

CODEAVOUR 7.0

INTERNATIONAL

Codeavour 7.0

Competition Guideline ..

Codeavour International

🏆 It is an annual international competition organized by STEMpedia, an Indian company specialized in developing technological educational tools for children and youth

- 🤖 The competition was first launched in India, aiming to empower students aged 7 to 18 to explore programming, artificial intelligence, and the Internet of Things through creative projects.
- 🤖 Codeavour combines learning and innovation in an interactive environment that encourages critical thinking and problem-solving, with a focus on applying technical skills to address social and humanitarian issues.
- 🤖 Towards a smarter and more sustainable digital future.

Codeavour EGYPT

The competition in Egypt was organized by Shagoof Company with the primary goal of empowering Egyptian minds and engaging them in the global technological future. It also serves as a distinguished international platform to meet geniuses and inventors from all over the world and exchange knowledge and experiences with them.

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Statistics of the competition in Egypt :



16
governorates



700
teams



200
educational
institutions



2000
students



Codeavour

Competition Objectives

- 🏆 **Develop students' programming and AI skills.**
- 🏆 **Foster innovation and creativity through innovative projects.**
- 🏆 **Instill entrepreneurial culture in students.**
- 🏆 **Raise awareness of the importance of sustainable development, protecting the environment and natural resources through children's projects.**
- 🏆 **Provide an international platform for learning and competition.**

Theme of the 7th Edition

Tech for a healthier tomorrow :



Track 1:
Innovation and Entrepreneurship



Track 3:
Robo Soccer
League



Track 2:
Wellness Wave AI-Robo
challenge

Track 1

Innovation and Entrepreneurship

This track focuses on sustainability, giving priority to developing innovative solutions that address global challenges,

improve well-being, and support environmental, social, and economic sustainability for the future.

It inspires participants to create advanced solutions to contemporary challenges,

transforming their ideas into practical, sustainable projects that benefit society.



Track 1

Suggested Topics for Projects:

“Healthy Minds, Happy Lives”

Focuses on mental health, quality education, and peace and justice, contributing to balanced, healthy, and fair communities.



Goal 3: Good Health and Well-Being

By promoting mental balance and psychological health to achieve a happier and higher-quality life.



Goal 4: Quality Education

By empowering individuals to acquire the knowledge and skills necessary to build a better and healthier future.



Goal 16: Peace, Justice, and Strong Institutions

By raising awareness, fostering understanding, and building safer and more stable communities that support individual well-being.



This theme encourages the creation of a healthy and sustainable environment that contributes to achieving balance between mind, body, and society.

Track 1

Suggested Topics for Projects:

“Sustainable Eating and Healthy Living”

Promotes balanced nutrition, fighting hunger, and reducing food waste while supporting environmental sustainability.



Goal 2: Zero Hunger

By promoting sustainable dietary patterns that contribute to providing healthy and balanced food for all.



Goal 3: Good Health and Well-Being

By adopting healthy eating habits that preserve the health of both body and mind and enhance quality of life.



Goal 12: Responsible Consumption and Production

By focusing on reducing food waste and encouraging more sustainable consumption practices to preserve our planet's resources.



This theme links healthy nutrition with environmental sustainability, creating a balance between human health and the health of the planet.

Track 1

Suggested Topics for Projects:

“Move More, Live More”

Encourages active lifestyles, exercise, and eco-friendly urban designs for healthier cities.



Goal 3: Good Health and Well-Being

By promoting physical activity and sports to maintain the health of the body and mind and to improve quality of life.



Goal 11: Sustainable Cities and Communities

By supporting the design of pedestrian- and cyclist-friendly urban spaces, contributing to reducing pollution and enhancing quality of life in cities.



Goal 13: Climate Action

By reducing reliance on polluting means of transportation and adopting more sustainable and eco-friendly modes, such as walking and cycling.



This theme encourages moving more to build a healthier life, while at the same time supporting environmental protection and the creation of sustainable communities.

Track 1

Suggested Topics for Projects:

“Clean Planet, Healthy People”

Highlights the link between environmental protection and human health, focusing on clean air, water, and biodiversity.



Goal 3: Good Health and Well-Being

By promoting physical activity and sports to maintain the health of the body and mind and to improve quality of life.



Goal 6: Clean Water and Sanitation

Environmental protection efforts help safeguard water sources from pollution, ensuring the availability of clean and safe water for drinking and daily use, which is fundamental to health and public hygiene.



Goal 15: Life on Land

Environmentally sound practices, such as recycling and preventing waste dumping, help protect terrestrial ecosystems, preserve biodiversity, and provide a healthy natural environment.



This theme emphasizes that caring for the environment is not merely an ethical responsibility, but a direct investment in human health, well-being, and the sustainability of life on planet Earth.

Track 1

Suggested Topics for Projects:

“Tech for Wellness Equity for all”

Shows how technology can enhance health care, education, and reduce inequalities by creating fair and inclusive societies.

