Floaino

CLASSROOM STEAM EDUCATION AI Technologies

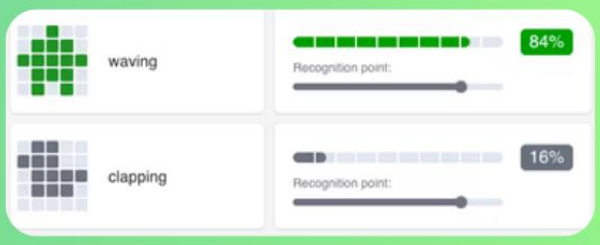
micro:bit

AI for Good

COMPETITION WITH MICRO:BIT

COMPETITION RULEBOOK

micro:bit | CreateAI



Powered by micro:bit

AI for Good Competition Rulebook

Classroom STEAM Education 2026

Overview

Welcome to the **AI for Good with micro:bit Competition** hosted by CLASSROOM STEAM Education. This challenge invites students to use the micro:bit to build AI-powered solutions to real-world problems in their schools and communities.

This competition is designed to be intentionally aligned with the requirements, timelines, and judging criteria included in many emerging AI competitions. This alignment gives participants a unique opportunity to submit their project to the competition, increasing their potential for recognition.

Team Composition

The **AI for Good with micro:bit Competition** is open to P4 – P5 students and S1 – S3 students in Hong Kong Schools. To ensure all participants are categorized correctly, please use the following guide to determine your division.

Grade-Level Equivalency

Group Division	Grade	Age
Junior	P4 – P5	Years 8-12 (Upper Primary)
Senior	S1 – S3	Years 12-16 (Lower Secondary)

- **Junior Division:** Teams of 1–4 students with a supervising teacher.
- **Senior Division:** Teams of 1–4 students with a supervising teacher.

Competing teams should register in advance to get access to competition resources, as well as an invitation to join the online workshop.

Competition Tracks & Project Guidelines

The **AI for Good with micro:bit Competition** asks participants to create a micro:bit-based project that uses AI to solve for a significant community challenge. The specific guidelines for this project depend on your division.

Participants are required to submit projects based on the hardware used in their submission:

- Junior teams: micro:bit + CHARGE + Create AI
- Senior teams: micro:bit + Floaino

For Junior Student Teams

1. Identify a challenge in your school or community.
2. Propose how AI and physical computing can address it.
3. Build a working prototype with the micro:bit + CHARGE + Create AI.
4. Learn and train your AI model in Create AI which applicable in your project.
5. Submit your project and a narrative explaining your design process (view submission requirements for additional details).

For Senior Student Teams

1. Identify a challenge in your school or community.
2. Propose how AI and physical computing can address it.
3. Build a working prototype with the micro:bit + Floaino.
4. Additional micro:bit kits working with Floaino are acceptable.
5. Submit your project and a narrative explaining your design process (view submission requirements for additional details).

Judging Criteria

A panel of judges will evaluate submissions based on the criteria below.

For Student Projects

Criteria	Description	Weight
Innovation	This criterion assesses the creativity and originality of the AI solution. A highly innovative project demonstrates a unique approach to solving a problem, showing novel thinking and a creative application of AI technology.	30
Impact	This evaluates how well the project addresses a real-world community challenge and its potential benefit. The team should clearly articulate the problem, explain why it's important, and demonstrate an understanding of the community's needs.	25
AI Literacy	This measures the team's understanding of the AI concepts used in their solution. The submission should clearly explain how the AI component works, demonstrating both technical understanding and a responsible, ethical approach to AI application.	20
Technical Execution	This criterion focuses on the effective use of the micro:bit, sensors, and coding. Judges will look for a functional and well-executed prototype that demonstrates the team's technical proficiency and mastery of the hardware.	15
Presentation	This assesses the overall quality of communication in the submission. The project narrative and supporting media (video, photos, etc.) should be clear, engaging, and professional.	10

For additional details, please see the Student Division Rubric.

