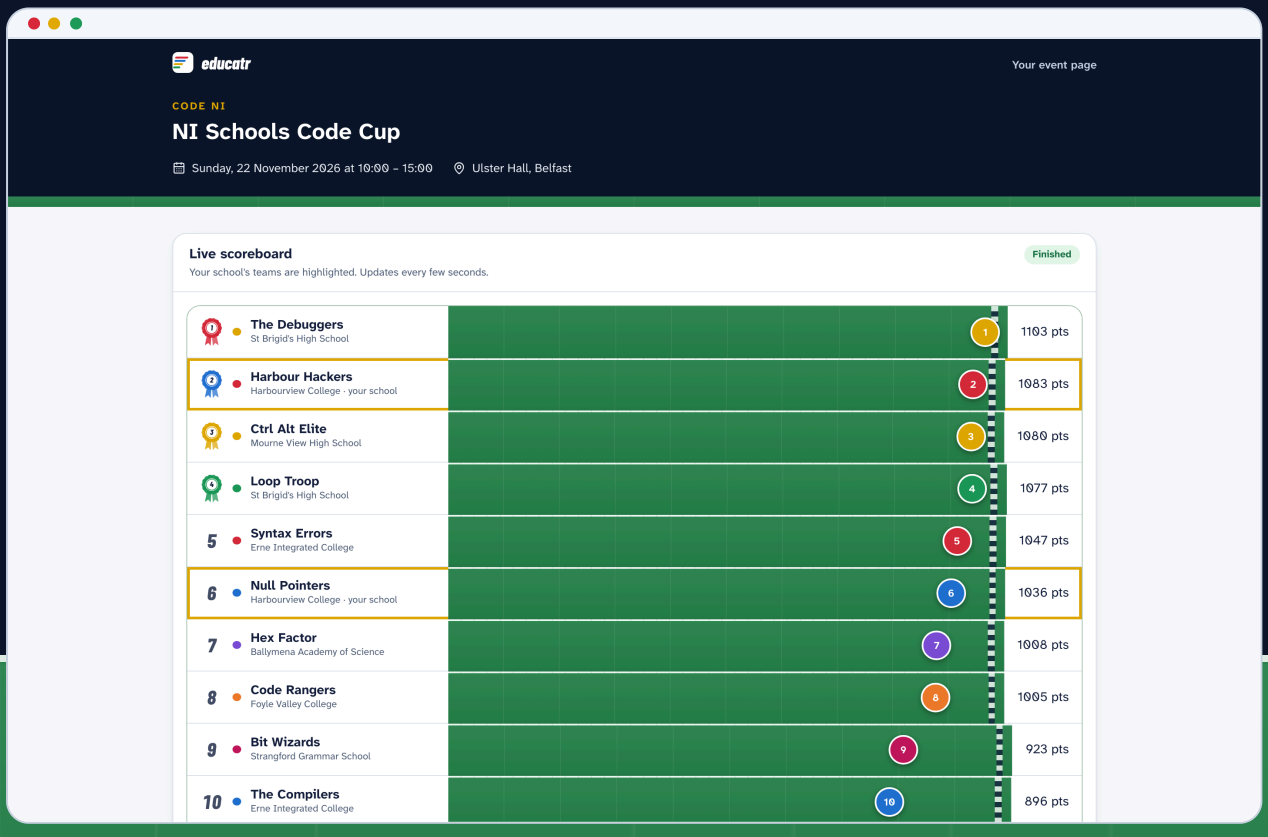
educatr

November 2026

Inter-school competitions, from 'we might come' to results by school

Registration of interest, team entries with the details you need, automatic pupil PINs and competition teams, reminders, a live scoreboard for teachers and results for every school.

The Educatr guide for competition organisers



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educatr.app

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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 competition organisers.

1 **Interest before the date**

Schools register interest early; everyone is emailed when entries open.

2 **Details you can rely on**

Teams, pupils, staff and school details, checked before they're submitted.

3 **A competition that builds itself**

Pupil PINs and teams made for you, kept in step with every entry.

4 **Results that teachers keep**

Places, strengths and per-pupil results for each school afterwards.

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 organisers choose Educatr

A schools competition is mostly admin: who's coming, how many teams, who's in them, dietary needs, consent, transport, and then turning all of that into accounts and teams on the day. It usually lives in spreadsheets and inboxes, and changes right up to the morning.

