



THE ENGLISH MEDIUM INSTRUCTION PROGRAMMES OPEN HOUSE MANUAL

"HAPPY LEARNING : LET'S JOIN HANDS AND WALK TOGETHER"
ACADEMIC YEAR 2024

6th - 7th FEBRUARY 2024
AT BUNYAWAT WITTHAYALAI SCHOOL
MUEANG , LAMPANG

Chapter 1

Introduction

1. Rationale and Objectives

As per the Office of the Basic Education Commission (OBEC), the National Academic Fair for English Special Program Classrooms for the academic year 2024 has been scheduled across four regions of Thailand. This initiative aligns with the policy and focus areas for the fiscal year 2025, specifically under the educational management for excellence, Clause 8.3, which emphasizes the promotion of excellence among gifted individuals and maximizes the potential of Soft Power to enhance the nation's competitiveness. This will be achieved through the activities of the Regional English Special Program Promotion Centers for the academic years 2024-2025, with a focus on supporting and fostering excellence in English language skills. To this end, the English Academic Fair 2024 will be organized in four regions, providing a platform for students from both English special program classrooms and regular classrooms to showcase their English language skills and achieve excellence.

In this regard, OBEC has entrusted **Bunyawat Wittayalai School** and **Lampang Kanlayanee School**, under the Secondary Education Service Area Office Lampang Lamphun, along with **Anuban Lampang Kelangrat Anusorn School** and **Ban Pong Sanook School**, under the Primary Education Service Area Office Lampang District 1, to co-host the Regional English Academic Fair for the Northern Region for the academic year 2024. To ensure smooth execution of the competition, specific criteria and a handbook for organizing the competition have been established as follows:

2. Objectives

2.1 To encourage and support students and teachers in showcasing their English language proficiency.

3. Participant Qualifications

3.1 Eligibility for Student Participants

Students eligible to participate must meet the following criteria:

- Be enrolled in a special program such as EP, MEP, or IEP in the following educational levels:
 1. Primary education (Grades 1–3) under the Office of Primary Educational Service Area.

2. Primary education (Grades 4–6) under the Office of Primary Educational Service Area.
3. Lower secondary education (Grades 7–9) under the Office of Secondary or Primary Educational Service Area.
4. Upper secondary education (Grades 10–12) under the Office of Secondary or Primary Educational Service Area.

Definition of Special Programs:

- Students enrolled in English language special programs (Gifted).
- Students who have studied or resided in English-speaking countries for more than 4 months.
- Students with parents or guardians who are foreign nationals and/or use English as their first, second, or official language.
- Students enrolled in special language programs approved by the relevant educational authority.
- Exchange students studying in schools under the Office of the Basic Education Commission (OBEC) for no less than 6 months.

3.2 Participant Qualifications

1. Must be a student currently enrolled in a school under the Office of the Basic Education Commission (OBEC) during the academic year of the competition.
2. Thai nationals or students without official registration status may participate if their status as a student is certified by their school.
3. Non-Thai nationals must comply with the eligibility conditions of the special programs.

3.3 Details and Conditions for Competition Registration

1. Only schools under the Office of the Basic Education Commission (OBEC) are eligible to register for the competition.
2. OBEC accepts one student per competition category at each competition.
3. All schools are entitled to register for every competition category.
4. Each competition team may be accompanied by 1–2 coaches.
5. Schools interested in participating must submit their registration to the designated region. Submissions to an incorrect region will render the application invalid, but resubmission to the correct region is permitted.
6. Applications must be submitted exclusively through the specified online system. Applications sent via fax or postal mail will not be accepted.

Note: Any failure to meet the specified qualifications or violation of the conditions will result in disqualification from the competition under all circumstances.

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3.4 Competition Venue

Competition Venue: 1 location as follows:

Venue No.	Region	Host Organization	Dates
1	Northern	SEASA Lampang Lamphun	February 6–7, 2025 ➤ February 6, 2025: Competition ➤ February 7, 2025: Opening Ceremony and Competition

Note: The schedule is subject to change as deemed appropriate.

Northern Region Includes:

- **Secondary Education Service Areas (SESA):**
SESA Chiang Mai, SESA Lampang-Lamphun, SESA Chiang Rai, SESA Phrae-Nan, SESA Sukhothai, SESA Phitsanulok-Uttaradit, SESA Phetchabun, SESA Kamphaeng Phet, SESA Nakhon Sawan-Uthai Thani
- **Primary Education Service Areas (PESA):**
 - Chiang Mai: PESA 1 – 6
 - Mae Hong Son: PESA 1 – 2
 - Lamphun: PESA 1 – 2
 - Lampang: PESA 1 – 3
 - Chiang Rai: PESA 1 – 4
 - Phayao: PESA 1 – 2
 - Nan: PESA 1 – 2
 - Phrae: PESA 1 – 2
 - Sukhothai: PESA 1 – 2
 - Tak: PESA 1 – 2
 - Phitsanulok: PESA 1 – 3
 - Uttaradit: PESA 1 – 2
 - Phetchabun: PESA 1 – 3
 - Kamphaeng Phet: PESA 1 – 2
 - Phichit: PESA 1 – 2
 - Nakhon Sawan: PESA 1 – 2
 - Uthai Thani: PESA 1 – 2

➤ Regional Competition Contact Information

NO	Regional Competition	Website
1	Northern Region SEASA Lampang Lamphun	http://vic.bunyawat.ac.th/ep2024north

➤ Main Coordinator

NO	Regional Competition	Main Coordinator	Position	Phone
1	Northern Region	MISS ALINDA INYOO	Instructor	094-628-7216

3.5 Details of Registration (On Competition Day)

1. Registration Completion Requirements

1.1 All participating students must log in to register and wear a name tag on the competition day.

1.2 Students must present either a student ID card or a national ID card. If the school does not issue student ID cards, the name tag alone (as per 1.1) is sufficient.

2. All teams must read the competition rules and regulations, sign an acknowledgment, and strictly adhere to the guidelines.

3.6 Details of Judging Panel

1. Judges are not permitted to evaluate teams from their own schools, schools where they have studied, or institutions where they have worked. If any relationships that could influence their impartiality exist, they must notify the central judging committee before the competition begins.

2. The decisions of the judging panel are final.

Chapter 2

Roles and Responsibilities

The organization of the competition involves various components to ensure the event proceeds as planned. Key operational teams and preparatory tasks are outlined below:

2.1 Roles and Responsibilities of the Organizing Committee

The Organizing Committee comprises various members with specific duties as follows:

2.1.1 Tournament Director

The Tournament Director is responsible for the overall management and decision-making during the competition. Their duties include:

- Exercising authority over the administration and execution of the competition.
- Enforcing the rules and regulations outlined in this document.
- Compiling the list of participants and delivering it to the tabulation team.
- Conducting orientation sessions for competitors, team supervisors, and committee members.
- Ensuring all participants understand and agree to the rules before registration.
- Receiving and addressing suggestions or complaints.
- Organizing venues and managing logistical aspects, including accommodations and amenities.
- Overseeing meals and refreshments.
- Providing basic first aid in case of injuries or illnesses.
- Appointing the judging panel, administrators, moderators, runners, and tabulation team.

2.1.2 Judging Panel (Judges)

Judges play a crucial role in maintaining the integrity and fairness of the competition. Their responsibilities include:

- Familiarizing themselves with the competition content, rules, and judging criteria.
- Scoring performances, announcing results, and providing feedback to other judges.
- Resolving complaints or disputes related to judging.
- Ensuring participants adhere to rules and maintain appropriate conduct during the competition.

2.1.3 Administrators

Administrators are tasked with operational and supplementary duties to support the smooth execution of the competition. Their responsibilities include:

- Studying the competition content, rules, and judging criteria.
- Arranging the order of participants for the competition.
- Acting as backup judges, scoring performances, and announcing results.
- Assisting in resolving complaints related to judging decisions.
- Enforcing compliance with rules and ensuring proper conduct among participants.

2.1.4 Assistant Administrator (Moderator)

Moderators serve as facilitators and ensure smooth operations within the competition rooms. Their roles include:

- Familiarizing themselves with the competition content, rules, and judging criteria.
- Acting as the designated host in the competition room, calling and preparing participants based on the provided script in Chapter 4.
- Ensuring participants have adequate preparation time in an appropriate space, such as a breakout room.
- Timing performances according to the competition rules for each category.
- Ensuring participants follow competition rules and maintain proper conduct.

2.1.5 Runner

Runners facilitate communication and ensure the efficient flow of materials between judges and the tabulation team. Their duties are:

- Delivering completed score sheets to the tabulation room after judges finalize scoring.
- Bringing new score sheets to the judges' table for subsequent rounds of the competition.

2.1.6 Tabulation Team

The tabulation team manages and processes competition scores. Their responsibilities are:

- Recording scores from the judges' score sheets.
- Disclosing detailed results after the competition concludes.
- Officially announcing the competition results.

2.2 Venue for the Competition

2.2.1 Meeting Room for Organizing Committee

A large meeting room is required to accommodate the organizing committee for pre-event discussions and preparation.

2.2.2 Meeting Room for External Stakeholders

A large meeting room must be available to host officials from the Ministry of Education (OBEC), or other relevant organizations, on the competition day.

2.2.3 Competition Rooms

The number of rooms required for competitions will depend on the types and volumes of events being held. For this competition, a total of 22 rooms will be used.

2.2.4 Tabulation Team Room

A dedicated room is needed for the tabulation team, which will manage the scoring and results processing.

2.2.5 Room for Central Committee (if any)

An additional room may be required for any central committee overseeing operations or coordinating logistics.

2.3 Documents Related to the Organization of the Competition

2.3.1 Online Registration Form

An online registration form will be provided for participants to register on the morning of the event, prior to the opening meeting or competition on both days.

2.3.2 Competition Rules

Competition rules must be available in .pdf format, as well as printed copies for distribution to the organizing team.

2.3.3 Competition Schedule

The official timetable for the competition must be prepared and shared.

2.3.4 Score Sheets

Score sheets are necessary for recording participants' scores and determining rankings in each competition category.

2.3.5 Script for Event Hosts

A script for the event hosts (Moderators) will be provided to ensure they follow the planned structure for each round of competition.

2.3.6 Feedback Evaluation Forms

Forms to collect feedback on the event's organization and execution should be prepared for post-event evaluations.

2.3.7 Certificates of Participation

Certificates for all participants should be prepared and ready for distribution.

2.3.8 Complaint Documentation

Documentation and forms for participants to lodge complaints must be available if necessary.

2.3.9 Additional Materials

Other materials, such as blank paper, pens, and pencils, should be prepared for general use.

2.4 Competition Materials

2.4.1 Timing Equipment

Each competition room must be equipped with a stopwatch or timing device to ensure accurate timekeeping.

2.4.2 Signal Bells (Optional)

If applicable, signal bells or buzzers should be available for each competition room to mark time or signal transitions.

2.4.3 Furniture in Competition Rooms

Each competition room should be furnished with tables and chairs. A central table should be designated for the judges, administrators, moderators, and score runners.

2.4.4 Technology for Competition Rooms

Computers and reliable Wi-Fi connections are necessary in all competition rooms to support digital tools and systems.

2.4.5 Technology for Tabulation Team Room

The tabulation team room should be equipped with computers, Wi-Fi, printers, and photocopying equipment to facilitate data processing.

2.4.6 Technology for Meeting Room

The large meeting room should have computers, projectors, microphones, and enough chairs to accommodate all participants.

2.5 Tournament Details

2.5.1 Day 1

- Registration
- The tournament director will meet with the committee members from all categories to explain the steps before the competition, the rules, etiquette, dos and don'ts, and answer general questions.
- The competition begins, and the assistant administrator will announce the start of the competition.
- The judges and main administrators will judge the competition.
- The assistant administrator will invite the competitors to enter the competition in sequence.
- After the judges finish scoring, the score runner will take the score sheets and deliver them to the competition's score processing committee.

2.5.2 Day 2

- Registration
- Opening ceremony
- The competition begins, and the assistant administrator will announce the start of the competition.
- The judges and main administrators will judge the competition.
- The assistant administrator will invite the competitors to enter the competition in sequence.
- After the judges finish scoring, the score runner will take the score sheets and deliver them to the competition's score processing committee.

2.6 Expenses to be paid by the committee or reimbursed from their respective organizations/schools – NOT FROM THE HOST / TOURNAMENT DIRECTOR / ORGANIZING COMMITTEE

- Travel expenses (round trip)
- Accommodation costs

Chapter 3

Judging

In the competition, there must be standards for judging to ensure fairness and transparency for all teams participating. The selection criteria for judges are as follows:

3.1 Judges and Qualifications

3.1.1 The judging panel must consist of at least 3 or 5 members.

3.1.2 Judges must have experience in judging in each category of the competition or have been a judge within the last 3 years.

3.2 Code of Ethics for Judges

General Conduct

- Refrain from engaging in any actions that may disturb the competitors.
- Set mobile phone ringtones to silent or turn off the phone.
- Focus on judging with full attention, avoiding daydreaming or falling asleep.
- Maintain impartiality and avoid showing reactions or emotions toward the competitors or treating any competitor differently.

Judging Conduct

- Judges must not make decisions based on their own personal knowledge, opinions, likes, or beliefs.
- During the judgment process, no automatic penalties, disqualifications, or score deductions will be applied in any circumstances.
- Adhere to a consistent scoring standard throughout the competition.

3.3 Roles and Responsibilities of Judges

- Judges must score and be able to explain the rationale behind their decisions, as well as provide explanations and constructive feedback when requested to discuss the judgment.
- Judges should act reasonably, be well-informed, up-to-date, have wisdom, and consider the rules when making decisions.
- Carry out the judging process and manage the competition strictly according to the competition rules.
- Record important points during the competition.
- Keep records of judgments.

- If any issues arise that appear to be non-transparent or if there is inappropriate conduct not in line with the competition rules, notify the central team for further investigation.
- Judges have the authority to determine whether a competitor is eligible to participate in the competition based on the suitability and reasons, as long as it complies with the established rules and regulations.

