Put the house cup on the hall screen

Houses as teams, pupils from every year group, and a live Arena for assemblies, lunchtimes and enrichment days, included in every school licence.

The Educatr guide for schools with a house system



10:40

educatr.app

11:30

Educatr at a glance

Educatr is a coding platform for learning, practising and competing, built in Northern Ireland for UK and Irish classrooms. Here's what it means for schools with a house system.

1 **Houses as teams**
Set the teams yourself and keep each house's colour on every screen.

2 **Every year group**
Mix Years 8–10 (or any range) with tasks pitched for all of them.

3 **Built for the big screen**
A high-contrast Arena with the leaderboard, race chart and live ticker.

4 **Points that count**
Results to carry into your house points and assemblies.

Free	14	11	UK
for one class of 35, for good	programming languages, plus OCR pseudocode	task types, all auto-marked or AI-checked	hosted; pupils' names never sent to AI

Why schools run house competitions on Educatr

House competitions bring the whole school together, but coding rarely features because it's hard to run at scale and harder to make exciting to watch.

Educatr makes coding a spectator sport: houses as teams, every task visible at once, points landing on the hall screen as they're earned, and an announcement whenever you want to raise the tension.

Because team modes, hints and awards beyond first place are built in, every pupil can contribute to their house, not just the strongest coders.

An example: the House Code Cup

How a lunchtime competition might run at Lisnagarvey High, our fictional demo school. Every screen in this brochure is the real product.

Week before

Set up

Create the competition, add a team for each house, and choose Python, binary and logic packs.

12:45

Join

Pupils scan the code on the hall screen and land in their house's team.

12:50

Race

The Arena cycles the leaderboard, the race chart and first bloods. Announcements go to every screen.

13:20

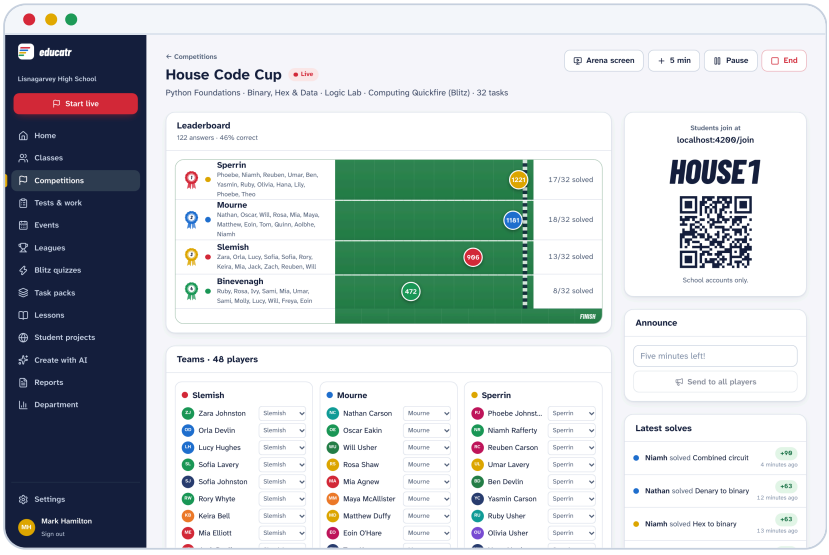
Finish

End the competition. The final standings and star performers are ready for assembly.

Houses as teams

Create a team for each house in the colour you use, add pupils from any class, and open the lobby. Pupils join with one code.

- ✓ Teacher-assigned teams
- ✓ Pause, announce and end from the control room
- ✓ Pupils join from any class





