

PRE-COMPETITION ACTIVITY

Alongside the marking guidelines and other materials detailed in this document, competitors are advised to get ready for the competitions by utilising the example assessments given below. The tasks included in the pre-competition activities, drawn from past competitions, are intended to demonstrate the kinds of tasks and skills that will be expected from participants.

Sample Assessments and Training Resources

Example assessments for each module can be accessed and downloaded from the resource repository provided below. Additionally, a variety of training materials, expert guidance, and examples of student work are being added to assist participants in preparing for this year's competition.

[Sample Test Projects](http://tinyurl.com/wsuk-tps) (<http://tinyurl.com/wsuk-tps>)

Entry Stage (Stage 2) - What to expect

Shortly after registration closes, you will be sent details of this year's online entry assessment. This stage of the competition will be online and will be testing your knowledge of:

- Web technologies and browsers
- File types
- Core HTML, CSS, JS & PHP knowledge
- Accessibility

Participants will be able to take the test one time only, and the test will be formatted as a quiz with a duration of 1 hour and 45 questions.

National Qualifier (Stage 3) - What to expect

For the national qualifier, you will be required to put your coding skills to test.

A brief/specification, a mock-up, assets (such as images and logos), and text for a sample website or web application will be provided to you. You will need to use your practical skills in HTML, CSS, and JavaScript to create a functioning webpage that matches the given design.

This task will take place under supervised conditions on a remote assessment platform, and you will have 3 hours to complete it. Full instructions will be given once you reach this stage.

National Finals (Stage 4) - What to expect

The National Finals are designed to put you to the test. This competition is designed to test all core competencies and will be assessed through four modules spread over two days. You will be required to compete in-person at the host venue.

Module A - Speed Test

You will be required to solve a series of mini-tasks that are categorised based on the approximate required time to solve them:

- Easy / 5 min
- Medium / 5–15 min
- Complex / 15-30 min

Assessment Duration: 2.5 or 3 hours

Internet Access: None

This aspect will assess your organisational skills, time management and ability to work under pressure.

Module B - Design Implementation

You will be required to develop a working website or web application following a provided specification using HTML, CSS and JavaScript. Given a brief, assets, and content, you will be expected to match the design as closely as possible. Best practice, accessibility (including adaptive/responsive website development techniques) and advanced use of CSS will also be assessed.

Assessment Duration: 2.5 or 3 hours

Internet Access: None

Module C - Front-End Development

You will be required to implement a solution to a given set of tasks using JavaScript. These tasks may involve adding interactivity through events and DOM manipulation, debugging and fixing erroneous code, and demonstrating best practices. Maintaining a clear project structure and documenting your code well are also assessed.

Assessment Duration: 2.5 or 3 hours

Internet Access: None

Module D - Back-End Development

You will be required to develop a website or web application with server-side functionality. Typical requirements include authentication; interacting with a database to create, read, update, and delete data (CRUD); and securing parts vulnerable to exploits. You may write your solution in one of the permitted back-end languages of your choice.

Assessment Duration: 2.5 or 3 hours

Internet Access: None