Chapter 4

Organizing the Competition Environment

4.1 Environment for the Participants

Judges will check the seating/standing/participation of competitors based on the following guidelines:

- No one, including supervisors or other individuals, should be near the competitors from the front or behind during the competition.
- It is not allowed to place documents, books, dictionaries, or any electronic devices on the table throughout the competition.
- If there is a television, screen, or any display equipment in the room, it is prohibited to use such devices during the competition.
- No communication, signaling, or actions that support or assist competitors are allowed.
- Posters, signs, or documents displayed on the walls within the competition area must not contain any content that could assist the competitors in any way. The judges have the right to ask competitors or their supervising teachers to explain or provide evidence to prove that such posters, signs, or documents are not related to the competition in any way.
- In case there is evidence of assistance to the competitors or any actions that indicate a lack of transparency, the competition will continue without interruption, and the central team will be informed to investigate the facts later.
- The seating, standing, or participation arrangements for competitors should be appropriately organized and in accordance with the regulations.

Seating Arrangement for the Competition



Front View



Back View

Standing Arrangement for the Competition



Front View



Back View

4.2 During the Competition

The hosting school must prepare the following:

Waiting to be called for competition

- All participants must log in at least 15-30 minutes in advance to prepare.
- Participants must wait for their name to be called in the order as scheduled. If they are unable to join the competition at the designated time or round, they will have to wait until the last participant has finished before joining.
- Participants must keep their video on throughout the competition.
- The account name must be set as “School Name_Contestant Name” in English, for example, *Bunyawat Witthayalai School_Jindamanee*.
- During the competition, participants who have not reached their turn must mute their microphones and avoid any actions that could disturb other participants.
- Once participants finish their competition, they are free to leave the system at their convenience.

Internet Quality

- Participants must ensure their internet connection is fast and stable enough to prevent interruptions during the competition.
- It is recommended to check the internet speed in advance (recommended speed: download and upload of at least 10 Mbps).

- Poor internet quality or an unstable connection from the hosting school may affect the decision-making process of the judges.
- If there is an internet connection issue or signal loss during the competition, participants should reconnect as quickly as possible and notify the coordinator immediately.
- Audio and video signals must remain on throughout the competition so that the judges can continuously observe the performance.
- The judges have the authority to decide and reserve the right to deny a participant from restarting the competition if their internet quality is not sufficient.

Camera Quality and Image Clarity

- All competitions must use cameras from both the front and rear angles.
- Use cameras that can record clear videos (minimum resolution recommended: 720p).
- Check the lighting settings in the room to ensure the contestant is visible clearly.

Venue Arrangement

- The venue should be chosen in a location free from noise and distractions.

Note:

Failure to comply with the above requirements may result in disqualification if the judges determine that the standards have not been met.

Summary of Items and Quantity to Prepare for the Judges' Room:

Competitions	Judge	Table	Chair	Computer	Speaker	Power Outlets	Paper (Ream)	Television	Signal Bells	
Impromptu Speech	5	5	7	1	1	1	1	1	1	
Story Telling	5	5	7	1	1	1	1	1		
Pictorial Writing	5	5	7	1	1	1	1	1		
Crossword	5	5	7	1	1	1	1	1		
Singing Contest	5	5	7	1	1	1	1	1		
Skit	5	5	7	1	1	1	1	1		
Mathematics Project	5	5	7	1	1	1	1	1		
Science Project	5	5	7	1	1	1	1	1		
Computer Project	5	5	7	1	1	1	1	1		

Summary of Items and Quantities for the Competition Room to Prepare

Competitions	Table	Chair	Computer	Speaker	Power Outlets	Paper (Ream)	Camera	Microphone	
Impromptu Speech	-	-	1	1	1	1	2	1	
Story Telling	-	-	1	1	1	1		1	
Pictorial Writing	1	1	1	1	1	1	2	-	
Crossword	1	1 - 2	1	1	1	1	2	-	
Singing Contest	-	-	1	1	1	1	1	1	
Skit	-	-	1	1	1	-	-	5	
Mathematics Project	1	3 - 5	1	1	1	1	2	1	
Science Project	1	3 - 5	1	1	1	1	2	1	
Computer Project	1	3 - 5	1	1	1	1	2	1	

Script

Welcome to the competition.

Before we begin, we would like to emphasize the importance of strictly adhering to the competition guidelines for the English Medium Instruction Programmes Open House Academic Year 2024, as well as the participation rules outlined in the manual.

The first participant is from School. You may begin.

The next participant is from School. You may proceed.

(Please use this script for subsequent participants, starting from the second participant and continuing in order until the second-to-last participant.)

The final participant is from School. You may begin.

The competition has now officially concluded.

The organizing committee would like to extend our sincere gratitude to all participants. The competition results will be announced through the system, and participants can follow up on the results in due course. You may now exit the system. Thank you.

Chapter 5

Competition Criteria



เกณฑ์การแข่งขันมหกรรมวิชาการห้องเรียนพิเศษภาษาอังกฤษ ปีการศึกษา 2567
English Medium Instruction Programmes Open House Academic Year 2024

การแข่งขัน	ระดับชั้น				ประเภท	หมายเหตุ
	ป.1-3	ป.4-6	ม.1-3	ม.4-6		
1. การกล่าวสุนทรพจน์ภาษาอังกฤษ (Impromptu Speech Competition)	✓	✓	✓	✓	เดี่ยว	
2. การเล่านิทานภาษาอังกฤษ (Storytelling Competition)	✓	✓	✓	✓	เดี่ยว	
3. Multi-skill Competition		✓	✓	✓	เดี่ยว	
4. การเขียนเรียงความประกอบภาพ (Pictorial Writing)		✓	✓	✓	เดี่ยว	
5. การแข่งขันต่อคำศัพท์ (Crossword)		✓	✓	✓	ทีม 2 คน/ เดี่ยว	ป.4-6, ม.1-3 ทีม 2 คน ม.4-6 เดี่ยว
6. การแข่งขันสะกดคำ (Spelling Bee Competition)	✓	✓	✓	✓	เดี่ยว	
7. การนำเสนอโครงงานวิทยาศาสตร์ (Science Project Work Competition)		✓	✓	✓	ทีม 3 คน	
8. การนำเสนอโครงงานคณิตศาสตร์ (Mathematics Project Work Competition)		✓	✓	✓	ทีม 3 คน	
9. การนำเสนอโครงงานคอมพิวเตอร์ (Computer Project Work Competition)		✓	✓	✓	ทีม 3 คน	
10. การแข่งขันละครสั้นภาษาอังกฤษ (Skit Competition)		✓	✓	✓	ทีม 5 คน	
11. การแข่งขันร้องเพลง (Singing Competition)	✓	✓	✓	✓	เดี่ยว	

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Impromptu Speech Competition (Online)

1. Eligibility of the competitors

- 1.1 Students of lower primary Prathom levels 1 - 3
- 1.2 Students of upper primary Prathom levels 4 - 6
- 1.3 Students of lower secondary Mattayom levels 1 - 3
- 1.4 Students of upper secondary Mattayom levels 4 - 6

2. Key stage of the competitors

- | | |
|---|--------------|
| 2.1 Lower primary Prathom levels 1 - 3 | 1 competitor |
| 2.2 Upper primary Prathom levels 4 - 6 | 1 competitor |
| 2.3 Lower secondary Mattayom levels 1 - 3 | 1 competitor |
| 2.4 Upper secondary Mattayom levels 4 - 6 | 1 competitor |

The competitors will draw for the order of presentation. In the event of competitors arriving late, they must consult with the committee.

3. Preparation

3.1 The competitors will select their topics in the preparation room. The competitors will be asked to show a note paper on both sides for drafting ideas. This paper must be empty.

3.2 Competitors prepare to answer questions from the judges after finishing the speech.

4. Preparation time

5 minutes

5. Presentation time/ Theme/ Topic

5.1 Lower primary Prathom levels 1 - 3

2 - 3 minutes (+/- 30 seconds) Q & A time is excluded. Theme: oneself, family, school, food, drinks, and leisure time, or the theme can be related to the main theme. The topics will be decided based on each theme of the contest by the judges prior to the competition. No topics will be publicly announced.

5.2 Upper primary Prathom levels 4 - 6

3 - 4 minutes (+/- 30 seconds) Q & A time is excluded. Theme: oneself, family, school, language/culture, environment, hobby, leisure time, health, and welfare, or the theme can be related to the main theme. The topics will be decided based on each theme of the contest by the judges prior to the competition. No topics will be publicly announced. All competitors will be given two opportunities to pick a topic. They will select randomly from all the topics and choose one of the two topics drawn for their presentation.

5.3 Lower secondary Mattayom levels 1 - 3

4 - 5 minutes (+/- 30 seconds) Q & A time is excluded. Theme: "Happy Learning: Let's Join Hands and Walk Together". The topics will be decided based on the theme of the contest by the judges prior to the competition. No topics will be publicly announced. All competitors will be given two opportunities to pick a topic. They will select randomly from all the topics and choose one of the two topics drawn for their presentation.

5.4 Upper secondary Mattayom levels 4 – 6

5 - 6 minutes (+/- 30 seconds) Q&A time is excluded. Theme: “Happy Learning: Let’s Join Hands and Walk Together”. The topics will be decided based on the theme of the contest by the judges prior to the competition. No topics will be publicly announced. All competitors will be given two opportunities to pick a topic. They will select randomly from all the topics and choose one of the two topics drawn for their presentation.

Remark

All competitors have a 30-second grace period; if a contestant exceeds this grace period, one point for each second will be deducted [same deduction rate will apply for being under time].

6. Guidelines for the Virtual Contest

6.1 The contest will be held only for 1 round via Zoom Application.

Before the competition, the contestant must set their speaking area:

- Name the account in Zoom by using the school’s name in English
- Stand at the position where the judges can see your whole body
- Check audio to ensure that the microphone is clearly picking up voice from where you are standing and any types of microphones are allowed to be used during the contest
- Ensure that their camera is mounted and secured to prevent movement during speech and each contestant will be asked to have 2 cameras for the front and the back to prevent the contestant from reading the script from the screen or projector. (It means that the contestant is required to enter the zoom 2 accounts; one account for the front camera and another one for the back camera)
- Ensure good lighting in the area so that the judges can see the contestant’s facial expressions and gestures.
- Be mindful of timing signals.

6.2 All contestants are required to register before the competition via Google Form and the link will be provided on the competition day via Line group. (The QR code of the group is provided on the last page.)

6.3 The Application Random Number will be used to randomize the sequence of the competition. The name lists will be announced respectively.

6.4 All contestants enter the Zoom meeting and wait to be called according to the name lists.

6.5 When the contest time starts, the first contestant will be asked to join the designated Breakout Room No.1 called “The Preparation Room” to draw 2 topics at a time and choose only one topic. After having the topic, the first contestant will have 5 minutes for preparation before starting the speech. After 5-minute preparation, the first contestant will be asked to join Breakout Room No.2 called “The Contest Room”.

6.6 While the first contestant enters Breakout Room No.2 “The Contest Room”, the second contestant will be asked to join Breakout Room No.1 “The Preparation Room” to draw the topics.

6.7 During the contest, students are not allowed to glance or read, and cannot use any equipment while making the speech.

The topics will be based on the following theme; “Happy Learning: Let’s Join Hands and Walk Together”.

6.8 Three questions from judges will be raised after a contestant's speech.

7. Criteria for impromptu speech competition

Criteria/Categories	Score
1. Content & Organization - Introduction [gets attention, clearly identifies the topic, establishes credibility & previews the main points. - Body [main points are clear and well supported and does not stray from the topic. - Conclusion [reviews main points, bring closure, does not leave the audience hanging. - Organization clearly and logically organized with appropriate transitions linking the sections.	40 Points 10 Points 10 Points 10 Points 10 Points
2. Language Competency & Fluency - Use of correct vocabulary, suitable structure, and connectors. - Pronunciation and intonation. - Use of impressive and powerful tones properly for the content.	30 Points 10 Points 10 Points 10 Points
3. Presentation - Communication [eye contact : students connect with his/her audience through natural and sufficient eye contact; body language, gestures and facial expressions add greatly to the message]. - Delivery [Volume, tone, and language are used to enhance speech]. - Evidence of professional personality, positivity and enthusiasm.	25 Points 10 Points 10 Points 5 Points
4. Timing - Delivery of the speech within the time limit.	5 Points 5 Points
Grand total score	100 Points

8. Judgment/Award

80 – 100 points	Gold Medal
70 – 79 points	Silver Medal
60 – 69 points	Bronze Medal
Lower than 60 points	Certificate

Remark

- The judges' decision is final.
- During the contest, only 2 accounts are allowed to enter Breakout Room No.1 "The Preparation Room" and Breakout Room No.2 "The Contest Room".
- Video recording is not allowed during the competition, only the pictures can be taken during the contest.
- In case of technical problems including the unstable internet connection, the judges will make the decision at that time such as the contestant has to draw the new topic and start the process of the contest again.

Storytelling Competition (Online)

1. Eligibility of the competitors

- 1.1 Students of lower primary Prathom levels 1 - 3
- 1.2 Students of upper primary Prathom levels 4 - 6
- 1.3 Students of lower secondary Mattayom levels 1 - 3
- 1.4 Students of upper secondary Mattayom levels 4 - 6

2. Key stage of the competitors

- | | |
|---|--------------------------------|
| 2.1 Lower primary Prathom levels 1 - 3 | 1 contestant / Key stage |
| 2.2 Upper primary Prathom levels 4 - 6 | 1 contestant / Key stage |
| 2.3 Lower secondary Mattayom levels 1 - 3 | 1 student / Key Stage / School |
| 2.4 Upper secondary Mattayom levels 4 - 6 | 1 student / Key Stage / School |

Storytelling Competition (Online)

primary Prathom levels 1 - 6

1. Key Stage of Contestants:

- | | |
|--|--------------------------|
| 1.1 Lower primary Prathom levels 1 - 3 | 1 contestant / Key stage |
| 1.2 Upper primary Prathom levels 4 - 6 | 1 contestant / Key stage |

2. Competition Rules

- 2.1 The contestants must register in google form to confirm as a contestant

(Line:)

- 2.2 The Contestants submit a story file (PDF file) to the judges within (due date)

(E-mail:)

- 2.3 The competition will take place via Zoom. The host will send the link to participants to join the meeting.