The Arena on the hall screen

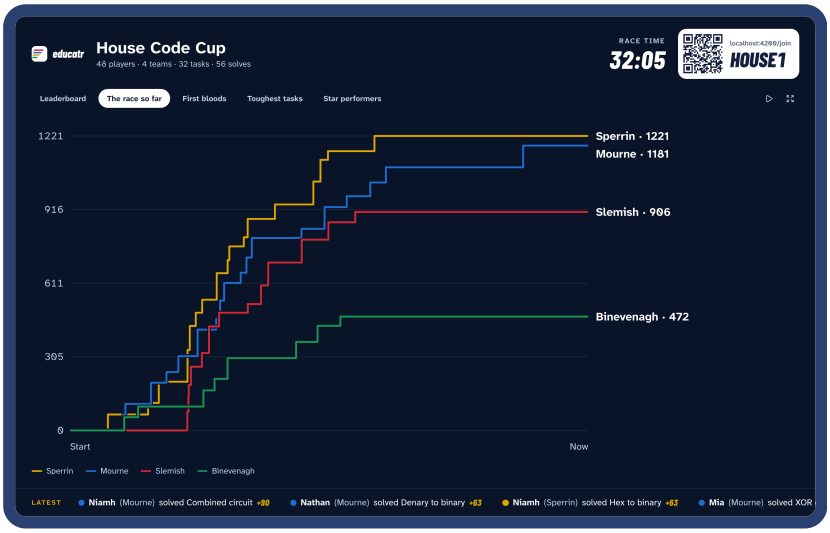
A fullscreen, high-contrast screen designed for projectors: lanes for each house, rosettes for the top four, the join code and QR code, and a ticker of every solve.

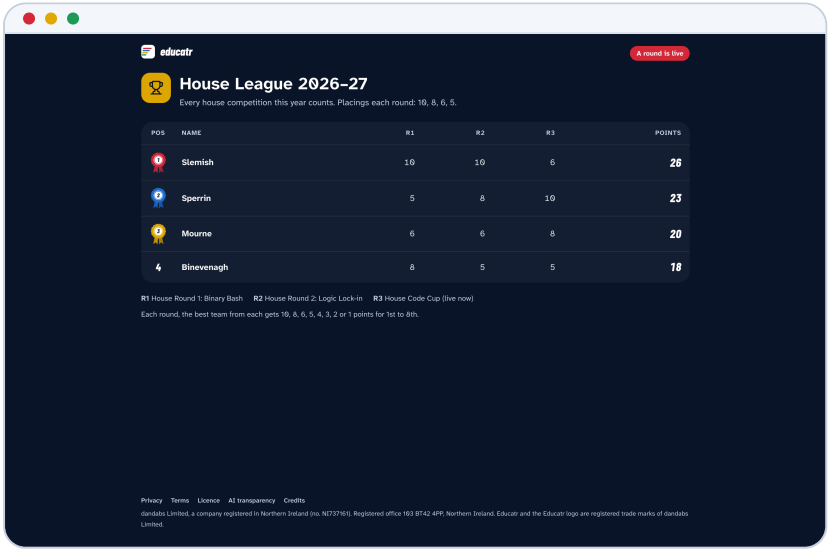
- ✓ Cycles through views automatically
- ✓ Readable from the back of the hall
- ✓ Works on any projector or TV

The race so far

A chart of every house's score over time, plus first bloods, toughest tasks and star performers, so there's always a story to tell in assembly.

- ✓ Dynamic scoring keeps it close
- ✓ First-blood bonuses
- ✓ Awards beyond first place





A house league all year

Make every competition a round of a league, and the table adds itself up: placings each round, a running total, and a link you can put on the school website or show in assembly.

- ✓ Placings (10, 8, 6, 5…) or total points
- ✓ Each house keeps its line across rounds
- ✓ A public table with no sign-in

Ways to run it

The formats schools with a house system use most. Every one is included in every plan; watch each of them working at educatr.app/formats/.

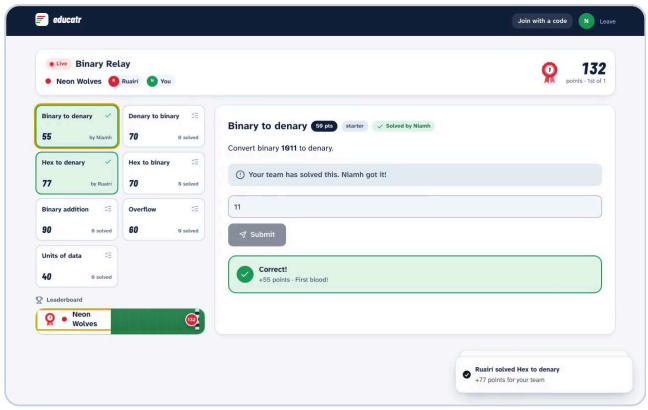


The Arena

A capture-the-flag style race between teams, with the leaderboard, race chart and star performers on the whiteboard.