Educatr turns each step into something teachers do themselves, with checks, and does the conversions for you: pupil accounts, PIN cards and competition teams are created from the entries and stay in step as teachers make changes.

On the day, the Arena runs on the big screen, teachers follow their teams on a live scoreboard, and when it's over every school gets its own results to take back to class.

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schools took part in the Northern Ireland final of CyberFirst Girls, a sign of the appetite for team challenge days.

Source: NI Cyber Security Centre, www.nicybersecuritycentre.gov.uk

An example: the NI Schools Code Cup

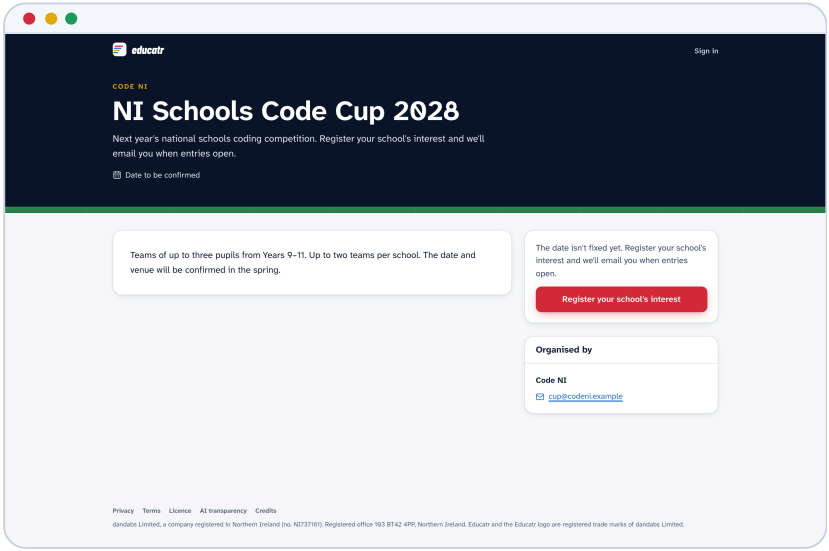
How a national one-day competition might run for Code NI, our fictional demo organisation. Every screen in this brochure is the real product.