-  **Goal 3: Good Health and Well-Being**
Technology is used to develop tools for disease diagnosis and remote health monitoring, providing better healthcare and making it accessible to a larger number of people, including those with special needs.
-  **Goal 9: Industry, Innovation, and Infrastructure**
This theme encourages the development of innovative technological infrastructures, such as distance learning platforms and digital healthcare, which enable more effective access to essential services.
-  **Goal 10: Reduced Inequalities**
Technology is a powerful tool for reducing disparities, as it enables access to education, employment, and healthcare opportunities for all, regardless of geographic location or physical abilities, ensuring the inclusion of marginalized groups in society.



This theme illustrates that technology can be a key driver of social progress by providing innovative solutions to improve quality of life and achieve justice for all.

Track 2

Wellness Wave AI-Robo Challenge

Join the innovation arena, where young creators use technology to tackle health and well-being challenges through AI-powered robots

Participants will design their robots using the Quarky series and program them through the PictoBlox platform, employing their problem-solving skills to support medical camps, raise awareness about hygiene, monitor vital health indicators, and transform technology into real-life solutions that enhance human health and well-being

Track 2

Wellness Wave AI-Robo Challenge



Tasks and Challenges in Track 2 of Codeavour 7.0

Join the Smart Health Robotics Challenge, where an island once thriving with hope and vitality is now facing a major health crisis. With the spread of diseases, water pollution, and malnutrition, your AI-powered robots must race to restore health and well-being, highlighting the role of artificial intelligence, robotics, and sustainability in finding solutions

Track 2

Wellness Wave AI-Robo Challenge



Challenge 1: Yoga



Challenge 2: Mosquito Prevention



Challenge 3: Marathon Organization



Challenge 4: Staying Hydrated

Track 2

Wellness Wave AI-Robo Challenge



Challenge 5: Snake Bite Rescue



Challenge 6: Vaccination



Challenge 7: Identify the Blood



Challenge 8: Testing the Water

Track 2

Wellness Wave AI-Robo Challenge

The health and well-being challenges in the island arena consist of eight tasks that your robot must accomplish. These are the challenges that participants must solve using their robots

1-Yoga: Your task is to assist the trainer in changing the yoga pose

2-Mosquito Prevention: Use the robot to release fish into the pond in this task

3-Organizing Marathon: You must deploy the preloaded traffic cones at the designated spots along the road

4-Staying Hydrated: In this task, the robot needs to collect a coconut and deliver it to a person suffering from dehydration

5-Snake Bite Rescue: To save the person, you must deliver an antidote serum

6-Vaccination: For the safety of the island's residents, go to each house and vaccinate the inhabitants

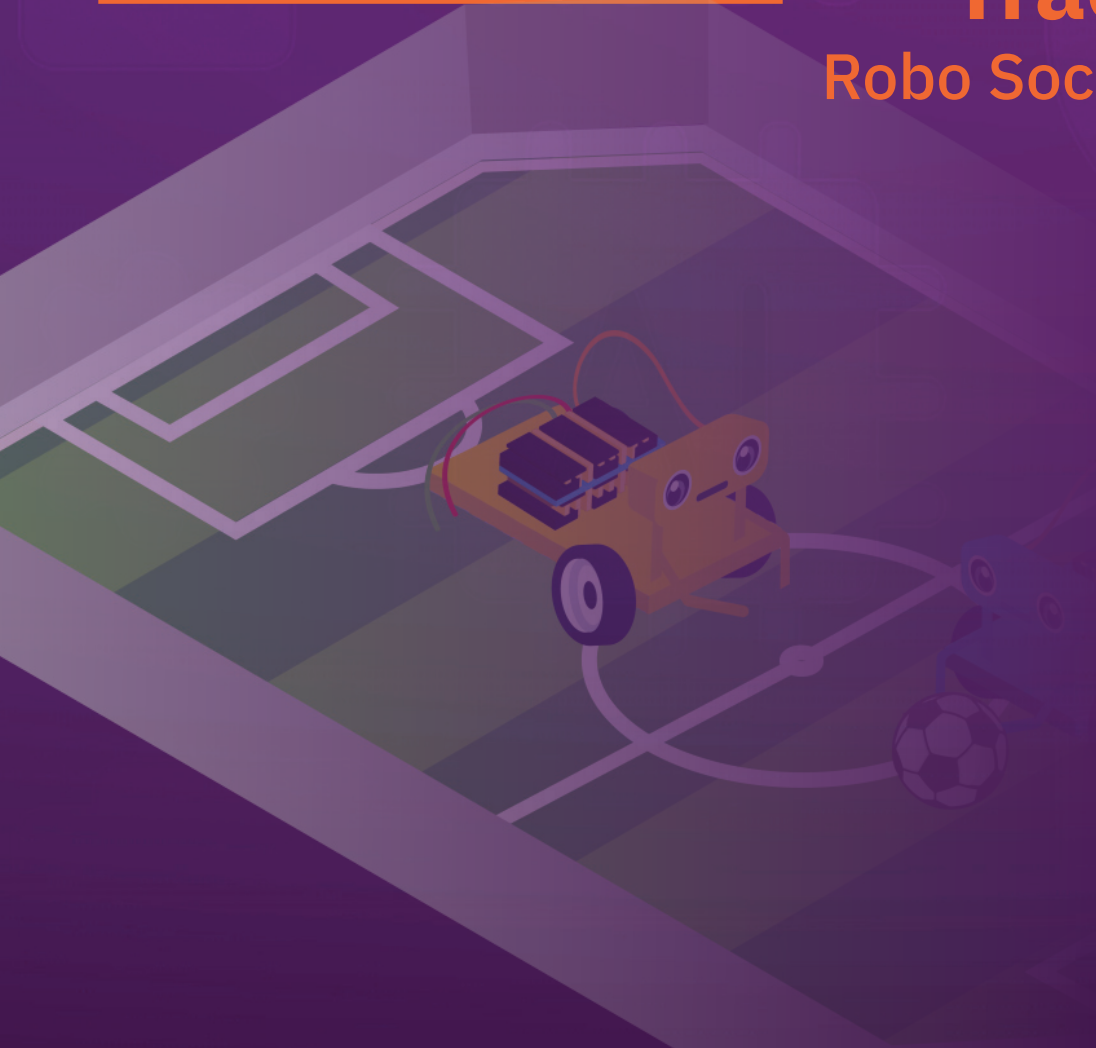
7-Identify the Blood: Your task is to collect a blood sample, determine its type, and deliver it to the blood bank