Good for: End-of-topic competitions, enrichment days, house cups and outreach events

Watch it: educatr.app/formats/#arena

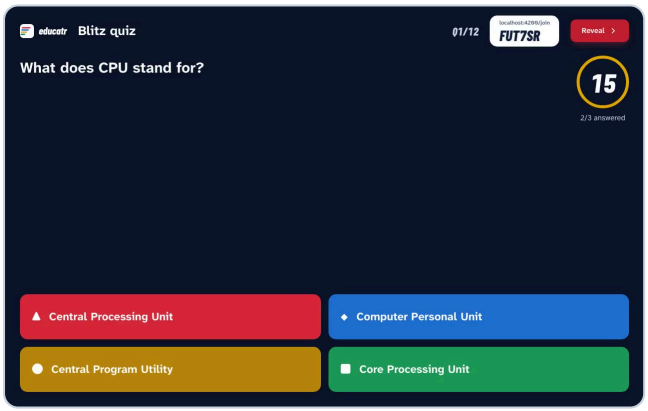


Team play

What pupils see in a competition: the task board, instant marking and their teammates' solves arriving in real time.

Good for: Mixed-ability classes where everyone can contribute to the team

Watch it: educatr.app/formats/#team-play

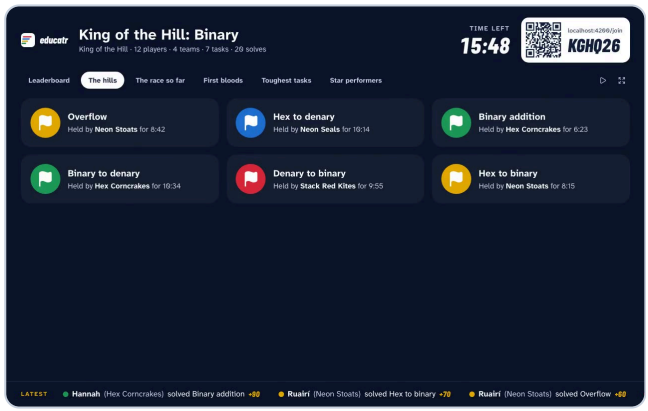


Blitz quizzes

Quick-fire quiz rounds with code snippets, on the board and on every pupil's device. Faster right answers score more.

Good for: Starters, plenaries, revision and the last ten minutes on a Friday

Watch it: educatr.app/formats/#blitz

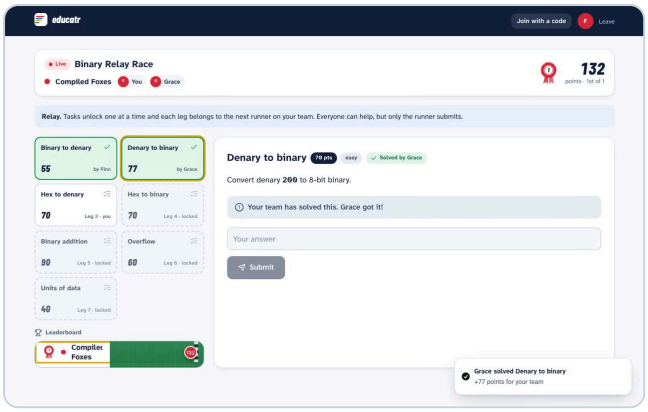


King of the Hill

Every task is a hill. Solve it to capture it, then keep scoring for every minute you hold it, until another team takes it from you.