2.3.1 Meeting Room: All contestants enter the Zoom meeting and wait to be called according to the name lists. Then the host will use the application random to randomize the sequence of the competition.

2.3.2 Breakout Room: The contestant will be asked to join the room according to the name list.

- 2.4 During the competition, all contestants must follow these rules:

2.4.1 The screen names to be used in the competition will be as follows: school/ the name of the story

(ex: Anuban NST / The Little Mermaid)

2.4.2 The contestant must wear a school uniform. No tools or equipment are allowed.

2.4.3 Stand at the position where the judges can see your whole body.

2.4.4 Each contestant will be asked to have 2 cameras for the front and the back (It means that the contestant is required to enter the Zoom 2 accounts; one account for the front camera and another one for the back camera) Please check the lighting in the area so that the judges can see the contestant's facial expressions.

2.4.5 The contestants are allowed to use the microphone.

2.4.6 Ringing the bell is used for telling the time:

1st : 1 minute left

2nd: Time's up

3. Topics for the Competition

Thai or foreign folk tales, fables, or Aesop tales

4. Judging Criteria (Total Score: 100 points)

Criteria/Categories	Score
1. Content - Interesting and suitable content for that age level - Correct story-telling style/form and organizing - The moral of the story	35 Points 15 Points 10 Points 10 Points
2. Language Competence - Using correct vocabulary and structures which are suitable for their age level - Pronunciation Ability - Using impressive tones, moods, and gestures suitable for their age level	60 Points 20 Points 20 Points 20 Points
3. Time keeping Being able to tell the story within the given time limit	5 Points 5 Points
Grand total score	100 Points

5. Time limit for Competition

Key Stage	Time	Remark
P. 1 - 3	4 - 5 minutes (+/- 30 seconds)	- The student who spends more or less than the allocated time will be given a deduction of a point from each judge (1 point/ 1 min) - Using more or less than 1 second of the time limit is equal to 1 point deduction - The time starts after telling the story. (An introduction is needed but it is not included in the time consumption)
P. 4 - 6	5 - 6 minutes (+/- 30 seconds)	

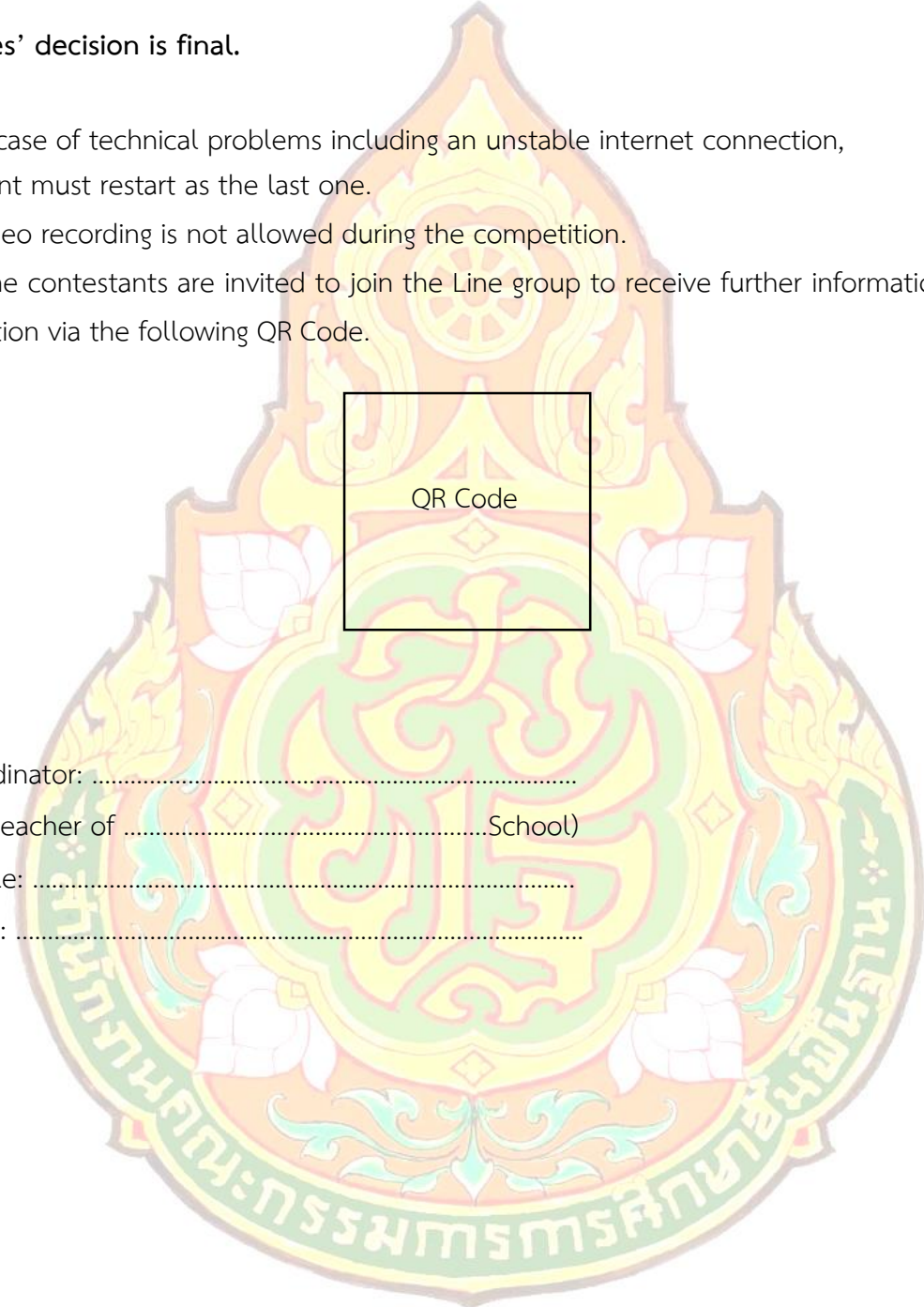
6. Judgments/ Awards

80 - 100 points	Gold Medal
70 - 79 points	Silver Medal
60 - 69 points	Bronze Medal
Lower than 60 points	Certificate

7. The judges' decision is final.

Remark

1. In case of technical problems including an unstable internet connection, the contestant must restart as the last one.
2. Video recording is not allowed during the competition.
3. The contestants are invited to join the Line group to receive further information about the competition via the following QR Code.



QR Code

Coordinator:

(the teacher ofSchool)

Mobile:

Email:

Storytelling Competition (Online)

Lower secondary Mattayom levels 1 - 3

1. Key Stage of Contestants

Lower secondary Mattayom levels 1 - 3

1 student /Key Stage /School

2. Time limit for Competition

6 - 7 minutes (+/- 30 seconds)

Remark

A student that spends more or less than the allocated time will be given a deduction of a point from each judge, (1 point/ 1 min.)

*using more or less than 30 seconds of the time limit is equal to 1 point deduction

*The time starts once the competitor begins telling the story. (An introduction is needed but it does not include in the time consumption.)

3. Topics for the Competition

Thai or foreign folk tales, fables, or Aesop tales.

4. Process of the Contest

4.1 No Prop, just smartphone equipment, audio equipment, and internet signal

4.2 Contestants wear their school uniform only.

4.3 The scripts have to be submitted to the host via the given email address

on (PDF file). E-mail:

5. Judging Criteria (Total Score: 100 Points)

Criteria/Categories	Score
1. Content	35 Points
- Interesting and suitable content for that age level	15 Points
- Correct story-telling style/form and organizing	10 Points
- The moral of the story	10 Points
2. Language Competence	60 Points
- Using correct vocabulary and structures which are suitable for their age level	20 Points
- Pronunciation Ability	20 Points
- Using impressive tones, moods, and gestures suitable for their age level	20 Points
3. Time keeping	5 Points
Being able to tell the story within the given time limit	5 Points
Grand total score	100 Points

6. Judgments/ Awards

80 – 100 points	Gold Medal
70 – 79 points	Silver Medal
60 – 69 points	Bronze Medal
Lower than 60 points	Certificate

7. The judges' decision is final.

Storytelling Competition (Online)

Upper secondary Mattayom levels 4 – 6

1. Key Stage of Contestants

Upper secondary Mattayom levels 4 – 6

1 student / Key Stage / School

2. Time limit for Competition

7 - 8 minutes (+/- 30 seconds)

Remark

The student who spends more or less than the allocated time will be given a deduction of a point from each judge, (1 point/ 1 min.)

*using more or less than 30 seconds of the time limit is equal to 1 point deduction

*The time starts after telling the story. (An introduction is needed but it does not include the time consumption.)

3. Topics for the Competition

Thai or foreign folk tales, fables, or Aesop tales.

4. Process of the Contest

4.1 No Prop, just the smartphone equipment, audio equipment, and internet signal

4.2 Contestants wear their school uniform only.

4.3 The scripts have to be submitted to the host with the given email address

on (PDF file). E-mail.....

5. Judging Criteria (Total Score: 100 Points)

Criteria/Categories	Score
1. Content	35 Points
- Interesting and suitable content for that age level	15 Points
- Correct story-telling style/form and organizing	10 Points
- The moral of the story	10 Points
2. Language Competence	60 Points
- Using correct vocabulary and structures which are suitable for their age level	20 Points
- Pronunciation Ability	20 Points
- Using impressive tones, moods, and gestures suitable for their age level	20 Points
3. Time keeping	5 Points
Being able to tell the story within the given time limit	5 Points
Grand total score	100 Points

6. Judgments/ Awards

80 – 100	points	Gold Medal
70 – 79	points	Silver Medal
60 – 69	points	Bronze Medal
Lower than 60	points	Certificate

7. The judges' decision is final.

Multi-skill competition (Online)

1. Eligibility of the competitors

- 1.1 Students of upper primary Prathom levels 4 - 6
- 1.2 Students of lower secondary Mattayom levels 1 - 3
- 1.3 Students of upper secondary Mattayom levels 4 – 6

2. Key Stage of Competitors

- | | |
|---|--------------|
| 1.1 Upper primary Prathom levels 4 - 6 | 1 competitor |
| 1.2 Lower secondary Mattayom levels 1 - 3 | 1 competitor |
| 1.3 Upper secondary Mattayom levels 4 – 6 | 1 competitor |

3. Guidelines for the Virtual Student English Multi-Skill competition 2024

- 3.1 The competition will be held for 3 rounds via Google Meet Application.

Before the competition, the competitors must set their exam area:

Name your account in Google Meet by using the number first and followed by the school's name in English.

- Sit in the corner and face the wall then set the camera position where the judges can see you and your screen clearly.
- Ensure good lighting in the area so that the judges can see the competitors and their screens clearly.
- Ensure that his/her camera is mounted and secured to prevent movement during the competition and each competitor will be asked to have 2 tools for monitoring to prevent the competitors from cheating (It means that the competitor is required to enter 2 Google Meet accounts; one account for the monitoring camera and another one for the testing)
- Use the mobile phone for the monitoring camera and use the device only for testing.
- Prepare 3-4 lined papers for the Writing Skill test, 2 drawing papers for Picture Dictation, crayons – colored pencils, and needed stationary – blue or black pens, pencils, eraser and correction tape.
- Turn on the audio while taking the test.
- Be mindful of timing signals.

- 3.2 All competitors are required to join the Line Group: “Multi-skill competition” before the competition, and the link will be provided on the competition day via Line Group. (The QR code of the Line group is provided on the last page.)

- 3.3 Each competitor will be divided into four groups joining Google Meet – Group one consists of Numbers 1 – 15; Group two consists of Numbers 16 – 30; Group three consists of Numbers 31 – 45; and Group four consists of Numbers 46 – 60 depending on the number of registrations. The observers will be included in each group to monitor. The competitors will take the proficiency test through the Google form via the link of the website included:

- Listening skill test 20 items 20 minutes
- Reading skill test 20 items 20 minutes
- Writing skill test 1 topic 30 minutes the writing skill test consists of composition writing related to the main theme ‘Happy Learning: Let's Join Hands and Walk Together’. The limitation of words written for each key stage is as follows:
 - P.4 - 6 not fewer than 100 words.
 - M.1 - 3 not fewer than 150 words.
 - M.4 - 6 not fewer than 200 words.

- 3.4 After finishing the writing skill test, the competitors have to show their paper on the screen to the judges who will take a snapshot. Then the competitors have to take photos or scan by using device to upload their paper into the Google form, and finally submit the proficiency test before the time limit
- 3.5 For the picture dictation part, all of the competitors have to move to “The Picture Dictation Room” on Google Meet immediately and listen to the provided passage twice that the native English-speaking judge reads for all the competitors. The link to upload picture dictation will be sent into the Google Meet.
- 3.6 While listening to the passage, the competitors are allowed to take notes. As soon as the second-round reading finishes, the competitors are given 30 minutes to draw their pictures according to the details of the content heard from the given passage, draw, and color the pictures as following the directions correctly.
- 3.7 After finishing picture dictation, the competitors have to show their picture on the screen to the judges who will take a snapshot. Then the competitors have to take photos or scan by using device to upload their picture into the picture dictation link, and finally submit the picture dictation before the time limit.
- 3.8 For the speaking skill test, all of the competitors will be in the same Google Meet. The name lists will be announced respectively followed by the number and wait to be called according to the name lists.
- 3.9 When the competition starts, the first competitor will be asked to join the Room called “The Speaking Skill Test Room”. The speaking skill test consists of one interview which represents English language use in aspects of the following:
 - Communicative skills;
 - Problem solving skills and critical thinking skills;
 - The competitors will be asked a question based on the main theme ‘Happy Learning: Let's join Hands and Walk Together’ in the time allocation of each competitor’s key stage as follows:

P.4 - 6	2 - 3 minutes.
M.1 - 3	5 minutes.
M.4 - 6	7 minutes.
- 3.10 The other competitors will be asked to join the Speaking Skill Test Room respectively.