8-Testing the Water: You must collect water samples from homes and test them in the laboratory



Track 3

Robo Soccer League



Build a soccer-playing robot and program it using PictoBlox

To create the robot, you can use devices compatible with PictoBlox such as (Quarky, Evive, Arduino, Wizbot, or Micro:bit)

Participation Rules

Anyone aged 7 to 18 can participate in the Codeavour 7.0 competition, according to the following age categories



Elementary: Ages 7 to 10



Junior: Ages 11 to 14



Senior: Ages 15 to 18

Participation Rules



Team Size: Participation can be individual or in a team of 2–3 members with one mentor
Exception: In Track 3, participation must be in a team of 2–3 members, and individual participation is not allowed

Note: It is preferable that all team members belong to the same age category. In cases where members come from different age groups, the age of the oldest member will be considered to determine the category



Participation Fee: Each team is required to pay a registration fee of 4500 EGP

A 20% discount applies to all educational institutions that participated in the previous edition of the competition



Full free participation in the 7th edition is granted to the top teams that qualified for the international finals in the previous edition The team has to be the same members as the previous edition to get the Free Participation

Participation Rules

★ **Free Teams for Institutions in Case of Registering a Large Number of Teams, as follows**

- ★ **Register 10 teams: Get 1 additional team for free >>> i.e., pay for only 10 out of 11 teams**
- ★ **Register 20 teams: Get 4 additional teams for free >>> i.e., pay for only 20 out of 24 teams**
- ★ **Register 50 teams: Get 12 additional teams for free >>> i.e., pay for only 50 out of 62 teams**

For teams that qualify for the finals in Codeavour International 7.0, an additional fee of 80 USD is required to ensure they receive the highest level of support and services during the international event

Important Guidelines



All participating projects must be programmed using PictoBlox only across the three tracks; no other system is allowed



The responsibilities of the mentor or coach are limited to guidance and supervision only. They must not directly participate in project execution, presentation, or idea generation; otherwise, the team may be disqualified from the competition



Each team can submit only one project. If a team wishes to submit more than one project, they must register separately for each additional project



Important Guidelines

- ! In the case of participating with a hardware project in Track 1, devices compatible with PictoBlox must be used, such as: Quarky, Evive, Micro:bit, Arduino, ESP32, Boffin, T-Watch, TECbits, LEGO, and others
- ! For Track 2, only Quarky Kits from Stempedia are allowed
- ! For Track 3, devices compatible with PictoBlox may be used, such as: Quarky, Evive, Micro:bit, Arduino, Wizbot, and others
- ! Projects based on PictoBlox that do not use any hardware are also permitted to participate, compete, and win in Track 1

Prizes

All Participants



Certificates of Appreciation and Commemorative Medals: All contestants will receive certificates of appreciation and medals acknowledging their participation in the competition



Commemorative Shields: Each participating academy will receive

Supervisors of Winning Teams



Cash Prize: Each supervisor of the teams winning the top places will receive a cash prize of 1000 EGP

Prizes

Top Team- Track 2

Cash Prize

The first team will receive 3000 EGP

Top 10 Teams – Track 1

Cash Prizes

First 3 Teams: Each team will receive 9000 EGP

Next 3 Teams: Each team will receive 6000 EGP

Last 4 Teams: Each team will receive 3000 EGP

Top Team- Track 3

Cash Prize

The first team will receive 3000 EGP

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International Finals

The finals of the Codeavour 7.0 competition will be held in May 2026 in Indonesia, one of the world's leading destinations in innovation and technology

Indonesia is distinguished as an advanced hub that combines modernity and creativity providing an ideal environment for participants to exchange experiences, showcase their innovations, and interact with a distinguished community of innovators from around the globe