Good for: Lively end-of-unit battles and house competitions where the lead keeps changing

Watch it: educatr.app/formats/#koth

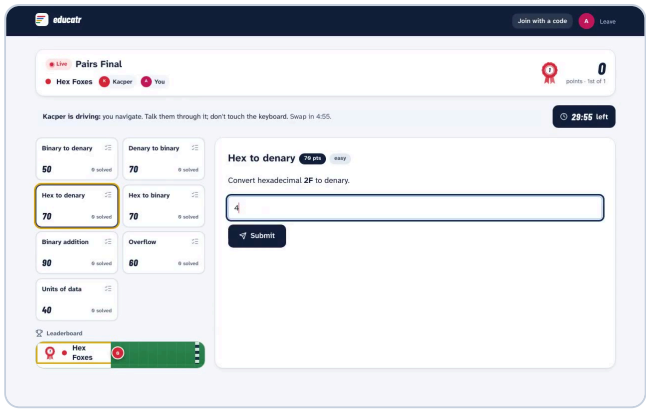


Relays

Tasks become legs of a race. Each leg unlocks when the team finishes the one before, and the baton passes to the next teammate.

Good for: Making sure every pupil in a team takes part, not just the strongest coder

Watch it: educatr.app/formats/#relay

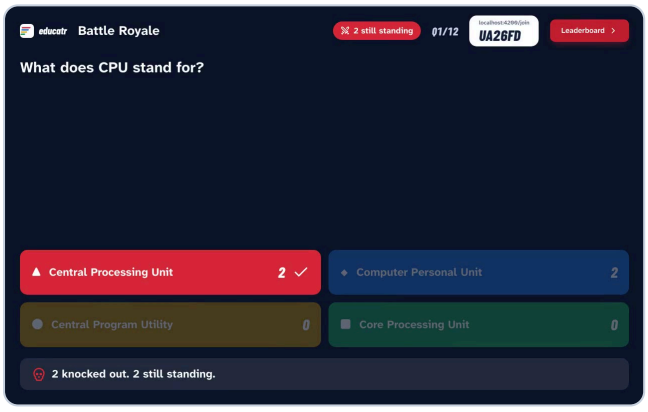


Countdowns and pair roles

Give a competition a countdown, freeze the leaderboard for a tense finish, and have pairs swap between driver and navigator on a timer.

Good for: Pair programming, timed finals and competition days with a fixed timetable

Watch it: educatr.app/formats/#roles

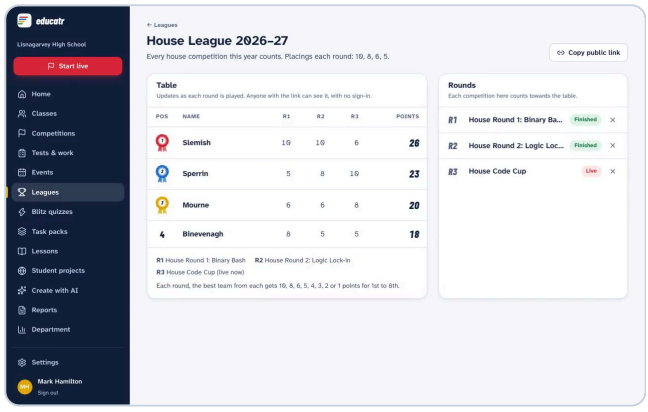


Battle Royale quizzes

A Blitz quiz where one wrong answer knocks you out. Pupils who are out stay and watch, and the last one standing wins.

Good for: Revision with a bit of drama, and a quick decider at the end of a competition day

Watch it: educatr.app/formats/#battle-royale

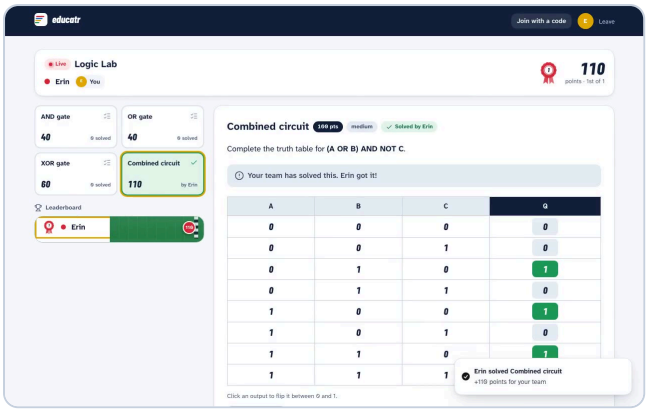


Leagues

One table across several competitions: a house cup over the year, a termly inter-form league, or an inter-school league with a round each half term.