4. Limitation of words written and Time allocation

Key Stage	Limitation of words written (Writing Skill)	Time allocation (Speaking Skill)
P. 4 - 6	not fewer than 100 words	2 - 3
M. 1 - 3	not fewer than 150 words	5
M. 4 - 6	not fewer than 200 words	7

5. Committees

6 judges/level (at least 1 native speaker) and 2 coordinators/level

6. Criteria for Multi-skill competition

Criteria/Categories	Score
1. English proficiency test	80 Points
- Listening Skill	20 Points
- Reading Skill	20 Points
- Writing Skill	20 Points
- Topic clarity	
- Organization	
- Language use and usage	
- Speaking skill (Interview)	20 Points
- Language Competence for Communication	
- Problem Solving Ability	
- Creative Thinking Ability	
- Related to theme	
2. Picture Dictation	20 Points
- Drawing accuracy based on the context	10 Points
- Completeness of the content and color the picture correctly	10 Points
Grand total score	100 Points

7. Judgment / Award

80 – 100 points	Gold Medal
70 – 79 points	Silver Medal
60 – 69 points	Bronze Medal
Lower than 60 points	Certificate

8. The judges' decision is final.

Remark

1. During the competition, only 2 accounts are allowed to enter the Google Meet subgroup: The Picture Dictation Room and the Speaking Skill Test Room.
2. Video recording is not allowed during the competition, only pictures can be taken during the competition.
3. In case of technical problems including unstable internet connection, the judges will make a decision at that time such as whether the competitor has to draw the new topic or start the process of the competition again.
4. Competitors are not allowed to use other devices or documents, memos, written materials, any types of dictionaries, or any kinds of communication devices that facilitate them in the Multi-skill competition.
5. No one is allowed to enter the room while the competition is taking place.
6. All competitors must wear their school uniforms to the competition.
7. The competitors and teachers are invited to join the Line group to receive about the information of the competition via the following QR Code:

Coordinator ประถมปลาย

Coordinator มัธยมต้น

Coordinator มัธยมปลาย

Teacher:

Teacher:

Teacher:

QR Code

“Multi-skill
competition”

Line Group

ประถมปลาย

QR Code

“Multi-skill
competition”

Line Group

มัธยมต้น

QR Code

“Multi-skill
competition”

Line Group

มัธยมปลาย



The example of the monitoring camera position



The example of the judge's screen

Photo credit by: https://registrar.ku.ac.th/online_exam_preparation

Pictorial Writing (Online)

1. Eligibility of the competitors

- 1.1 Students of upper primary Prathom levels 4 - 6
- 1.2 Students of lower secondary Mattayom levels 1 - 3
- 1.3 Students of upper secondary Mattayom levels 4 – 6

Eligible competitors of the competition must meet one of the following criteria:

- a) Students between upper primary Prathom level 4 to upper secondary Mattayom level 6 who hold Thai nationality.
- b) Students between upper primary Prathom level 4 to upper secondary Mattayom level 6 whose parents or guardians hold Thai nationality.
- c) Students enrolled in a Mini English Program (MEP), English Program (EP), International Program (IP), or other special English programs named by schools under the Office of the Basic Education Commission (OBEC) of the Thai Ministry of Education (MOE).
- d) Students who have never been living or studying in a foreign country where English is the official language for more than 6 months.

2. Key Stage of Competitors

- | | |
|---|--------------|
| 2.1 Upper primary Prathom levels 4 - 6 | 1 competitor |
| 2.2 Lower secondary Mattayom levels 1 - 3 | 1 competitor |
| 2.3 Upper secondary Mattayom levels 4 – 6 | 1 competitor |

3. Guidelines for the Virtual Student English Pictorial Writing 2024

- 3.1 The competition will be held for one round via Google Meet Application.

Before the competition, the competitors must set their competition area:

- Name your account in Google Meet by using the number first and follow by the school's name in English.
- Sit in the corner and face the wall then set the camera position where the judges can see you and your screen clearly.
- Ensure good lighting in the area so that the judges can see the competitors and their screens clearly.
- Ensure that his/her camera is mounted and secured to prevent movement during the competition and each competitor will be asked to have 2 tools for monitoring to prevent the competitors from cheating (It means that the competitor is required to enter the 2 Google Meet accounts: one account for the monitoring camera and another one for receiving picture prompts and a word bank)

- Use the mobile phone for the monitoring camera and use the device only for receiving picture prompts and a word bank.
 - Prepare 3 lined papers for the Pictorial Writing and needed stationary - blue or black pens, pencils, eraser, and correction tape.
 - Be mindful of timing signals.
- 3.2 All competitors are required to join Line Group: “Pictorial Writing” before the competition, and the link will be provided on the competition day via Line Group. The QR code of the Line group is provided on the last page.)
- 3.3 Picture prompts used in the competition are open to the themes related to education, tradition and culture, tourist attractions of Thailand, agricultural products, local products in Thai communities or environmental campaigns in Thailand. A word bank of 5 – 15 words is provided for each picture prompt of key stages. FIVE different A4-sized picture prompts printed in colors are all shown to the competitors. The limitation of words written for each key stage is as follows:
- 3.3.1 For upper primary Prathom levels 4 - 6, not fewer than 100 words. There is a provision for a word bank of 5 words for the picture prompt. The competitors are to write using a blue or black pen with clear handwriting. Should the competitors correct the writing, they can use correction tape or an eraser for cleanliness. The time allocation for writing is 40 minutes.
- 3.3.2 For lower secondary Mattayom levels 1 - 3, not fewer than 150 words. There is a provision of a word bank of 10 words for the picture prompt. The competitors are to write using a blue or black pen with clear handwriting. Should the competitors correct the writing, they can use correction tape or an eraser for cleanliness. Time allocation for writing is 50 minutes.
- 3.3.3 For upper secondary Mattayom levels 4 - 6, not fewer than 200 words. There is a provision of a word bank of 15 words for the picture prompt. The competitors are to write using a blue or black pen with clear handwriting. Should the competitors correct the writing, they can use correction tape or an eraser for cleanliness. Time allocation for writing is 60 minutes.
- 3.4 The competitors provide a maximum of 3 sheets of A4-lined paper and a set of personal stationery for writing in the competition. These are to be shown for inspection by the committee before the competition begins.
- 3.5 The chairman of the judges will draw lots and select ONE picture out of five picture prompts before all the competitors and before the competition begins.
- 3.6 The committee will show the picture prompt and word bank through Google Meet.
- 3.7 The competitor must write an original idea – not prefabricated – that is related to the given picture.

3.8 After running out of time, the competitors have to show their paper on the screen to the judges who will take a snapshot. Then, the competitors have to take photos or scan by using a device to upload their paper into the Google form link, and finally submit the Pictorial Writing paper before the time limit.

4. Limitation of words written, Word bank and Time allocation

Key Stage	Limitation of words written	Word bank	Time allocation
P. 4 - 6	not fewer than 100 words	5	40 minutes
M. 1 - 3	not fewer than 150 words	10	50 minutes
M. 4 - 6	not fewer than 200 words	15	60 minutes

5. Criteria for Pictorial writing

Criteria/Categories	Score
1. Topic clarity - Topic of the pictorial writing is clear throughout and demonstrates mastery in delivering to the reader. - The given title of the pictorial writing is related to the picture prompt. - Delivery of topic is written sufficiently. - There is evidence of creativity and style.	25 Points 10 Points 5 Points 5 Points 5 Points
2. Organization - Pictorial writing depicts a clear story or process which is easy to follow, demonstrates attention to details. The sequence of the story is well-organized. The conclusion of the story is clear and evident. - Pictorial writing represents the given picture. There must be a clear connection between the picture and the story. - The opening of the writing demonstrates a scene setting (where the story takes place) and/or main characters introduction (names or things about each of the characters, if any). The moral of the story or the final thought of the story is optional. - The story is written using an account of all word banks suggested of each particular key stage and strictly follows the word limit.	40 Points 15 Points 10 Points 10 Points 5 Points

Criteria/Categories	Score
3. Language	35 Points
- Use of sentence beginnings, conjunctions, and connectives within sentences is appropriate and showcases creative and stylistic representation of writing.	10 Points
- Use of correct grammatical structure with correct punctuation marks is clear and evident.	10 Points
- Use of adjectives and adverbs in story opening shows mastery. The description and details illustrate a good picture in the reader's mind which is relevant to the given picture prompt.	10 Points
- The writing has sentences that show the use of sentence variety and complexity of structure using precise, specific, descriptive, and vivid word choice that is clear and consistently relevant to the picture prompt.	5 Points
Grand total score	100 Points

Remarks

- Should the competitors write an irrelevant story to the picture prompt; the judges must deduct the points of organization.
- For the word bank, the competitors will lose one point for each word not used. The maximum will be five points deducted.
- For the length of the essay, the competitors will lose one point for each ten words below the minimum amount. The maximum will be five points deducted.

6. Judgment / Award

80 – 100 points	Gold Medal
70 – 79 points	Silver Medal
60 – 69 points	Bronze Medal
Lower than 60 points	Certificate

7. The judges' decision is final

8. The judges

8.1 Qualifications

Judges who have good knowledge and the ability to communicate in English can be both:

- native speakers and
- teachers of English (non-native speakers or Thai teachers) experienced in English language teaching for at least 5 years.

8.2 Considerations

- The total score of each is to be calculated by cutting the highest and the lowest judges' scores off, and then dividing the total score by the number of remaining judges.

- The judges should be appointed to judge at the level in which they teach.

- The judges should come from a variety of other educational service area offices.

Remark

1. During the competition, only 2 accounts are allowed to enter Google Meet.

2. Video recording is not allowed during the competition, only pictures can be taken during the competition.

3. In case of technical problems including an unstable internet connection, the judges will make a decision at that time, such as if the competitor has to draw a new topic and start the process of the competition again.

4. Competitors are not allowed to use other devices, documents, memos, written materials, any types of dictionaries, or any kinds of communication devices that facilitate them in the pictorial writing competition.

5. No one is allowed to enter the room while the competition is taking place.

6. All competitors must wear their school uniforms to the competition.

7. The competitors and teachers are invited to join the Line group to receive the information about the competition via the following QR Code:

Coordinator ประถมปลาย

Teacher:

Coordinator มัธยมต้น

Teacher:

Coordinator มัธยมปลาย

Teacher:

QR Code

“Pictorial Writing”

Line Group

ประถมปลาย

QR Code

“Pictorial Writing”

Line Group

มัธยมต้น

QR Code

“Pictorial Writing”

Line Group

มัธยมปลาย



The example of the monitoring camera position



The example of the judge's screen

Photo credit by: https://registrar.ku.ac.th/online_exam_preparation

Crossword (Online)

1. Eligibility of the competitors

- 1.1 Students of upper primary Prathom levels 4 - 6
- 1.2 Students of lower secondary Mattayom levels 1 - 3
- 1.3 Students of upper secondary Mattayom levels 4 – 6

2. Key stage of the competitors

- | | |
|---|----------------------|
| 2.1 Upper primary Prathom levels 4 - 6 | 2 Competitors/1 Team |
| 2.2 Lower secondary Mattayom levels 1 - 3 | 2 Competitors/1 Team |
| 2.3 Upper secondary Mattayom levels 4 – 6 | 1 Competitor/1 Team |

***All competitors will play with regular Crossword game board (15*15) squares. The Word Adjudication source is: CSW2024 (Collins Scrabble Word List for Tournament version 2024).**

3. Rules and regulations

3.1 Competitions

3.1.1 If there are fewer than 6 teams, it is recommended to use the Round Robin system. For example, a maximum of 4 teams would meet up for 3 rounds until a finalist is found. If there are 5 teams, each round will have the bye-winning team. There will be no final round as the judges' decision is final.

3.1.2 If there are more than 7 teams, the Swiss paring method will be used for qualifying teams with the same score. There will be 4 games as follows:

Game 1 from 09.00 - 09.30 a.m.

Game 2 from 09.45 - 10.15 a.m.

Game 3 from 10.30 - 11.15 a.m.

Game 4 from 11.30 - 12.00 p.m.

The final game will use the King of the Hill method of sorting the scores. The team with the first-highest scorer meets the second-highest scorer to find the winner, the third highest scorer meets the fourth-highest scorer to find the 2nd runner up. The final game will start at 13.30 p.m.

3.2 Playing Platform

- All games will compete online using Woogles.io (free to use)
- All teams must sign up for membership to get their Username. (Official Username for tournament use will be advised later)
- **No need to prepare actual board, tiles, rack, clocks, and score sheets. Everything is on the platform.** The AI function of Woogles.io will: assign who goes first, count and record score / randomly distribute tiles to both players / keep track of tiles used / run the embedded chess clock function / acting the adjudication referee for word challenging).

3.3 Room & IT Equipment requirements

- Each team must be stationed in a clear room (clear visibility), nice and quiet (with no disturbance).

- Each team must play on their assigned computer (Desktop PC/ Laptop is preferable, iPad/Tablet/Mobile Phone is not recommended)
- Each computer must be capable of internet capability and run OBS streaming (<https://vdo.ninja>) to share the screen.
- There should be at least 2 proctors (in the room while the tournament is running).

3.4 Rules and regulations

Based on the standard by Thailand Crossword Game A -Math and Kumkom and Sudoku Association. There are also

3.5 Special Rules

3.5.1 Timing

- Each round is limited to 30 minutes per game (15 minutes for each team)
- There will be a time penalty (10 points) for each excessive minute beyond the 15 minutes allowance.
- A team will be forced to forfeit the game if they spend the overtime beyond 5 minutes.

3.5.2 Maximum Difference

- All team should not have more than 100 points (if it is over, it will be rounded down to 100 points) in the qualifying round.
- The final round has no maximum difference.
- A Bye-winning team will get 100 points.

3.6 Result Calculating and Ranking

3.6.1 In each game, the winning team will get a maximum of 2 points, in case of a draw both teams will get space 1 point each, and the losing team will get no point.

3.6.2 Final computing: scoring to be decided by the judges; scores from won and tied games will be calculated first. Teams with equal scores will be judged on maximum difference.