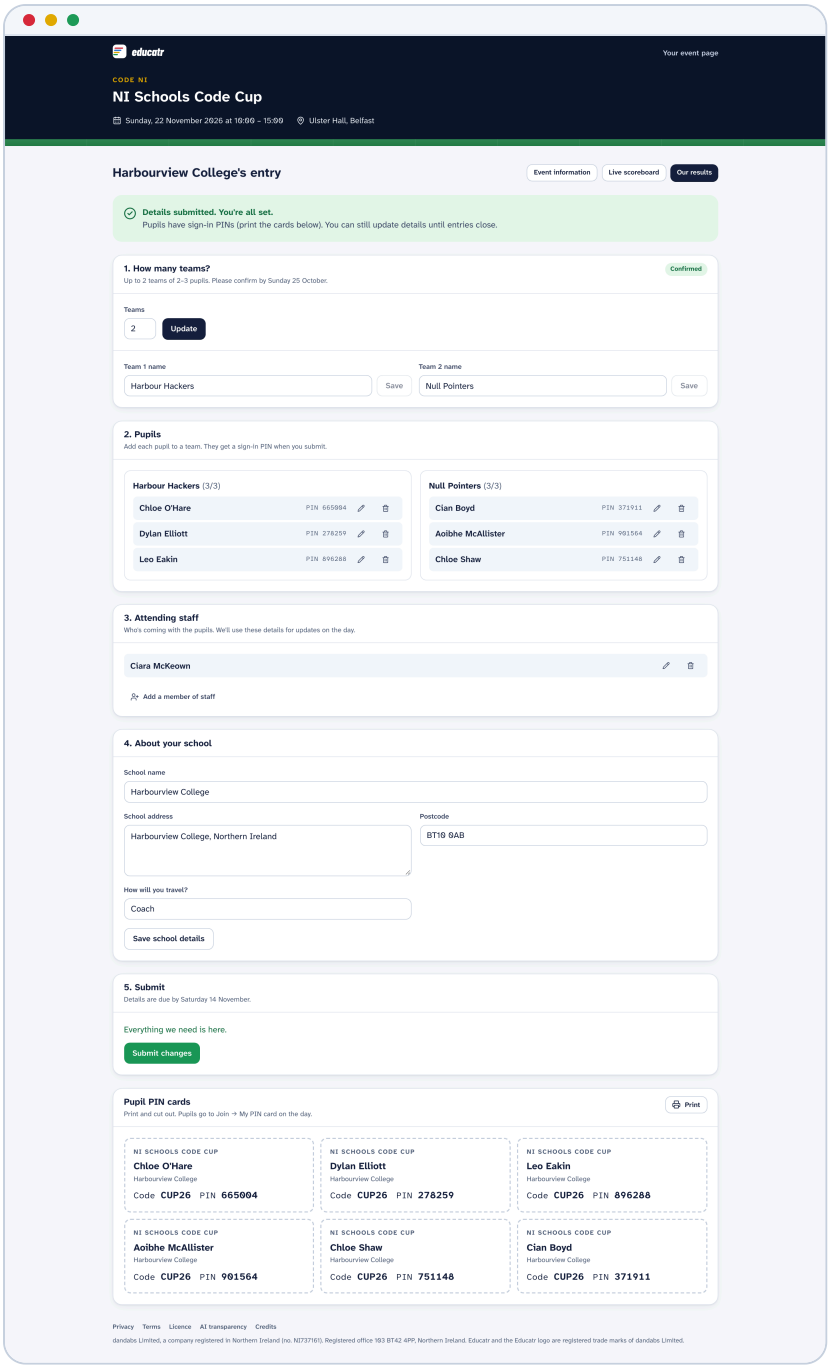
Spring	**Collect interest** Publish the event before the date is fixed. Schools register interest in a minute, with no account.
Date fixed	**Open entries** One click emails every interested school with the link to enter.
Team deadline	**Teams confirmed** Teachers choose how many teams they're bringing. Reminders go out a week and a day before.
Details deadline	**Everything in** Pupils, staff and school details submitted. Pupil PINs and competition teams are made automatically.
The day	**Compete** Pupils sign in with PIN cards; the Arena runs in the hall; teachers watch the live scoreboard.
Afterwards	**Results** Each school sees its places, strengths, topics to practise and every pupil's results.

Register interest before the date is fixed

Publish the event as soon as you know it's happening. Schools give their name, a contact and an estimate of teams. When you open entries, they're all emailed automatically.

- ✓ No account needed to register interest
- ✓ See every school that's interested
- ✓ Next year's event can collect interest while this year's runs





Entries with exactly the details you need

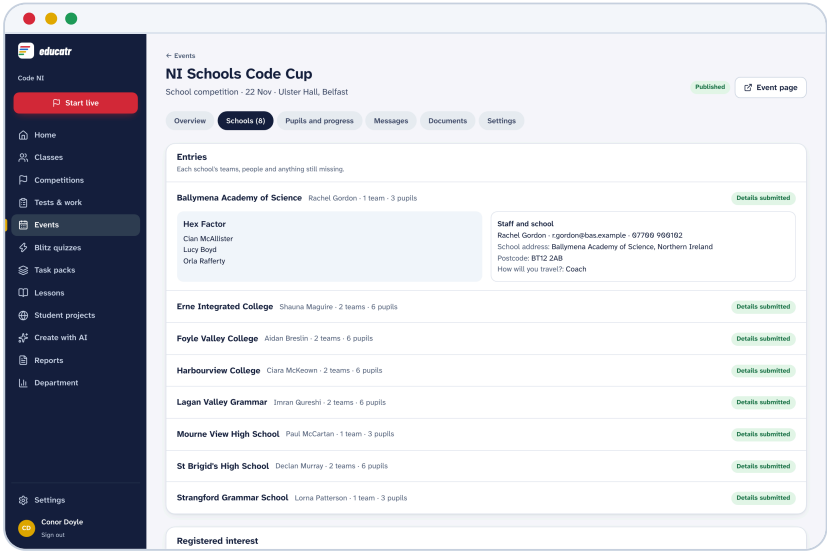
Choose the fields for pupils, staff and the school: year group, dietary needs, photo consent, permission to attend, staff mobiles, address, transport, or your own questions.