Timeline

The following timeline is structured to provide teams with ample time to develop their projects and prepare for a potential submission to AI for Good Competition.

Date	**Event**
16 March, 2026	Competition details become available. Team registration opens.
30 March – 2 April, 2026	Teams can attend online professional development training webinars to learn more about micro:bit's CreateAI, FWD Charge and Floaino platform & micro:bit toolkits.
4 May, 2026	Competition submission form is open.
31 May, 2026	Final competition submissions are due by 11:59 PM.
8 June 2026	Eligible teams will be selected and announced for the final on site presentation for AI for Good Challenge in 25-27 June.
25-27 June, 2026	6 teams of each division will be presented their final project of AI for Good Competition in the period of Learning & Teaching Expo 2026 held in HKCEC, winning teams will be announced and accept award in the event.

Submission Requirements

To be considered for judging and awards, all submissions must be uploaded through the official submission form by **31 May, 2026**. All deliverables must be combined into a single PDF document. Any supplemental media (videos, digital posters, etc.) must be linked within the PDF. All video links must be accessible to the judging panel without a password.

For Student Teams

Your submission should provide a clear and compelling explanation of your AI-powered physical computing solution.

All submissions must include:

- **Project Narrative:** A written narrative (2-4 pages max) that explains your final solution and the design process you followed. The narrative should provide a clear and compelling explanation of your AI-powered physical computing solution and address all the following questions:
    - What community problem are you solving, and who benefits?
    - What AI methods, tools, or platforms did you use?
    - How does the AI component work in your solution?
    - What challenges did you face during development, and how did you address them?
    - In what way is your solution creative or innovative in how it applies AI technologies?
    - How did you test or verify the accuracy of any AI-generated content, outputs, or predictions (if applicable)? How accurate did you find the outputs to be?
    - How did working on this project deepen the team's understanding of AI technologies and its appropriate and responsible use?
    - What did you learn from working on this project?
    - Is there anything else you would like to share about your project?
- **Video Demonstration:** A video demonstration (no longer than 2 minutes) of your project in action. The video should showcase your working prototype with the micro:bit and tools.
- **Additional Evidence:** Additional photos and/or code snippets that illustrate your project and its development.

Rules & Regulations

All participants, projects, and submissions must adhere to the rules and regulations outlined below. Failure to comply may result in disqualification.

- **Originality & Intellectual Property**: The project submission must be original content created specifically for this competition. All AI tools or technologies, research, and artifacts used must be identified and credited within the submission.
- **Hardware Requirements**: The BBC micro:bit must be used as the primary controller for all projects. Projects may integrate additional micro:bit compatible products.
- **Development & Safety**: Teams must follow safe engineering practices and their school's safety guidelines during project development.
- **Supervision**: Submissions for the both School Divisions must be student-led, with adults acting only as supervisors and mentors.
- **Submission Compliance**: Submissions must be complete, appropriate, and compliant with the published guidelines. Late submissions will not be considered.
- **AI Tools**: The use of AI applications must be integrated into the micro:bit project. These must include (but are not limited to) micro:bit's CreateAI application for Junior division and Floaino AI platform application for Senior division.

Code of Conduct

All participants are expected to demonstrate academic integrity and responsible behavior throughout the competition.

- **Academic Integrity**: Participants must practice academic integrity by ensuring all work is original and there is no plagiarism or falsification of results.
- **Responsible AI Use**: Participants must use AI tools responsibly and ethically. The competition encourages teams to align their work with global guidelines for safe, responsible, and ethical AI use.

- **Collaboration & Respect**: Teams should show respect and collaboration in their teamwork. All participants are expected to demonstrate inclusivity and fairness towards others.

How to Register

Teams can register online via QR Code of AI for Good Competition poster:

(TBC)

Support and Contact Information

If you have any questions, please review the FAQ section on our competition page website (TBC). For specific inquiries, you can contact us directly.

- Email: elt@classroom.com.hk