4. Judgments/Awards

80 - 100 points	Gold medal
70 - 79 points	Silver medal
60 - 69 points	Bronze medal
Lower than 60 points	Certificate

Remark

- Calculate from the total number of teams; for example,
- 6 teams:
 - Gold - The winner and the 1st runner up
 - Silver - The 2nd runner up and the 4th places
 - Bronze - The 5th and 6th places

- 15 teams:
 - Gold - The winner, the 1st runner up and the 2nd runner up
 - Silver - The 4th and 5th places
 - Bronze - The 6th and 7th places
 - Certificate of participation – Remaining teams

5. Judges

5.1 Qualifications

- 1 Native or Non-Native speaker
- 4 Thai teachers who understand crossword rules and regulations, and are fluent in English

5.2 Roles

- Judge according to the fairest rules of the game
- Summarize all scores/documents and hand them to the evaluation department

5.3 Remarks

- The judges should be from their teaching levels and represent a variety of education service area offices

6. Committees

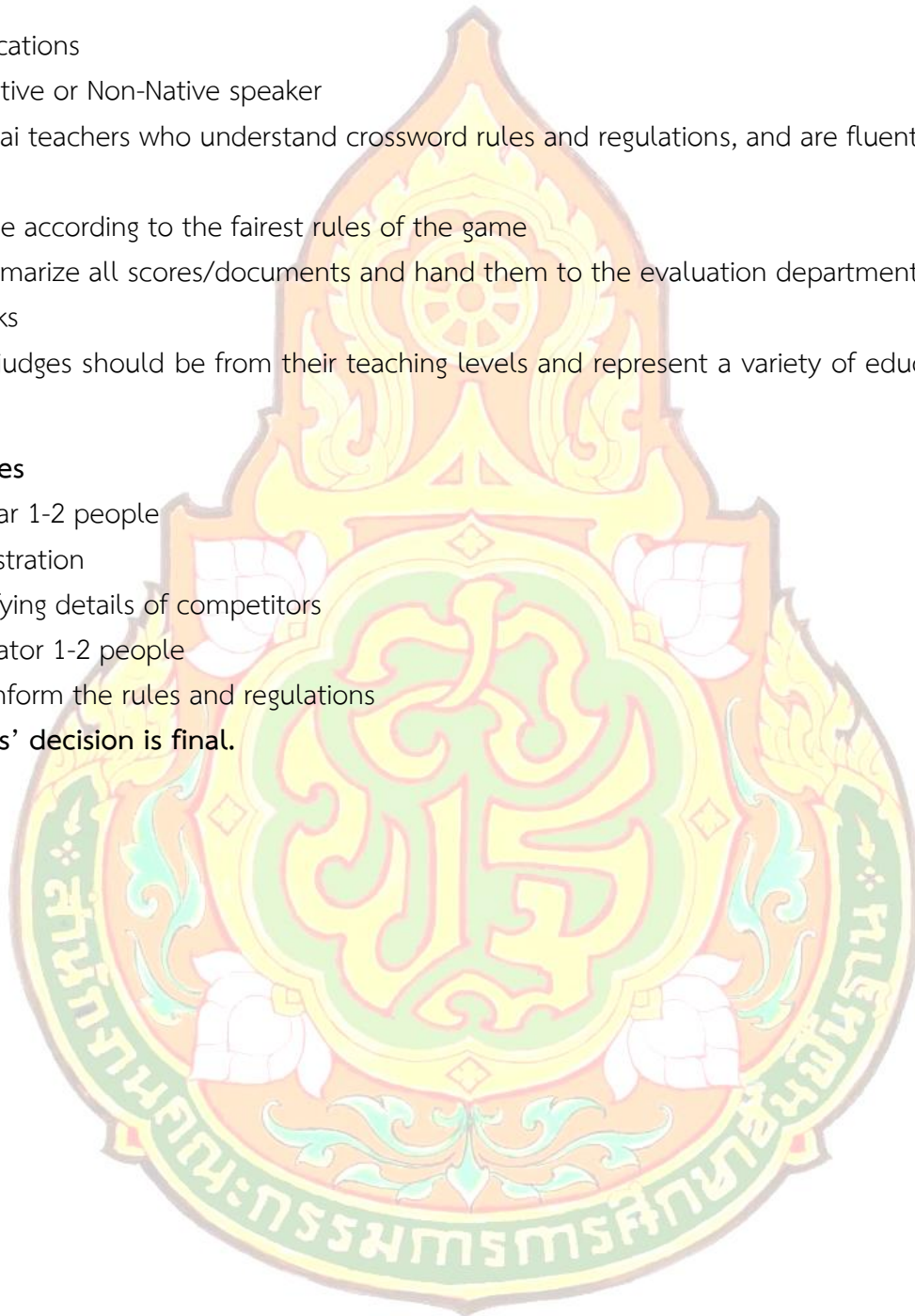
6.1 Registrar 1-2 people

- Registration
- Verifying details of competitors

6.2 Moderator 1-2 people

- To inform the rules and regulations

7. The judges' decision is final.



Spelling Bee Competition

1. Eligibility of the competitors

- 1.1 Students of lower primary Prathom levels 1 - 3
- 1.2 Students of upper primary Prathom levels 4 - 6
- 1.3 Students of lower secondary Mattayom levels 1 - 3
- 1.4 Students of upper secondary Mattayom levels 4 – 6

Eligible competitors of the competition must meet one of the following criteria:

a) Students between lower primary Prathom level 1 to upper secondary Mattayom level 6 who hold Thai nationality.

b) Students between lower primary Prathom level 1 to upper secondary Mattayom level 6 whose parents or guardians hold Thai nationality.

2. key stage of the competitors

- | | |
|---|--------------|
| 2.1 Lower primary Prathom levels 1 - 3 | 1 Competitor |
| 2.2 Upper primary Prathom levels 4 - 6 | 1 Competitor |
| 2.3 Lower secondary Mattayom levels 1 - 3 | 1 Competitor |
| 2.4 Upper secondary Mattayom levels 4 – 6 | 1 Competitor |

3. Materials

All necessary materials are supplied by staff. Competitors are not allowed to bring any personal items to the competition floor.

4. Process and Judging Criteria: The competition will be conducted in 3 rounds.

4.1 Round 1 Listening: (Easy mode) 30 Words. Competitors who can pass 60% (18 points) will qualify for the second round.

4.2 Round 2 Listening: (Moderate mode) 20 words. Listen to the word twice, the MC will read a sentence using the word. Competitors write the words on the given paper. Competitors who get 70% (14 points) will advance to the final round.

4.3 Round 3 (Oral round) The competitors listen to each word from the MC and spell as many as they can **orally** up to 20 words. [One word at a time the competitors can pass or spell the word]

Judging:

- 1st round elimination = honorable mention.
- 2nd round elimination Bronze.
- Final Round: 19-20=100; 17-18=90; 15-16=80; 13-14=70; 13 and below= less than 70% same as 2nd round eliminated.

NOTE: *Participating schools are advised to submit:

- Single words for round 1.
- Sentences + words to be spelt for round 2.

- Difficult words for round 3. Contributed words must be in conjunction with words taught at schools based on the 7 Basic learning areas and categorized as easy (1st round), moderate (2nd round), and difficult.
 - *The pool of Judges has the right to scrutinize and screen the submitted words and select the best words to be used in the competition. The students will be told before each round to be aware of using capital letters if needed. Sample table/form below and number of words to be submitted by each participating school.
 - 1st Round [Easy mode] = 2 words x 7 learning areas =14 words
 - 2nd Round [Moderate] = 1 word x 7 learning areas = 7 words
 - Final Round [Difficult] = 1 word per learning areas = 7 words

Topics	Easy mode	Moderate	Difficult
Foreign Language	1.	1.	1.
	2.		
Science	1.	1.	1.
	2.		
Math	1.	1.	1.
	2.		
Social Studies, Culture, Religion	1.	1.	1.
	2.		
Occupation & Technology	1.	1.	1.
	2.		
Health & Physical Education	1.	1.	1.
	2.		
Arts	1.	1.	1.
	2.		

5. Guidelines for the Virtual Student Spelling Bee Competition 2024

Due to the online nature of the bee, various security requirements will be in place throughout the competition. The listening rounds and oral rounds will be monitored at all times and students must follow the following protocols or they will be eliminated from the competition. If at any time, a student does not abide by the following rules, he or she may be disqualified from the competition.

5.1 Round 1 and Round 2 protocols (On Zoom)

- Students must use a webcam to pan the room at the start of listening rounds while being monitored by monitoring judges and listening to the pronouncer.
- The student must take the test in an isolated room with no others present.
- Doors to the room must remain closed until the written test is completed. (NOTE: If there are no doors in the room, the use of a sheet or curtain can be used to cover room openings. We retain the right to make accommodations as needed.)
- A student may not leave the room at any time during the written test.
- All students' screens must be shared with those monitoring the test for the duration of the test.
- If at any time another browser is opened, another person is determined to be present, or the integrity of the test is determined to have been compromised by any break in protocol, the student will be eliminated from the contest.
- After the time is up, the students have to show their written paper on screen and upload scanned paper onto Google Drive. The judges will capture them, recheck them with scanned paper, and mark the score.
- The score will be announced in 2 hours. The judges will appoint the next round.

5.2 Round 3 protocols (In a separate room on Zoom)

- Students must be in a room alone using a computer that is on a table with a wall as a backdrop.
- Oral Rounds will be held in separate Zoom rooms one by one, recorded, and/or streamed online. Other students will be monitored by monitoring judges and listening to the pronouncer.
- At the start of his/her spelling, each student will be asked to use his/her webcam to show all parts of the room, including all doors which are required to be closed.
- Students may not access outside help or resources at any time during the competition. This includes people, devices, word lists, books, an additional computer monitor, earbuds, or software of any kind.
- At any time while a student is spelling online, he or she may be asked again to pan their environment with the computer's webcam.

- At all times a student is fielding and spelling a word, he or she must be visible for the judges to watch remotely, and his/her hands must also be kept visible. Sound may not be turned off at any time while a student is spelling their word.
- A Student may not use a computer, or written material, or get outside help at any time.
- At any time, a student is connected to the online bee, test monitors may ask that he/she share their computer screen.
- If at any time another browser is opened, an additional person is determined to be present, or the integrity of the test is compromised to any break in protocol, the student will be eliminated from the contest.
- If there is a failure in the Student's Internet connection after a student has been given a word to spell or during their attempt to spell, it is automatically declared a missed word and the student may not continue.

Pronouncers

The pronouncers for all rounds will be native English speakers. The pronouncers will alternate pronouncing by round. The pronouncer in a round will give all available word information requested by the students for the round.

**** Appeals must be made via Zoom chat prior to when the speller would have received his/her next word. If in a late round, the speller must appeal immediately, or the appeal will be automatically denied.**

6. The judges' decision is final.

Theory-based Experiment of Science Projects (Online)

1. Eligibility of the competitors

- 1.1 Students of upper primary levels 4 - 6
1.2 Students of lower secondary levels 1 - 3
1.3 Students of upper secondary levels 4 – 6

2. Key stage of the competitors

- | | |
|----------------------------------|----------------------|
| 2.1 Upper primary levels 4 - 6 | 3 Competitors/1 Team |
| 2.2 Lower secondary levels 1 - 3 | 3 Competitors/1 Team |
| 2.3 Upper secondary levels 4 – 6 | 3 Competitors/1 Team |

3. Time for the competition

- | | |
|----------------------------------|---------------------------------|
| 3.1 Upper primary levels 4 - 6 | 4 - 6 minutes (+/- 30 seconds) |
| 3.2 Lower secondary levels 1 - 3 | 7 - 10 minutes (+/- 30 seconds) |
| 3.3 Upper secondary levels 4 - 6 | 7 - 10 minutes (+/- 30 seconds) |

Remarks

- The judges will ask each team 3 - 5 questions regarding the project. (The questioning will not be counted in the time limit) Spending more or less than the allocated time (even 1 second) will be given a deduction of a point from each judge (1 point / 1 minute).
- The time starts when the presentation of the project begins. (Introduction is not included in the time allocation.)

4. Criteria for science project work competition

Criteria/Categories	Score
1. Project - Understanding of the whole project - Students can apply theories and scientific knowledge in real-life situations - Creativity and originality of the project's experimental design - Adequate evidence of data recorded	40 Points 10 Points 10 Points 10 Points 10 Points
2. Report - Accuracy of scientific study - Clearly labeled and structured results (pictures, tables, graphs) - Communicative writing skills (English use and technical terms) - Clear and precise discussion and conclusion	15 Points 3 Points 4 Points 5 Points 3 Points
3. Project Display - Slide and presentation - Poster	15 Points 10 Points 5 Points

Criteria/Categories	Score
4. Oral Discussion	30 Points
- Fluency, correctness, and creativity	15 Points
- Ability to answer questions on cited resources and evidence	10 Points
- Timekeeping	5 Points
Grand total score	100 Points

5. Judgments/Awards

80 – 100 points	Gold Medal
70 – 79 points	Silver Medal
60 – 69 points	Bronze Medal
Lower than 60 points	Certificate

Remark

The judges' decision is final.

6. Others

6.1 The presentation slides must not exceed 20 pages, must be presented by screen sharing only, and must be sent to the responsible school in an online format.

6.2 If the students use the same project, it must show obvious signs of development from the previous one.

6.3 The poster is a medium used to summarize the overall project. It must be A3 size (297 x 420 mm). The contestants must send it online to the responsible school for the judges' decision.

6.4 Science Project Work Competition Report Format

Preface Acknowledgement Abstract Chapter 1: Introduction - Background of the project - Objectives of the project - Hypothesis of the project - Scope of the project - Definitions	Chapter 2: Review of Related Literature Chapter 3: Research methodology - Research Design - Conceptual Framework - Process - Equipment Chapter 4: Results and Discussion Chapter 5: Conclusion References Appendix
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6.5 Guidelines for Report Writing Research (not more than 30 pages)

- The research paper must be written in English.
- Use A4 paper.
- Use the font TH SarabunPSK.
- Use a spacing of 1.15.

- Headline: TH SarabunPSK 18 point, bold
- Major Subtitle: TH SarabunPSK 16 point, bold
- Set the margin of the left paper to 2 cm on each side.
- Figures and tables must be properly labeled and numbered.
- Research paper must be proofread before submission.

6.6 Completion Rules

The contestants must send 5 sets of project reports and 1 set of posters to the responsible school (which will be forwarded to school number..... by)

for the committee to consider in advance, and send the project report, posters, and slides in file format to the responsible school. If the submission is not completed on time, the contestants will not be eligible to participate in the competition.