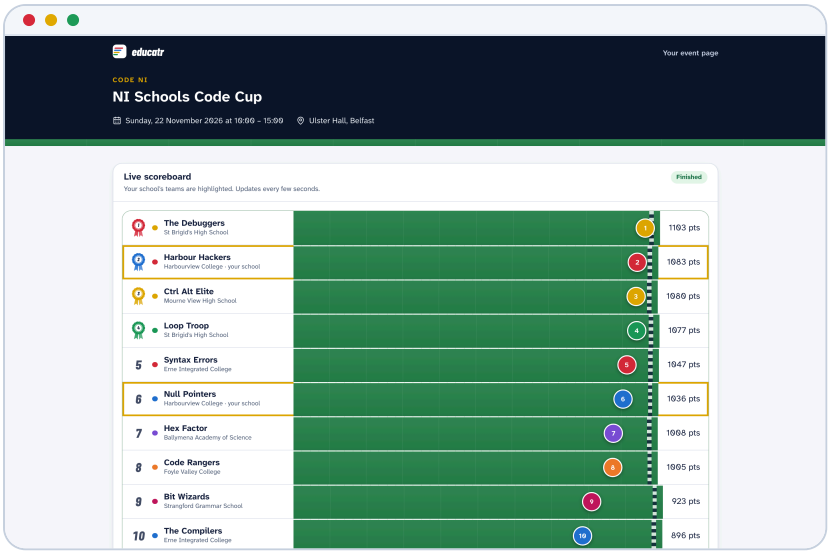
- ✓ Max teams per school and team sizes
- ✓ Teachers see what's missing before they submit
- ✓ Printable PIN cards for their pupils

Every entry in one place

Expand any school to see its teams, pupils (with dietary needs and photo consent at a glance), staff contacts, school details and anything still to do.

- ✓ Status for each school
- ✓ Message all attending teachers or one school
- ✓ Reminder emails sent for you





A live scoreboard for teachers

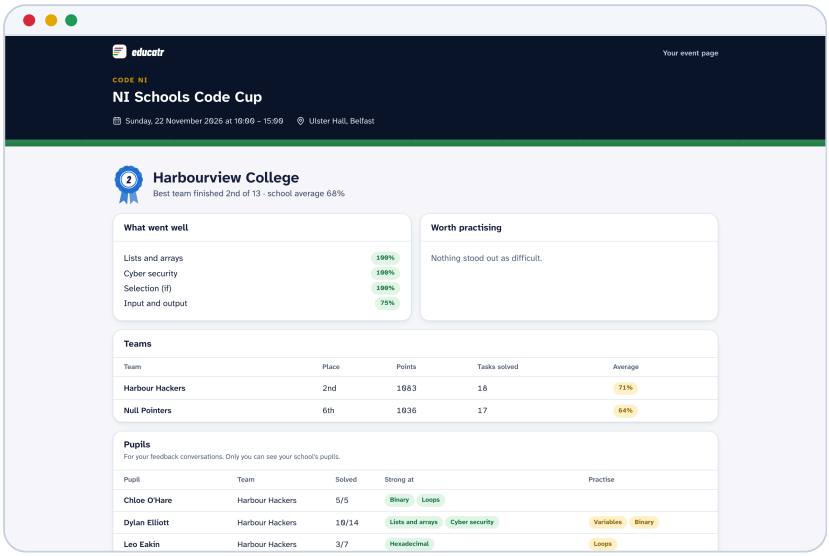
While the competition runs, attending teachers follow the scoreboard with their own teams highlighted, from their phone or laptop.

- ✓ Team names chosen by schools go straight onto the board
- ✓ The Arena on the hall screen
- ✓ Pause and announce to every screen

Results for every school

When the competition ends, each teacher sees how their teams placed, the topics they were strongest at, what to practise, and how each pupil did. Only their own pupils, never other schools'.

- ✓ Team places, points and tasks solved
- ✓ Strengths and topics to practise
- ✓ Per-pupil results for feedback



Ways to run it

The formats competition organisers use most. Every one is included in every plan; watch each of them working at educatr.app/formats/.