Good for: House cups, inter-school leagues and summer schemes that run over several weeks

Watch it: educatr.app/formats/#leagues



Logic Lab

Complete truth tables for logic circuits by flipping outputs, marked the moment pupils submit.

Good for: GCSE Boolean logic and competition warm-ups

Watch it: educatr.app/formats/#logic-lab

Everything in Educatr

Every feature available today, starting with the ones schools with a house system use most. Nothing here costs extra: the free plan has limits on classes, competitions and AI credits; paid plans lift them.

Live team competitions (the Arena)

Capture-the-flag style races with the leaderboard on the big screen.

- Launch in under a minute: pick packs, pick how teams work, open the lobby
- Pupils join with one code, by QR code on the screen, or with a PIN card
- Team modes: solo, pupils choose teams, automatic teams of a set size, teacher-assigned, or shuffle classes into balanced teams
- Every task visible at once; only one teammate needs to solve each; points land instantly
- Rules: timed tasks, negative marking, hints that cost points, AI hints after wrong answers, first-blood bonuses, dynamic scoring
- Pause for a word, send an announcement to every screen, end when you're ready
- The Arena screen cycles the leaderboard, the race so far, first bloods, toughest tasks, star performers and solves by language, fullscreen with a live ticker
- Teammates see each other's solves in real time
- Three formats: a speed race, King of the Hill (capture a task's hill and score every minute you hold it) and relays (legs unlock in order and pass between teammates)
- Countdowns with a red last five minutes, pause-aware, plus “+5 min”; freeze the leaderboard for the finish
- Driver and navigator roles that swap on a timer, shown on every teammate's screen
- Leagues: one table across several competitions, by placings or points, with a public link to share

Games and quick-fire modes

Short, playful formats for starters, plenaries and clubs.

- Blitz: live quiz rounds with code snippets, a host screen, speed and streak scoring and a podium
- Battle Royale Blitz: one wrong answer and you're out; the last one standing wins
- Binary Blitz: sixty seconds of binary, denary and hex conversions, with streak bonuses
- Bug Hunt: find the line with the bug, pick the fix, see why, in any of fifteen languages
- Code Golf: make the program pass in as few characters as possible, against par, in any of fifteen languages
- Daily challenge: one question a day for everyone, with a streak
- Code Quest: 48 levels in eight worlds with monsters, bosses, coins, keys, pits and teleporters, from first steps to if, while and functions
- Logic Lab: build circuits to match truth tables
- Pseudocode Playground: run exam pseudocode and watch the trace table fill in

Lessons, tasks and tests

Ready-made content on day one, and AI that writes more in your words.

- ✓ Ten built-in task packs: Python Foundations, C# for Software Systems Development, OCR Exam Reference Language, Binary, Hex & Data, Logic Lab, Scratch Quests, Web Builders, Cyber Detective CTF, Algorithms & Data Structures, Computing Quickfire
- ✓ Eleven task types: text answer, multiple choice, code, Scratch project, HTML/CSS/JS, Parsons problem, predict the output, trace table, logic gates, capture the flag and key term
- ✓ Create with AI: type a topic ("GCSE Python lists, mixed ability") or paste a web page and get a task pack, lesson or test
- ✓ AI writes test cases and marking checker programs from a plain-English description
- ✓ Everything AI writes arrives as a draft for you to check, edit and publish
- ✓ Connect your own AI agent, such as Claude, with one Connect button and ask for a lesson ("install SFML in Visual Studio with screenshots, then build Pong"): it does the practical work and writes the steps, screenshots, checkpoints and starter project into a draft
- ✓ Build your own packs with every task type; duplicate, remix and share them with colleagues
- ✓ Lessons with sections, runnable code examples, screenshots and pictures, tips, exam tips and checkpoint questions
- ✓ Lessons can start a project for each pupil, so the lesson opens beside their own saved work
- ✓ Teacher notes on every task, written in plain English for non-specialists
- ✓ Set lessons, task packs and tests for a class with open and due dates
- ✓ Tests one question at a time on a server clock, timed per question or for the whole test, with optional shuffling and retries
- ✓ A guest PIN for a test, so visitors or a cover class can sit it without accounts

Coding in the browser

Nothing to install. Works on Chromebooks, C2k and locked-down suite PCs.