6.7 In case participants have video clips for experiments, tests, or demonstrations for the committee to view in advance, they must generate a QR Code for the video and include it clearly and comprehensively in both the project report booklet and the poster.

7. Judges

- The judging panel must consist of 2 native or non-native teachers and 3 Thai teachers, for a total of 5 judges.
- The highest and lowest scores awarded by the 5 judges will be excluded from the final evaluation of the competition.

8. Coordinator and Timekeeper

- The timekeeper is responsible for timing each segment and informing the judges of the time used by the competitors.
- There should be at least 2 coordinators who are responsible for calling the participants and organizing the online meeting rooms for the judges, competitors, and timekeepers. They should also prepare rooms for the competition and a preparation room for the competitors, ensuring that everything is ready for use.

Invention and Innovation of Science Projects (Online)

1. Eligibility of the competitors

- 1.1 Students of upper primary levels 4 - 6
1.2 Students of lower secondary levels 1 - 3
1.3 Students of upper secondary levels 4 – 6

2. Key stage of the competitors

- | | |
|----------------------------------|----------------------|
| 2.1 Upper primary levels 4 - 6 | 3 Competitors/1 Team |
| 2.2 Lower secondary levels 1 - 3 | 3 Competitors/1 Team |
| 2.3 Upper secondary levels 4 – 6 | 3 Competitors/1 Team |

3. Time for the competition

- | | |
|----------------------------------|---------------------------------|
| 3.1 Upper primary levels 4 - 6 | 4 - 6 minutes (+/- 30 seconds) |
| 3.2 Lower secondary levels 1 - 3 | 7 - 10 minutes (+/- 30 seconds) |
| 3.3 Upper secondary levels 4 - 6 | 7 - 10 minutes (+/- 30 seconds) |

Remarks

- The judges will ask each team 3 - 5 questions regarding the project. (The questioning will not be counted in the time limit) Spending more or less than the allocated time (even 1 second) will be given a deduction of a point from each judge (1 point / 1 minute).
- The time starts when the presentation of the project begins. (Introduction is not included in the time allocation.)

4. Criteria for science project work competition

Criteria/Categories	Score
1. Project - Understanding of the whole project - Students can apply theories and scientific knowledge in real-life situations - Creativity and originality of the project's experimental design - Adequate evidence of data recorded	40 Points 10 Points 10 Points 10 Points 10 Points
2. Report - Accuracy of scientific study - Clearly labeled and structured result (pictures, tables, graphs) - Communicative writing skills (English use and technical terms) - Clear and precise discussion and conclusion	15 Points 3 Points 4 Points 5 Points 3 Points
3. Project Display - Slide and presentation - Poster	15 Points 10 Points 5 Points

Criteria/Categories	Score
4. Oral Discussion	30 Points
- Fluency, correctness, and creativity	15 Points
- Ability to answer questions on cited resources and evidence	10 Points
- Timekeeping	5 Points
Grand total score	100 Points

5. Judgments/Awards

80 – 100 points	Gold Medal
70 – 79 points	Silver Medal
60 – 69 points	Bronze Medal
Lower than 60 points	Certificate

Remark

The judges' decision is final.

6. Others

6.1 The presentation slides must not exceed 20 pages, must be presented by screen sharing only, and must be sent to the responsible school in an online format.

6.2 If the students use the same project, it must show obvious signs of development from the previous one.

6.3 The poster is a medium used to summarize the overall project. It must be A3 size (297 x 420 mm). The contestants must send it online to the responsible school for the judges' decision.

6.4 Science Project Work Competition Report Format

Preface Acknowledgement Abstract Chapter 1: Introduction - Background of the project - Objectives of the project - Hypothesis of the project - Scope of the project - Definitions	Chapter 2: Review of Related Literature Chapter 3: Research methodology - Research Design - Conceptual Framework - Process - Equipment Chapter 4: Results and Discussion Chapter 5: Conclusion References Appendix
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6.5 Guidelines for Report Writing Research (not more than 30 pages)

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- Set the margin of the left paper to 2 cm on each side.
- Figures and tables must be properly labeled and numbered.
- Research paper must be proofread before submission.

6.6 Completion Rules

The contestants must send 5 sets of project reports and 1 set of posters to the responsible school (which will be forwarded to school number by)

for the committee to consider in advance, and send the project report, posters, and slides in file format to the responsible school. If the submission is not completed on time, the contestants will not be eligible to participate in the competition.

6.7 In case participants have video clips for experiments, tests, or demonstrations for the committee to view in advance, they must generate a QR Code for the video and include it clearly and comprehensively in both the project report booklet and the poster.

7. Judges

- The judging panel must consist of 2 native or non-native teachers and 3 Thai teachers, for a total of 5 judges.
- The highest and lowest scores awarded by the 5 judges will be excluded from the final evaluation of the competition.

8. Coordinator and Timekeeper

- The timekeeper is responsible for timing each segment and informing the judges of the time used by the competitors.
- There should be at least 2 coordinators who are responsible for calling the participants and organizing the online meeting rooms for the judges, competitors, and timekeepers. They should also prepare rooms for the competition and a preparation room for the competitors, ensuring that everything is ready for use.

Development of theories or mathematical explanations (Online)

1.1 Students of upper primary levels 4 - 6
1.2 Students of lower secondary levels 1 - 3
1.3 Students of upper secondary levels 4 – 6

2.1 Upper primary levels 4 - 6	3 Competitors/1 Team
2.2 Lower secondary levels 1 - 3	3 Competitors/1 Team
2.3 Upper secondary levels 4 – 6	3 Competitors/1 Team

3.1 Upper primary levels 4 - 6	4 - 6 minutes (+/- 30 seconds)
3.2 Lower secondary levels 1 - 3	7 - 10 minutes (+/- 30 seconds)
3.3 Upper secondary levels 4 - 6	7 - 10 minutes (+/- 30 seconds)

- The judges will ask each team 3 - 5 questions regarding the project. (The questioning will not be counted in the time limit) Spending more or less than the allocated time (even 1 second) will be given a deduction of a point from each judge. (1 point / 1 min.)

4. Criteria for mathematics project work competition

English Medium Instruction Programmes Open House Academic Year 2024

Criteria/Categories	Score
4. Oral Discussion	30 Points
- Fluency, correctness and creativity (Focus on asking about the accuracy of mathematical content)	15 Points
- Ability to answer questions on cited resources and evidences	10 Points
- Timekeeping	5 Points
Grand total score	100 Points

5. Judgments/Awards

80 – 100 points	Gold Medal
70 – 79 points	Silver Medal
60 – 69 points	Bronze Medal
Lower than 60 points	Certificate

Remark

The judges' decision is final.

6. Others

6.1 The presentation slides must not exceed 20 pages, must be presented by screen sharing only, and must be sent to the responsible school in an online format.

6.2 If the students use the same project, it must show obvious signs of development from the previous one.

6.3 The poster is a medium used to summarize the overall of the project. It must be A3 size (297 x 420 mm). The contestants must send it online to the responsible school for the judges' decision.

6.4 Mathematics Project Work Competition Report Format

Preface

Acknowledgement

Abstract

Chapter 1: Introduction

- Background of the project
- Objectives of the project
- Hypothesis of the project
- Scope of the project
- Definitions

Chapter 2: Review of Related Literature

Chapter 3: Research methodology

- Research Design
- Conceptual Framework
- Process
- Equipment

Chapter 4: Results and Discussion

Chapter 5: Conclusion

References

Appendix

6.5 Guidelines for Report Writing Research (not more than 30 pages)

- The research paper must be written in English.
- Use A4 paper.

- Use the font TH SarabunPSK.
- Use a spacing of 1.15.
- Headline: TH SarabunPSK 18 point, bold
- Major Subtitle: TH SarabunPSK 16 point, bold
- Set the margin of the left paper to 2 cm on each side.
- Figures and tables must be properly labeled and numbered.
- Research paper must be proofread before submission.

6.6 Completion Rules

The contestants must send 5 sets of project reports and 1 set of posters to the responsible school (which will be forwarded to school number by)

for the committee to consider in advance, and send the project report, posters, and slides in file format to the responsible school. If the submission is not completed on time, the contestants will not be eligible to participate in the competition.

7. Judges

- The judging panel must consist of 2 native or non-native teachers and 3 Thai teachers, for a total of 5 judges.
- The highest and lowest scores awarded by the 5 judges will be excluded from the final evaluation of the competition.

8. Coordinator and Timekeeper

- The timekeeper is responsible for timing each segment and informing the judges of the time used by the competitors.
- There should be at least 2 coordinators who are responsible for calling the participants and organizing the online meeting rooms for the judges, competitors, and timekeepers. They should also prepare rooms for the competition and a preparation room for the competitors, ensuring that everything is ready for use.

Integrating mathematical knowledge for practical applications (Online)

- 1.1 Students of upper primary levels 4 - 6
- 1.2 Students of lower secondary levels 1 - 3
- 1.3 Students of upper secondary levels 4 – 6

2.1 Upper primary levels 4 - 6	3 Competitors/1 Team
2.2 Lower secondary levels 1 - 3	3 Competitors/1 Team
2.3 Upper secondary levels 4 – 6	3 Competitors/1 Team

3.1 Upper primary levels 4 - 6	4 - 6 minutes (+/- 30 seconds)
3.2 Lower secondary levels 1 - 3	7 - 10 minutes (+/- 30 seconds)
3.3 Upper secondary levels 4 - 6	7 - 10 minutes (+/- 30 seconds)

- The judges will ask each team 3 - 5 questions regarding the project. (The questioning will not be counted in the time limit) Spending more or less than the allocated time (even 1 second) will be given a deduction of a point from each judge. (1 point / 1 min.)

4. Criteria for mathematics project work competition

English Medium Instruction Programmes Open House Academic Year 2024

Criteria/Categories	Score
4. Oral Discussion	30 Points
- Fluency, correctness and creativity (Focus on integrating and applying mathematics)	15 Points
- Ability to answer questions on cited resources and evidences	10 Points
- Timekeeping	5 Points
Grand total score	100 Points

5. Judgments/Awards

80 – 100 points	Gold Medal
70 – 79 points	Silver Medal
60 – 69 points	Bronze Medal
Lower than 60 points	Certificate

Remark

The judges' decision is final.

6. Others

6.1 The presentation slides must not exceed 20 pages, must be presented by screen sharing only, and must be sent to the responsible school in an online format.

6.2 If the students use the same project, it must show obvious signs of development from the previous one.

6.3 The poster is a medium used to summarize the overall of the project. It must be A3 size (297 x 420 mm). The contestants must send it online to the responsible school for the judges' decision.

6.4 Mathematics Project Work Competition Report Format

Preface

Acknowledgement

Abstract

Chapter 1: Introduction

- Background of the project
- Objectives of the project
- Hypothesis of the project
- Scope of the project
- Definitions

Chapter 2: Review of Related Literature

Chapter 3: Research methodology

- Research Design
- Conceptual Framework
- Process
- Equipment

Chapter 4: Results and Discussion

Chapter 5: Conclusion

References

Appendix

6.5 Guidelines for Report Writing Research (not more than 30 pages)

- The research paper must be written in English.
- Use A4 paper.
- Use the font TH SarabunPSK.
- Use a spacing of 1.15.
- Headline: TH SarabunPSK 18 point, bold
- Major Subtitle: TH SarabunPSK 16 point, bold
- Set the margin of the left paper to 2 cm on each side.
- Figures and tables must be properly labeled and numbered.
- Research paper must be proofread before submission.

6.6 Completion Rules

The contestants must send 5 sets of project reports and 1 set of posters to the responsible school (which will be forwarded to school number by) for the committee to consider in advance, and send the project report, posters, and slides in file format to the responsible school. If the submission is not completed on time, the contestants will not be eligible to participate in the competition.

6.7 In case participants have video clips for experiments, tests, or demonstrations for the committee to view in advance, they must generate a QR Code for the video and include it clearly and comprehensively in both the project report booklet and the poster.

7. Judges

- The judging panel must consist of 2 native or non-native teachers and 3 Thai teachers, for a total of 5 judges.
- The highest and lowest scores awarded by the 5 judges will be excluded from the final evaluation of the competition.

8. Coordinator and Timekeeper

- The timekeeper is responsible for timing each segment and informing the judges of the time used by the competitors.
- There should be at least 2 coordinators who are responsible for calling the participants and organizing the online meeting rooms for the judges, competitors, and timekeepers. They should also prepare rooms for the competition and a preparation room for the competitors, ensuring that everything is ready for use.

Computer Project Work Competition (Online)

1. Eligibility of the competitors

- 1.1 Students of upper primary levels 4 - 6
- 1.2 Students of lower secondary levels 1 - 3
- 1.3 Students of upper secondary levels 4 – 6

2. Key stage of the competitors

- | | |
|----------------------------------|----------------------|
| 2.1 Upper primary levels 4 - 6 | 3 Competitors/1 Team |
| 2.2 Lower secondary levels 1 - 3 | 3 Competitors/1 Team |
| 2.3 Upper secondary levels 4 – 6 | 3 Competitors/1 Team |

3. Time for the competition

- | | |
|----------------------------------|---------------------------------|
| 3.1 Upper primary levels 4 - 6 | 4 - 8 minutes (+/- 30 seconds) |
| 3.2 Lower secondary levels 1 - 3 | 7 - 12 minutes (+/- 30 seconds) |
| 3.3 Upper secondary levels 4 – 6 | 7 - 12 minutes (+/- 30 seconds) |

4. Process and criteria

4.1 The project was conducted last year or in the process of development in the current year.

4.2 The objective of developing the project is to develop solutions for a problem by using any computer languages.

4.3 The contestants must send 5 sets of project reports and 1 set of posters to the responsible school (which will be forwarded to school number by) for the committee to consider in advance, and send the project report, posters, and slides in file format to the responsible school. If the submission is not completed on time, the contestants will not be eligible to participate in the competition. The Report Chapter 1 to Chapter 5 must not exceed 20 pages (Appendix must not be more than 10 pages).