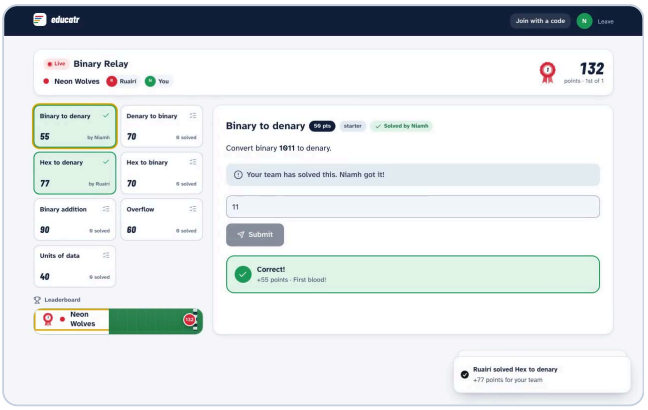


The Arena

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

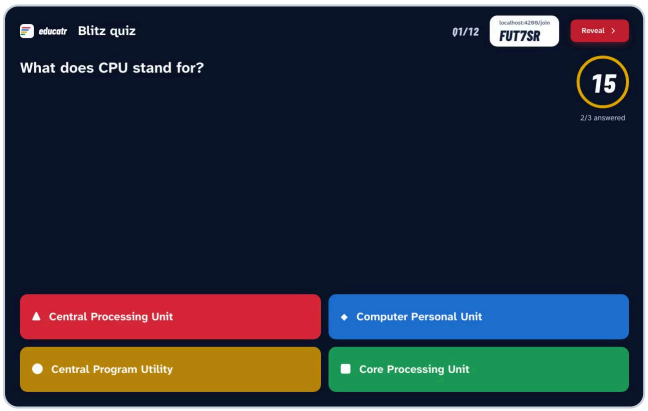


Team play

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

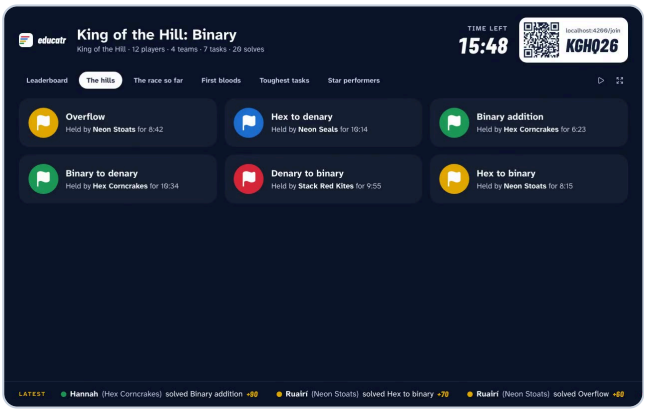


Blitz quizzes

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

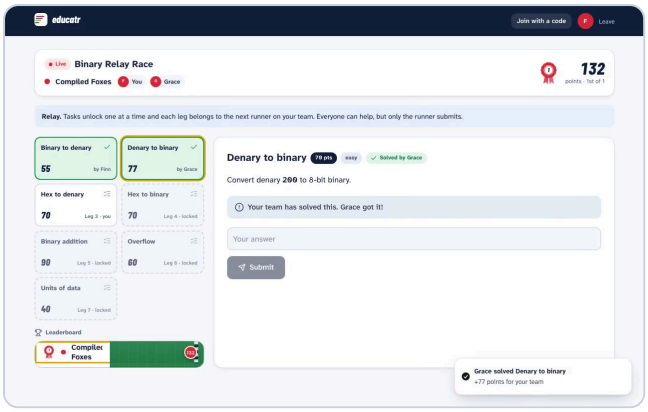


King of the Hill

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

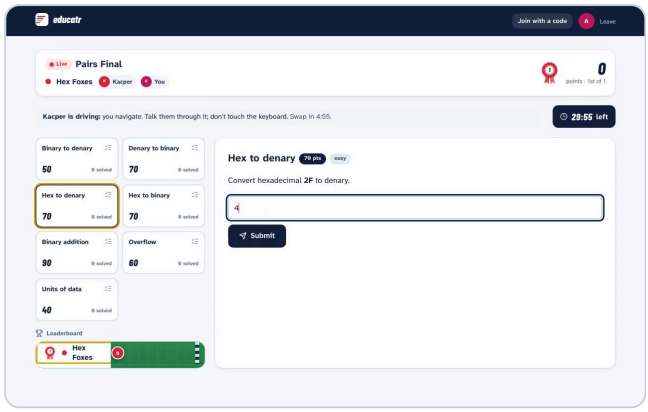


Relays

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

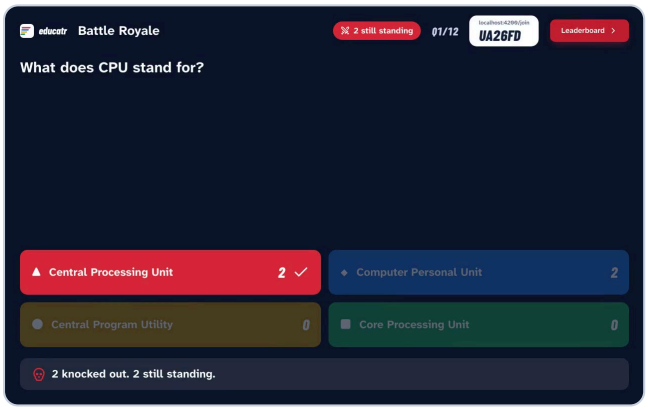


Countdowns and pair roles

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

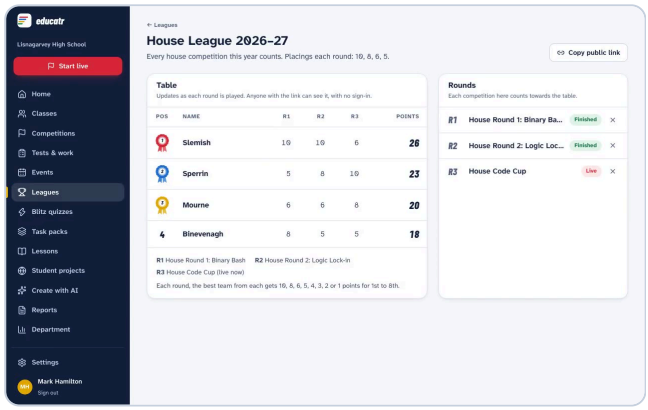


Battle Royale quizzes

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

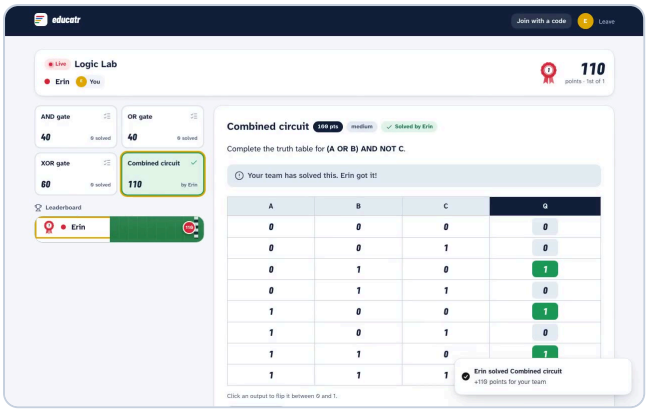


Leagues

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 competition organisers use most. Nothing here costs extra: the free plan has limits on classes, competitions and AI credits; paid plans lift them.

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

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

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

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

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

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

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

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

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

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

What it costs

Fixed prices per event, with no per-head fees. Everything in this brochure is included.