- ✓ Fourteen languages run in a sandbox: Python, C#, Java, VB.NET, JavaScript, TypeScript, C, C++, Go, Rust, Ruby, PHP, Lua and Bash
- ✓ OCR Exam Reference Language runs for real, with step-through and an automatic trace table
- ✓ Code marked against visible and hidden test cases, or a checker program, with per-test results
- ✓ Live HTML, CSS and JavaScript preview
- ✓ Scratch projects (.sb2 and .sb3) uploaded straight from Scratch, with a readable view of the blocks
- ✓ A playground for trying anything without marking
- ✓ Hints after wrong answers that nudge without giving the answer away

Motivation

Reasons to keep coding, designed so nobody gets pushed out.

- ✓ XP and levels
- ✓ Badges for first solves, streaks, languages, helping others, comebacks and more
- ✓ Streaks with freeze tokens, so weekends and holidays don't break them
- ✓ Class XP boards and house leaderboards
- ✓ Pupils can hide their name on public leaderboards

Marking and feedback

Marked as it's submitted, with written feedback at the end.

- ✓ Every objective and code task marked automatically the moment it's submitted
- ✓ Scratch, web pages and key terms marked by AI against your rubric, with its reasoning shown and unsure marks flagged
- ✓ Results grid per class: who has finished, who's stuck, which question tripped everyone up
- ✓ Override any mark
- ✓ Student reports: strengths, struggles, what to practise next and topic scores
- ✓ Class reports: topics to reteach, misconceptions, score distribution and who needs support
- ✓ Draft school-report comments for every pupil
- ✓ Export any report to PDF
- ✓ Paste and tab-switch signals to help spot work that isn't a pupil's own

Classes and sign-in

Pupils in within a minute, with as little personal data as possible.

- ✓ Sign in with Microsoft (including C2k), Google or email
- ✓ Classes with year group, key stage, exam board and default language; pupils join with a class code
- ✓ Printable PIN cards for pupils without email: class code plus a six-digit PIN
- ✓ Guests join activities with a code and a first name only, and are deleted automatically
- ✓ Colleagues join your school with an invite code; roles for owner, admin, teacher and student

Project spaces

Every pupil gets somewhere to build, keep and share their own work.

- Up to 30 projects per pupil, saved as they type
- Websites with folders, images and a live preview; pictures are shrunk automatically before upload
- Programs with several files in any of the fourteen languages, with a terminal and program input
- Python turtle drawings appear in a window beside the code
- Publish a website to its own address (first name and initial only) that anyone can open without signing in
- A safety checklist before publishing; teachers can take any public site down and switch public sharing off
- Published sites run on a separate, sandboxed address so they can never touch Educatr itself

For heads of department and leaders

Evidence of coverage and progress, and simple licensing.

- Curriculum coverage heatmap: specification points against classes
- Weekly activity across the department
- Staff list and invite code
- One per-pupil licence covers every teacher, free
- Pay by card, or request a quote and pay by purchase order and invoice
- Seat counts with a 10% grace margin so no class is blocked mid-lesson

Safety, privacy and AI

Answers for your data protection officer, ready before they ask.

- Pupils' records stored in the UK; the app runs in AWS Ireland (EU)
- Pupils need only a display name; guests give a first name or nickname
- Automatic deletion of guests and event accounts after a retention period you control
- Pupils' names and emails are never sent to AI; feedback is written from pseudonymised evidence
- AI agents connect by consent, never with a password, and can only draft lessons: they can't see pupils, classes, work or marks, can't publish, and can be disconnected in Settings
- Designed around the Department for Education's generative AI product safety standards, with a published AI transparency statement
- Display and team names checked for offensive language
- Pupil code runs in an isolated sandbox with no network access
- Role-based access for owners, admins, teachers, pupils and guests; rate limits on submissions and AI
- Versioned, dated privacy policy, terms, licence agreement and AI statement, with every earlier version published

Accessibility

Readable by a five-year-old and by the back row of a hall.