4.4 The presentation slides must not exceed 20 pages, must be presented by screen sharing only, and must be sent to the responsible school in an online format.

4.5 The project is to be presented in English.

4.6 Accessories related to the project and internet connection are allowed.

4.7 Presentation slides are supplementary tools for presenting the project and will not affect the scoring.

4.8 The judges will ask each team questions regarding the projects.

4.9 The poster is a medium used to summarize the overall of the project. It must be A3 size (297 x 420 mm). The contestants must send it online to the responsible school for the judges' decision.

5. Criteria for computer project work competition

Criteria/Categories	Score
1. Document and Presentation - Document accuracy and completeness - Presentation accuracy and completeness - Presentation medias accuracy	15 Points 5 Points 5 Points 5 Points
2. Utilization and Importance - Additional documents search - Project development - Body of knowledge integration and application - Benefit for students, school and education - Practical application in daily life	25 Points 5 Points 5 Points 5 Points 5 Points 5 Points
3. Project Making Process and Steps - Interesting topic - Study process - Project suggestion - Project development process - Completely presented and published report	20 Points 4 Points 4 Points 4 Points 4 Points 4 Points
4. Creativity - Practicality - Showing initiative, interesting and varied ideas - Productivity and benefit for developer, society and culture - Level of creativity	20 Points 5 Points 5 Points 5 Points 5 Points
5. Presentation - Accuracy and content completeness - Understandability and appropriate gesture - Timely completion - Accuracy and clarity in answering questions	10 Points 3 Points 3 Points 2 Points 2 Points
6. Submission - Punctual report submission	10 Points 10 Points
Grand total score	100 Points

6. Judgments/Awards

80 – 100 points	Gold Medal
70 – 79 points	Silver Medal
60 – 69 points	Bronze Medal
Lower than 60 points	Certificate

Remark

- The judges' decision is final.
- The project has a zero tolerance policy for work that has been plagiarized or is otherwise not original.

7. Judges

- The judging panel must consist of 2 native or non-native teachers and 3 Thai teachers, for a total of 5 judges.
- The highest and lowest scores awarded by the 5 judges will be excluded from the final evaluation of the competition.

Remark

- Judge according to the fairest rules of the competition.
- Summarize all scores /documents and hand them to the evaluation department/administrative office.
- The judges should be from their teaching levels and represent a variety of education service area offices.

8. Coordinator and Timekeeper

- The timekeeper is responsible for timing each segment and informing the judges of the time used by the competitors.
- There should be at least 2 coordinators who are responsible for calling the participants and organizing the online meeting rooms for the judges, competitors, and timekeepers. They should also prepare rooms for the competition and a preparation room for the competitors, ensuring that everything is ready for use.

Skit Competition (Online)

1. Eligibility of the competitors

- 1.1 Students of upper primary Prathom levels 4 - 6
- 1.2 Students of lower secondary Mattayom levels 1 - 3
- 1.3 Students of upper secondary Mattayom levels 4 - 6

2. Key stage of the competitors

- | | |
|---|----------------------|
| 2.1 Upper primary Prathom levels 4 - 6 | 5 contestants/1 Team |
| 2.2 Lower secondary Mattayom levels 1 - 3 | 5 contestants/1 Team |
| 2.3 Upper secondary Mattayom levels 4 - 6 | 5 contestants/1 Team |

Skit Competition (Online) Upper primary Prathom levels 4 - 6

1. Online Meeting Room

(There will be one main online meeting room for registration and equipment checks.)
(The breakout room will be used for the competition; only the judges and the competing team at that time will be in the room, competing teams will enter the breakout room one by one based on the draw to choose the order in which they will compete.)

2. Camera

There will be only two cameras:

one operational camera and one backup camera. One camera will be positioned at the front of the stage, approximately 2 meters away, to ensure the judges can see the entire stage. The other camera will be placed at the back or side of the room to provide a full view of the entire room.

3. Stage Dimensions

Width 5 - 7 meters. Depth: 3 - 4 meters. There shall be no decorations (and also no chairs or tables)

4. Participants

Each team consists of 5 contestants, which may include a narrator and actors as desired.

5. Time

Teams will be given 3 minutes to prepare for their presentation/performance. Teams must enter the competition room within 3 minutes of being called by the host school staff. Failure to comply will result in a penalty of 1 point for every 30 seconds of delay which will be deducted from the teams overall (final) score. Timekeeping will start after teams have introduced themselves and is ready to begin the presentation/performance. Each presentation/production will have a time limitation of 5 minutes with a +/- 30 seconds grace period. 1 point will be deducted (under the "Time" criteria) for every 30 seconds exceeding the grace period.

6. Order

Participating teams will draw for order of presentation during registration. All participating schools must arrive at the competition venue at least 1 hour before the competition start time for registration.

7. Story

Teams must present contemporary stories or contemporary adaptations of classic stories, each with a clear moral lesson. All stories must be original; the script and story must be brand new and not have been presented or performed by the school in prior years.

8. Script

5 copies will be handed to 5 judges prior to the presentation / performance.

9. Materials

Only school uniforms or school sportswear is allowed to be worn during the presentation/ performances. Blazers, jackets, or any other clothing accessories that cover the uniform or sportswear are not permitted. Teams may apply make-up, and the wearing of glasses, earrings, hair or head accessories is permitted; however, no additional points will be given for their use. The use of stage materials, electronic devices (e.g., laptops, speakers, microphones, iPads, mobile phones), backdrops, and props is strictly prohibited.

10. Audience No audience is allowed. (The recording can be watched later.)

****Failure to adhere to these guidelines will result in the DISQUALIFICATION of the team.**

11. Judging Criteria

Criteria/Categories	Score
1. Language Competence & Use	45 Points
1.1 Pronunciation, Fluency, and Voice - Clear and accurate pronunciation, smooth and natural fluency, appropriate intonation, and effective use of voice to convey meaning and emotion.	15 Points
1.2 Language Accuracy (Grammar, Structure, Vocabulary) - Correct grammar usage, well-structured sentences, and a rich, varied vocabulary appropriate to the story and characters.	15 Points
1.3 Clarity of Communication and Expression - Clear and effective communication of ideas, emotions, and storylines.	10 Points
1.4 Creative Use of Language - Use of idioms, expressions, figurative language, and creativity in dialogue that enhances the story and character development.	5 Points
2. Content and Storytelling	30 Points
2.1 Originality and Creativity of Content - Unique and original storylines or adaptations that are engaging, innovative, and creatively presented. life and enhance the storytelling, emphasizing important moments and emotions.	10 Points

Criteria/Categories	Score
2.2 Characterization, Acting, and Movement - Convincing portrayal of characters, effective use of facial expressions, voice, movements, body language, and gestures that bring the story to life and enhance the storytelling, emphasizing important moments and emotions.	10 Points
2.3 Moral Clarity and Effectiveness - The story should present a clear moral lesson that is effectively communicated to the audience, leaving a lasting impact.	5 Points
2.4 Script Cohesion and Flow - The script should be well-organized with a logical flow from beginning to end, ensuring that scenes transition smoothly and the narrative is cohesive	5 Points
3. Performance & Stage	20 Points
3.1 Method of Performance - The style and method of performance chosen suits the story and characters.	5 Points
3.2 Stage Utilization and Blocking - Effective use of stage space, with well-coordinated blocking and positioning that enhances the visual storytelling and ensures all actors are visible and active.	5 Points
3.3 Team Coordination and Synchronization - Strong teamwork, with smooth transitions and interactions between cast members that reflect careful planning and rehearsal.	5 Points
3.4 Timing and Pacing - Adherence to the 10-minute time limit, ensuring that the pacing of the skit allows for a clear narrative without feeling rushed or dragged out.	5 Points
4. Overall presentation - The overall impact of the skit, considering the balance between language use, content, and performance.	5 Points
Grand total score	100 Points

12. Judgments/Awards

80 – 100 points	Gold Medal
70 – 79 points	Silver Medal
60 – 69 points	Bronze Medal
Lower than 60 points	Certificate

13. The judges' decision is final.

Skit Competition (Online)

Lower secondary Mattayom levels 1 - 3

1. Online Meeting Room

(There will be one main online meeting room for registration and equipment checks.) (The breakout room will be used for the competition; only the judges and the competing team at that time will be in the room, competing teams will enter the breakout room one by one based on the draw to choose the order in which they will compete.)

2. Camera

There will be only two cameras: one operational camera and one backup camera. One camera will be positioned at the front of the stage, approximately 2 meters away, to ensure the judges can see the entire stage. The other camera will be placed at the back or side of the room to provide a full view of the entire room.

3. Stage Dimensions

Width: 5 – 7 meters. Depth: 3 – 4 meters. There shall be no decorations (and also no chairs or tables)

4. Participants

Each team consists of 5 contestants, which may include a narrator and actors as desired.

5. Time

Teams will be given 3 minutes to prepare for their performance. Teams must enter the online competition room within 3 minutes of being called by the host school staff. Failure to comply will result in a penalty of 1 point for every 30 seconds of delay which will be deducted from the teams' overall (final) score. Timekeeping will begin with the first word of the performance. (The competing team does not need to introduce themselves.) Each presentation / production will have a time limitation of 10 minutes with a +/- 30 seconds grace period. 1 point will be deducted (under the "Time" criteria) for every 30 seconds exceeding the grace period.

6. Order

Participating teams will draw for order of presentation during registration. All participating schools must join the online room one hour before the competition time for registration and equipment checks.

7. Story

Teams must present contemporary stories or contemporary adaptations of classic stories, each with a clear moral lesson. All stories must be original; the script and story must be brand new and not have been presented or performed by the school in prior years.

8. Script

Copies of the script will be made available to the five judges. Before the competition, the documents must be available in the designated Google Drive folder.

9. Materials

Only school uniforms or school sportswear is allowed to be worn during the presentation/performance. Blazers, jackets, or any other clothing accessories that cover the uniform or sportswear are not permitted. Teams may apply make-up, and the wearing of glasses, earrings, hair or head accessories is permitted; however, no additional points will be given for their use. (No other props are permitted.) The use of stage materials, electronic devices (e.g., laptops, speakers, microphones, iPads, mobile phones), backdrops, and props is strictly prohibited.

10. Audience

No audience is allowed. (The recording can be watched later.)

****Failure to adhere to these guidelines will result in the DISQUALIFICATION of the team.**

11. Judging Criteria

Criteria/Categories	Score
1. Language Competence & Use Pronunciation, Fluency, and Voice - Clear and accurate pronunciation, smooth and natural fluency, appropriate intonation, and effective use of voice to convey meaning and emotion.	45 Points 15 Points
1.1 Language Accuracy (Grammar, Structure, Vocabulary) - Correct grammar usage, well-structured sentences, and a rich, varied vocabulary appropriate to the story and characters.	15 Points
1.2 Clarity of Communication and Expression - Clear and effective communication of ideas, emotions, and storylines.	10 Points
1.3 Creative Use of Language - Use of idioms, expressions, figurative language, and creativity in dialogue that enhances the story and character development.	5 Points
2. Content and Storytelling 2.1 Originality and Creativity of Content - Unique and original storylines or adaptations that are engaging, innovative, and creatively presented.	30 Points 10 Points
2.2 Characterization, Acting, and Movement - Convincing portrayal of characters, effective use of facial expressions, voice, movements, body language, and gestures that bring the story to life and enhance the storytelling, emphasizing important moments and emotions.	10 Points

Criteria/Categories	Score
2.3 Moral Clarity and Effectiveness - The story should present a clear moral lesson that is effectively communicated to the audience, leaving a lasting impact.	5 Points
2.4 Script Cohesion and Flow - The script should be well-organized with a logical flow from beginning to end, ensuring that scenes transition smoothly and the narrative is cohesive	5 Points
3. Performance & Stage 3.1 Method of Performance - The style and method of performance chosen suits the story and characters. 3.2 Stage Utilization and Blocking - Effective use of stage space, with well-coordinated blocking and positioning that enhances the visual storytelling and ensures all actors are visible and active. 3.3 Team Coordination and Synchronization - Strong teamwork, with smooth transitions and interactions between cast members that reflect careful planning and rehearsal. 3.4 Timing and Pacing - Adherence to the 10-minute time limit, ensuring that the pacing of the skit allows for a clear narrative without feeling rushed or dragged out.	20 Points 5 Points 5 Points 5 Points 5 Points
4. Overall presentation - The overall impact of the skit, considering the balance between language use, content, and performance.	5 Points 5 Points
Grand total score	100 Points

12. Judgments/Awards

80 – 100 points	Gold Medal
70 – 79 points	Silver Medal
60 – 69 points	Bronze Medal
Lower than 60 points	Certificate

13. The judges' decision is final.

Skit Competition (Online)

Upper secondary Mattayom levels 4 – 6

1. Participants

Each team consists of 5 contestants, which may include a narrator and actors as desired.

2. Time

Teams will be given 3 minutes to prepare for their presentation / performance.

Teams must enter the competition room within 3 minutes of being called by the host school staff. Failure to comply will result in a penalty of 1 point for every 30 seconds of delay which will be deducted from the teams overall (final) score. Timekeeping will start after teams have introduced themselves and is ready to begin the presentation / performance. Each presentation / production will have a time limitation of 10 minutes with a +/- 30 seconds grace period. 1 point will be deducted (*under the “Time” criteria*) for every 30 seconds exceeding the grace period.

3. Order

Participating teams will draw for the order of presentation during registration. All participating schools must arrive at the competition venue at least 1 hour before the competition start time for registration.

4. Story

Teams must present contemporary stories or contemporary adaptations of classic stories, each with a clear moral lesson. All stories must be original; the script and story must be brand new and has not been presented or performed by the school in prior years.

5. Script

5 copies will be handed to 5 judges prior to the presentation/performance.

6. Materials

Only school uniforms or school sportswear is allowed to be worn during the presentation/performance. Blazers, jackets, or any other clothing accessories that cover the uniform or sportswear are not permitted. Teams may apply make-up, and the wearing of glasses, earrings, hair, or head accessories is permitted; however, no additional points will be for its use. The use of stage materials, electronic devices (e.g., laptops, speakers, microphones, iPads, mobile phones), backdrops, and props is strictly prohibited.

