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ANSTO's National Science Week Hackathon
16-18 August, 2021

Frequently asked questions

Q Does the hackathon have curriculum connections?

A The design thinking process connects to curriculum outcomes across Years 7-11 in Science and Technologies and covers the General Capabilities of Literacy, ICT capability, Critical and creative thinking, Ethical understanding, and Personal and social capability. The cross-curriculum priority of Sustainability is also addressed. Please find attachments with further information under "Hackathon Resources" on our webpage.

Q How does the application process work?

A Applications open on July 12th and close on July 30th. This year, the hackathon will feature two divisions, Junior (Year 7&8) and Senior (Year 9-11), with each division capped at 20 teams. The application will include a few brief questions that will help the ANSTO Education team decide which schools will get a spot. If your school is chosen, you will need to confirm your participation by submitting permission forms and your availability for mentor sessions by Aug 3rd. If you fail to meet the deadline, another school will be offered your spot.

Q How do the students collaborate with their mentors and access resources?

A Teachers will be provided with login information to access our secure Microsoft Teams platform prior to the event. Each team will have access to general channels so that they can attend webinars, ask questions using the chat function and access all the hackathon resources. Teams will also each have a private channel from which they can collaborate with their mentors, have videoconference sessions, use an interactive whiteboard, and submit their work.

Q How much class time is necessary to participate in the hackathon?

A The hackathon has been designed to be a flexible event so that teachers can fit it into their classrooms in a variety of ways. We recommend that students be given at least two hours of class time per day so that they get an opportunity to engage fully with the program and collaborate with their mentors. Students can also work before or after class, on their own time. Access to the MS Teams platform is only available through their teacher's login, so students can only engage with the platform while their teacher is present.

Q How many students do you recommend per team?

A This is flexible. Ideally teams should consist of 5-8 students. For 2021, we have introduced a new rule that states that a school can only enter one team in each division (junior and senior) so that we can ensure that a maximum number of schools from around the country can participate in the event. If a teacher would like to use the hackathon as a whole class activity, we are happy to facilitate.

Q What equipment and materials do students need for prototyping?

A Students can use a diverse range of materials or technology for prototyping depending on their ideas. Students should strive to use materials that their school already has access to so that they can continue to explore after the hackathon. This could include anything from software for developing apps or games, 3D-printing, Minecraft, Lego or more physical materials like pipe-cleaners, string, paper, and glue. Extra points will not be awarded to those teams who use technology, we are looking for the best pitches of the best ideas. Please refer to the "Assessment Criteria" section on our website.

For any further questions please contact the ANSTO Education Team
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