

8. Rules, conditions, judging and prizes

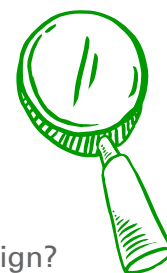
1. Rules and conditions

- Entries can be from individuals or teams of 3-4.
- The design and all descriptive information should be given on the supplied entry form sheet only and should be clear and understandable.
- The home for nature must demonstrate how it improves biodiversity and uses natural and technological solutions, and this should be explained on the entry form.
- The design should be the individual/team's own work, and not copied.
- The design can be a hand-drawn or computer-aided design. (All entries will be marked equally regardless of method used to create the designs).
- The more creative, unique and wild the design, the more likely it will catch the judges' eyes.
- The judges' decisions are final.

2. Judging criteria

Explain to pupils what the judges will be looking for and ensure they have covered all the criteria and the challenge rules and conditions. **Judges will score all entries out of 30, with 5 marks for each of the following:**

- Does the entry fulfil all rules and conditions?
- Is the design and description clear, concise and easily understandable?
- Does the design really help improve biodiversity and help animals and plants to thrive?
- How creative and innovative is the design?
- How impressive is the reason/purpose/back story to this design?
- Does the team seem to have gone beyond their school education to come up with the design?



Judges will also consider

- The use of recyclable and imaginative materials
- Imaginative use of sustainable technologies
- A personal touch to the design, a personal reason for elements that have been included

They will be looking for creativity, innovation and ingenuity, and the scoring scale looks like this:

5 marks or below: Has potential but needs much more work and support.

6-10 marks: An okay project. The ideas are there but needs to be communicated better and/or there is little thought given to improving biodiversity and may not be an original idea.

11-15 marks: Good project. Some thought has gone into the design process and how to improve biodiversity. Some unique ideas.

16-20 marks: Very good project. Great potential, lots of enthusiasm and clearly communicated. Understands how to improve biodiversity with natural or technological solutions. Unique ideas.

21-25 marks: Great project and possible winner. Good understanding of how to improve biodiversity with natural and technological solutions and good communication of their unique ideas. Some evidence of extracurricular STEM learning.

26-30 marks: Excellent design and likely winner. Excellent understanding of how to improve biodiversity with natural and technological solutions and great communication of their unique ideas. Evidence of background research and extracurricular STEM learning.