- Atkinson Hyperlegible, a typeface designed for low-vision readers, throughout
- Larger type and softer controls for primary pupils
- High-contrast Arena screen for projectors
- Keyboard navigation, visible focus and screen-reader labels, designed to WCAG 2.2 AA
- Reduced-motion settings respected

Events, schemes and competitions

From the public page to the results, for people with no accounts yet.

- A public event page with your details, dates, location, organiser contacts and public documents
- Applications with ready-made questions plus your own; accept or decline in a click with automatic emails
- Places limit; applicants can sign in first, or get an event account with a PIN
- School competitions: registration of interest before the date is fixed, then an email to every school when entries open
- Schools enter teams, pupils, staff and the details you choose (dietary needs, photo consent, permission to attend, transport)
- Completeness checks, deadline reminder emails a week and a day before, and an overdue nudge
- Pupil PINs and printable cards made automatically; competition teams made and kept in step with each entry
- An information page for people taking part: joining details, documents and every update
- Messages to everyone or one person, by email and on their page
- Every event has its own class for setting lessons, tests, quizzes and competitions, with a progress table
- A live scoreboard for attending teachers, and results by team, pupil and school afterwards
- Event accounts expire automatically after the event

Curriculum coverage

Tasks are tagged to these specifications and curricula, so coverage shows up class by class.

CCEA · Using ICT (KS1–2)

CCEA · Using ICT (KS3)

CCEA · GCSE Digital Technology

CCEA · A Level Software Systems Development

CCEA · A Level Digital Technology

AQA · GCSE Computer Science (8525)

OCR · GCSE Computer Science (J277)

Pearson · GCSE Computer Science (1CP2)

WJEC · GCSE Computer Science (WJEC/Eduqas)

SQA · National 5 Computing Science

DfE · National Curriculum Computing KS3

DfE · National Curriculum Computing KS1–2

HE · University introductory programming (CS1)

What it costs

Start free with one class. When the department is ready, one per-pupil licence covers every teacher.

Free

Classroom

- Every task type, including code in 14 languages
- 3 live Arena competitions a month
- Blitz quizzes and the pseudocode playground
- 50 AI credits a month

Whole-school licence, per pupil per year

1–150 pupils	**£4.50**
151–500 pupils	**£3.50**
501–1,000 pupils	**£2.75**
1001+ pupils	**£2.25**

Teachers free. Minimum £295 a year. Each pupil is charged at the band your total falls into.

Prices exclude VAT and are provisional until launch. Pay by card, or ask for a quote and pay by purchase order and invoice: educatr.app/pricing/#quote

Getting started

1

Sign in

With C2k, Microsoft 365 or Google. Free for one class of 35 to try it.

2

Create the competition

Add a team per house and choose task packs.

3

Open the lobby

Put the Arena on the hall screen; pupils join with the code.

4

Go

Start, announce, pause and finish from the control room.

Questions people ask

How many pupils can take part?

A school licence covers up to 400 participants in one competition.

Can different year groups compete fairly?

Yes. Mix easy and harder tasks; only one teammate needs to solve each, so everyone can contribute.

What does it cost?

House competitions are included in every school licence. The free plan covers one class of 35 for trying it out.

Where is our data, and does it go to AI?

Pupils' records are stored in the UK, and the app runs in Amazon's Ireland region. When AI writes feedback it sees answers and topic scores under a pseudonym such as "Student 7", never names or emails. Our privacy policy, terms and AI transparency statement are published with every earlier version.

Our privacy policy, terms of service, licence agreement and AI transparency statement are published, with every earlier version, at educatr.app/legal/.

educatr

10:39

Try it with one class, free.

Set-up takes about a minute with a C2k, Microsoft 365 or Google account. When you're ready for more, we'll send a quote you can pay by purchase order.

Start free	**educatr.app**
Ask for a quote	**educatr.app/pricing/#quote**
More for you	**educatr.app/for/house-competitions/**
See a lesson	**educatr.app/period-3/**

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Screens show fictional demo organisations with illustrative data. Prices are provisional until launch. Produced November 2026.