

- Total number of stars achieved within 60 minutes duration



**The stars are awarded in the following way:**

	First star is given if the challenge is completed - the monkey caught all the bananas.
	Second star is given if the user applied the coding concept that was specific to the challenge.
	Third star is given if the code is short and to the point.
	No star will be given if the code failed to solve the challenge.
<i>In the case of tied scores, participants may be ranked considering the time taken to submit all solutions to problems.</i>	

The time spent to solve a problem shall be considered when deciding between two equal scores: if the number of points awarded to two people is equal, the person who spent the least time to solve all the problems shall be classified above the other, although the scores remain equal.

## Rewards – Prizes

Categories	Awards	Prizes
Cat A (Primary 3-4)	Champion	\$200 Toys“R”Us voucher
	1 <sup>st</sup> Runner up	\$150 Toys“R”Us voucher
	2 <sup>nd</sup> Runner up	\$100 Toys“R”Us voucher
	4 <sup>th</sup> to 20 <sup>th</sup> consolation winners	\$10 gift voucher
Cat B (Primary 5-6)	Champion	\$200 Toys“R”Us voucher
	1 <sup>st</sup> Runner up	\$150 Toys“R”Us voucher
	2 <sup>nd</sup> Runner up	\$100 Toys“R”Us voucher
	4 <sup>th</sup> to 20 <sup>th</sup> consolation winners	\$10 gift voucher

### Notes:

- Participants who won shall be contacted within 4-6 weeks after the end of the competition and the prize will be mailed/sent to the given Singapore address, unless otherwise stated.
- Organizers, however, reserves the right to replace prizes with a prize of equal or greater value including, but without limitation, in the event if prizes originally planned are out of stock or in case of any other unforeseen event which makes it impossible to issue the planned prizes in a timely manner.
- The prize is neither refundable nor transferable and cannot be extended. Documents issued in the name of the winner are not transferable or refundable.
- Prizes are non-transferable and are not redeemable for cash or credit.
- Result released are final and will be announced within 2 weeks after competition and are not subject to review.
- E-certificate(s) of Participation will be issued to all participants who have completed the competition within 6-8 weeks after the competition.
- Overseas participants who won will be issued a digital voucher of equal value as local participants.

## Competition Overview

### Learning and Compete Stages

COS2025 comes with 4 days of complimentary **live online coding lessons** conducted by a trainer. The lessons will be streamed on **MangoSTEEMS Singapore Facebook page** and **mangoSTEEMS YouTube channel** from **29 July-1 August 2025**.

The participants will be introduced to various fundamental coding concepts, followed by learning to write codes to solve challenges. Participants will attempt to solve over 105 challenges before competition day.

Day	Dates/Timing	Duration	Stages	Tasks
Day 1	29 Jul, 4pm – 5:30pm*	Around 90mins	Learn	<ul style="list-style-type: none"> <li>• Introduction to Coding fundamentals and guide to access CodeMonkey platform</li> <li>• Learn to write basic codes using real-world programming language 'CoffeeScript' language.</li> <li>• Solve first 30 challenges</li> </ul>
Day 2	30 Jul, 4pm – 5:30pm*		Learn	<ul style="list-style-type: none"> <li>• Solve next 31- 60 challenges</li> </ul>
Day 3	31 Jul, 4pm – 5:30pm*		Learn	<ul style="list-style-type: none"> <li>• Solve next 61- 75 challenges</li> </ul>
Day 4	1 Aug, 4pm – 5:30pm*		Warm Up	<ul style="list-style-type: none"> <li>• Redo and solve key challenges in 'Skill Mode'</li> </ul>
Day 5	2 Aug, 9am – 5pm	60 mins	Compete	-
Day 6	3 Aug, 9am – 5pm			

\*Notes: Duration and timing are estimated and may be subject to changes.

Videos will be uploaded and available online after lesson time.

## Competition Guide

To avoid overloading the server and unless other arrangements have been made with organizers, participants are recommended to compete during allocated timeslots. The timeslots serve as a guideline. Participants can compete anytime between 9AM-5PM on competition days.

- Participants will be able to login between 9AM-5PM to compete using their own computer.
- Please allocate at least 1 hour to complete all the challenges.
- Participants only have **1 X ATTEMPT** so please ensure a stable internet connection before commencement of competition.
- There will be **NO** on-screen timer so you may set your own timer before starting.
- After the 1<sup>st</sup> hour duration, participant can either logout, or stay on to complete all challenges, but, stars earned after 1<sup>st</sup> hour will not be counted for the competition result.
- The judging criteria remains unchanged: to complete the challenges in the shortest time and collect as many stars as possible.
- Should you encounter any errors, logout and re-login to continue the challenges.

# Website Links and Login Details

## Live Online Coding Lessons

On the days of the live online coding lessons, participants will have to connect to the streaming websites (MangoSTEEMS Singapore Facebook Page, or YouTube Channel) to watch the lesson.

Participants will use the login details provided to sign in on the CodeMonkey platform.

### MangoSTEEMS Singapore Facebook Page

<https://www.facebook.com/mangoSTEEMSSingapore/>

### MangoSTEEMS SG YouTube Page

<https://www.youtube.com/mangosteemssg>

### CodeMonkey Platform

<https://app.codemonkey.com/login>

Participants are strongly encouraged to join and be ready 10 minutes prior the lesson time.

Participants must prepare the following:

- A computer desktop\* or laptop pre-installed with the latest version of web browser such as Chrome, Firefox, Safari, etc
- Strong internet connectivity
- A Facebook account or YouTube account (*using parents account is allowed*)

*\* Refer to Appendix A for hardware requirements*

## Login Details

All participants will receive their login details through their registered email between 21 July 2025 to 27 July 2025.

The credentials include:

1. Participant username
2. Password
3. All website links to the live online coding lessons and CodeMonkey

## Rules and Regulations

1. The competition is open to any individual between 9 and 12 years old, with an internet connection and a valid email address.
2. Access to the Coding Olympics 2025 is prohibited for the following people: Employees of Science Centre Singapore and mangoSTEEMS Singapore, or any other affiliates (it controls, which controls it or under common control with it).
3. By participating in the competition, all participants shall refrain from cheating, faking, thieving identity, or any other technique to change the result of the contest. They are required to participate and compete alone without the help of a third party or any technical assistance.
4. If participant found cheating, they will be disqualified from the competition at any stage and will not be eligible for any prizes.
5. The result is final and is done on the platform through an automated system configured to evaluate the solutions submitted by participants.
6. The prize will not be transferable to another person.
7. No part of a prize is exchangeable for cash or any other prize.
8. Organisers reserves the right to amend these rules at any time. Organisers may also create rules, which will apply to a specific competition only. If we do this we will publish the amended competition rules and/or specific competition rules on the relevant competition page.
9. The organisers shall not be responsible for any claims for compensation or otherwise, in regard to the holding of or for anything arising out of or connected with training and competition.
10. Participants authorize the Competition organizers to contact them via email (your email will not be disclosed to third parties).



## Technical Support

If you face any issues during the competition, you may reach out to:

Chat Messenger: <https://www.facebook.com/mangoSTEEMSSingapore/>

Email: [enquiry@sscglobal.com.sg](mailto:enquiry@sscglobal.com.sg) / [ria\\_riana\\_bakri\\_from.tp@science.edu.sg](mailto:ria_riana_bakri_from.tp@science.edu.sg)

## Appendix A

### **Computer system requirements:**

1.5 GHz Core2Duo or equivalent

2 GB RAM

At least 1280 x 720 screen resolution

Internet access

Browser support:

Latest version of Chrome, Firefox, Safari, IE - 11 and higher