Plan	Who it suits	Participants	Price
One-day event	A CTF, hackathon or coding day for up to 100 people.	up to 100	**£149**
Large event	Regional finals and big outreach days.	up to 400	**£399**
Summer scheme	Up to eight weeks of challenges for a club or scheme.	up to 60	**£349**
Branded event	Your brand on the big screen, for companies and sponsors.	up to 500	**£899**

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

Choose a plan

Large one-day event plans cover up to 400 participants.

2

Create the event

Set team rules, the fields you need, deadlines and the task packs.

3

Collect interest

Publish early and share the link with schools.

4

Open entries

When the date is fixed, one click emails every interested school.

Questions people ask

Do pupils need accounts?

No. When a school submits its details, Educatr creates an event account and PIN for each pupil, which expires after the event.

Can teachers change their entry?

Yes, until you close entries. Team names and pupils update in the competition straight away.

Can teachers see other schools' pupils?

No. Teachers see their own school's pupils and the shared scoreboard of team names.

Do you send reminders?

Yes: a week before and a day before each deadline, and once just after if something's still missing.

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

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Let's plan your event.

Tell us what you're running and when. We'll send a quote with a fixed price, and you can have your event page live the same day.

Get started	**educatr.app**
Ask for a quote	**educatr.app/pricing/#quote**
More for you	**educatr.app/for/school-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.