7. Audience

An audience, including students from the same school as the contestants and their coaches, is permitted to attend and watch the presentations/performances. Competitors who have not yet performed are not allowed to observe the presentations of other teams. No audience member is allowed to take photographs or videos during the presentations/performances. This is strictly prohibited. The host school may choose to record or photograph each presentation/performance and provide copies to the participating schools after the competition. Audience members are strictly prohibited from distracting or assisting the teams during their presentations / performances.

****Failure to adhere to these guidelines will result in the DISQUALIFICATION of the team.**

8. Judging Criteria

Criteria/Categories	Score
1. Language competence & Use 1.1 Pronunciation, Fluency, and Voice - Clear and accurate pronunciation, smooth and natural fluency, appropriate intonation, and effective use of voice to convey meaning and emotion. 1.2 Language Accuracy (Grammar, Structure, Vocabulary) - Correct grammar usage, well-structured sentences, and a rich, varied vocabulary appropriate to the story and characters. 1.3 Clarity of Communication and Expression - Clear and effective communication of ideas, emotions, and storylines. 1.4 Creative Use of Language - Use of idioms, expressions, figurative language, and creativity in dialogue that enhances the story and character development.	45 Points 15 Points 15 Points 10 Points 5 Points
2. Content and Storytelling 2.1 Originality and Creativity of Content - Unique and original storylines or adaptations that are engaging, innovative, and creatively presented. 2.2 Characterization, Acting, and Movement - Convincing portrayal of characters, effective use of facial expressions, voice, movements, body language, and gestures that bring the story to life and enhance the storytelling, emphasizing important moments and emotions. 2.3 Moral Clarity and Effectiveness - The story should present a clear moral lesson that is effectively communicated to the audience, leaving a lasting impact. 2.4 Script Cohesion and Flow - The script should be well-organized with a logical flow from beginning to end, ensuring that scenes transition smoothly and the narrative is cohesive	30 Points 10 Points 10 Points 5 Points 5 Points

Criteria/Categories	Score
3. Performance & Stage 3.1 Method of Performance The style and method of performance chosen suits the story and characters.	20 Points 5 Points
3.2 Stage Utilization and Blocking - Effective use of stage space, with well-coordinated blocking and positioning that enhances the visual storytelling and ensures all actors are visible and active.	5 Points
3.3 Team Coordination and Synchronization - Strong teamwork, with smooth transitions and interactions between cast members that reflect careful planning and rehearsal.	5 Points
3.4 Timing and Pacing - Adherence to the 10-minute time limit, ensuring that the pacing of the skit allows for a clear narrative without feeling rushed or dragged out.	5 Points
4. Overall presentation - The overall impact of the skit, considering the balance between language use, content, and performance.	5 Points 5 Points
Grand total score	100 Points

9. Judgments/Awards

80 – 100 points	Gold Medal
70 – 79 points	Silver Medal
60 – 69 points	Bronze Medal
Lower than 60 points	Certificate

10. The judges' decision is final.

Singing Contest (Online)

1. Eligibility of the competitors

- 1.1 Students of lower primary Prathom levels 1 - 3
- 1.2 Students of upper primary Prathom levels 4 - 6
- 1.3 Students of lower secondary Mattayom levels 1 - 3
- 1.4 Students of upper secondary Mattayom levels 4 - 6

2. Key stage of the competitors

- 2.1 Lower primary Prathom levels 1 - 3 1 contestant / Key stage
- 2.2 Upper primary Prathom levels 4 - 6 1 contestant / Key stage
- 2.3 Lower secondary Mattayom levels 1 - 3 1 student / Key Stage / School
- 2.4 Upper secondary Mattayom levels 4 - 6 1 student / Key Stage / School

Singing Contest (Online) Primary Prathom levels 1 - 6

1. Key Stage of Contestants

- 1.1 Lower primary Prathom levels 1 - 3 1 contestant / Key stage
- 1.2 Upper primary Prathom levels 4 - 6 1 contestant / Key stage

2. The Competition Process

- One student per level from each school.
- Sing one song of your own choice.
- Must prepare the music by diskette or VCD karaoke.
- Must provide 6 copies of the lyrics.
- Must cut out the voice (Lyrics).
- Wear school uniform.
- Failure to comply with the competition rules will result in disqualification.
- The song school last between 2-5 minutes. A 30-second grace period is allowed.
- Contestants who exceed the grace period will receive a 1-point deduction.

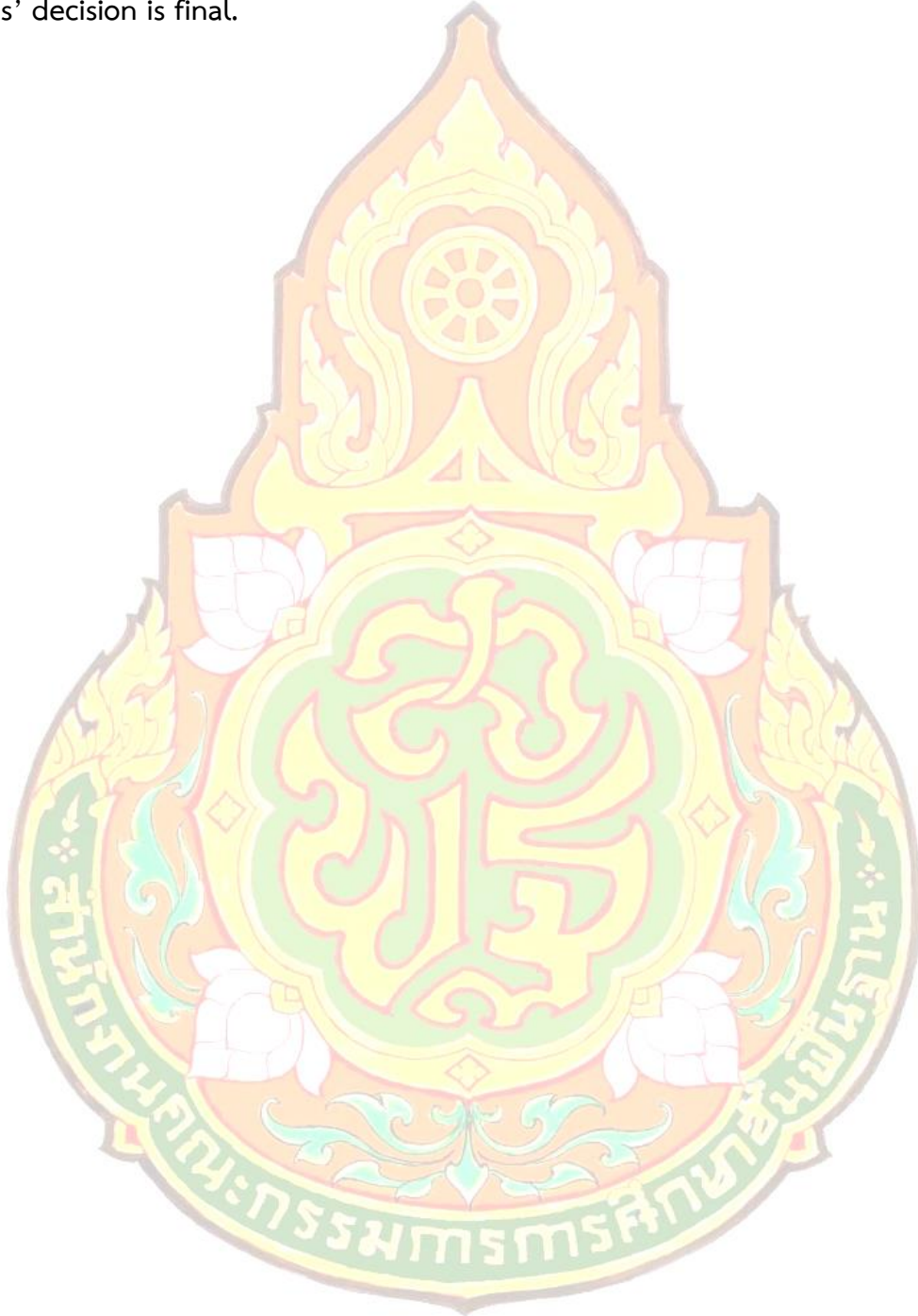
3. Judging Criteria (100 points)

Criteria/Categories	Score
1. Singing Ability	50 Points
- Tone (Voice power & Sound beauty)	30 Points
- Correct rhythm and tempo	20 Points
2. Correctness of Lines and Words	30 Points
- Pronunciation	30 Points
3. Performance Ability on Stage	20 Points
- introduction, Personality, Self-confidence, Facial Expression and eye-contact with the audience	20 Points
Grand total score	100 Points

4. Medal Levels:

80 - 100 points	Gold Medal
70 - 79 points	Silver Medal
60 - 69 points	Bronze Medal
Lower than 60 points	Certificate

5. The Judges' decision is final.



Singing Contest (Online)

Lower secondary Mattayom levels 1 - 3

1. Key Stage of Contestants

Lower secondary Mattayom levels 1 - 3

1 student / Key Stage / School

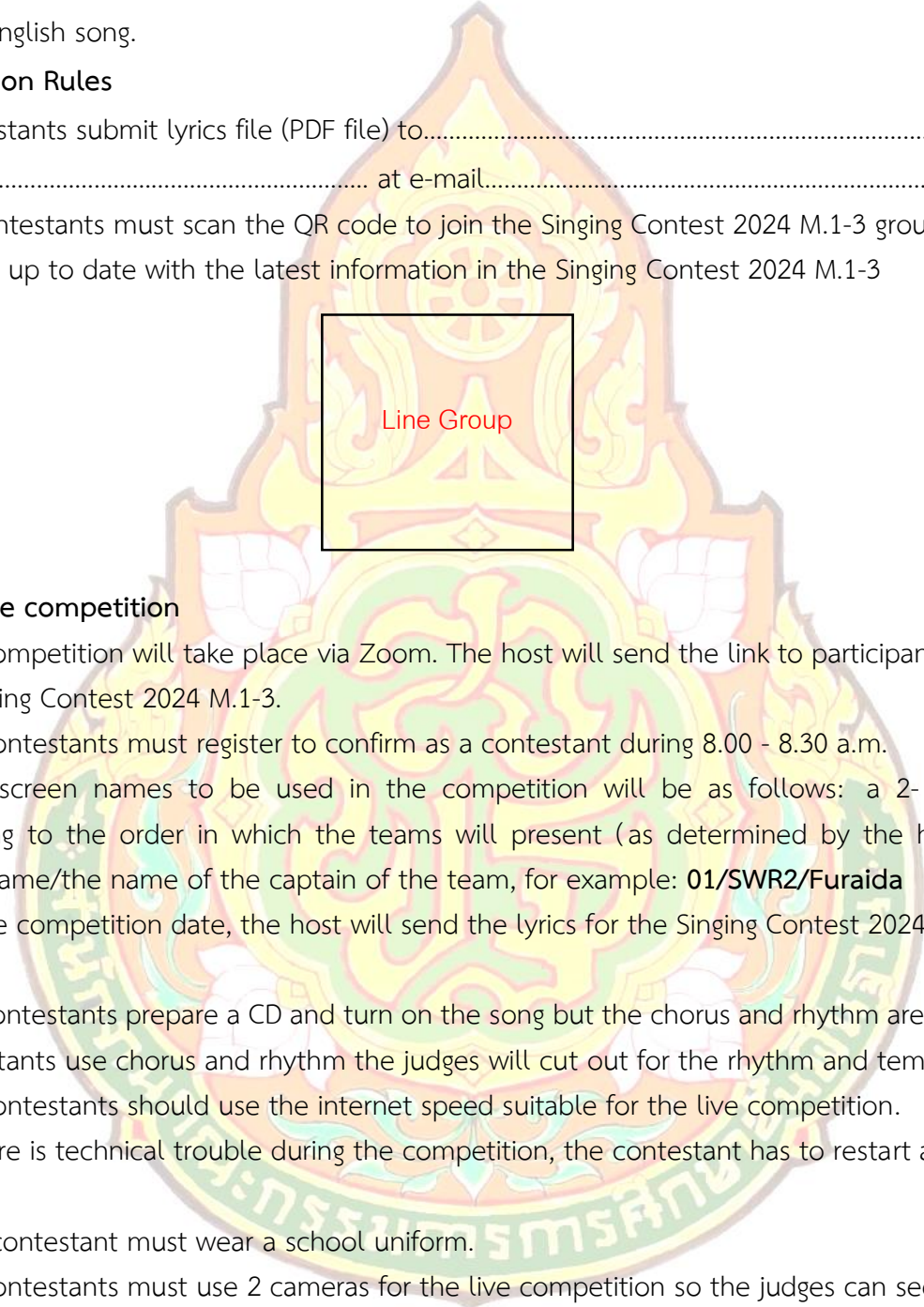
2. Song for the Contest

An English song.

3. Competition Rules

3.1 Contestants submit lyrics file (PDF file) to.....
by at e-mail.....

3.2 All contestants must scan the QR code to join the Singing Contest 2024 M.1-3 group line in order to stay up to date with the latest information in the Singing Contest 2024 M.1-3



Line Group

4. Joining the competition

4.1 The competition will take place via Zoom. The host will send the link to participants to join the meeting Singing Contest 2024 M.1-3.

4.2 The contestants must register to confirm as a contestant during 8.00 - 8.30 a.m.

4.3 The screen names to be used in the competition will be as follows: a 2-digit number corresponding to the order in which the teams will present (as determined by the host school)/ the school name/the name of the captain of the team, for example: **01/SWR2/Furaida**

4.4 On the competition date, the host will send the lyrics for the Singing Contest 2024 to the judges.

4.5 The contestants prepare a CD and turn on the song but the chorus and rhythm are not allowed. If the contestants use chorus and rhythm the judges will cut out for the rhythm and tempo (5 points).

4.6 The contestants should use the internet speed suitable for the live competition.

If there is technical trouble during the competition, the contestant has to restart as the last competitor.

4.7 Each contestant must wear a school uniform.

4.8 The contestants must use 2 cameras for the live competition so the judges can see both the front and the back. Also, the judges must be able to see the entire body from head to toes.

4.9 The host will pick a number for all contestants on the rehearsal day to determine in which order the schools will present.

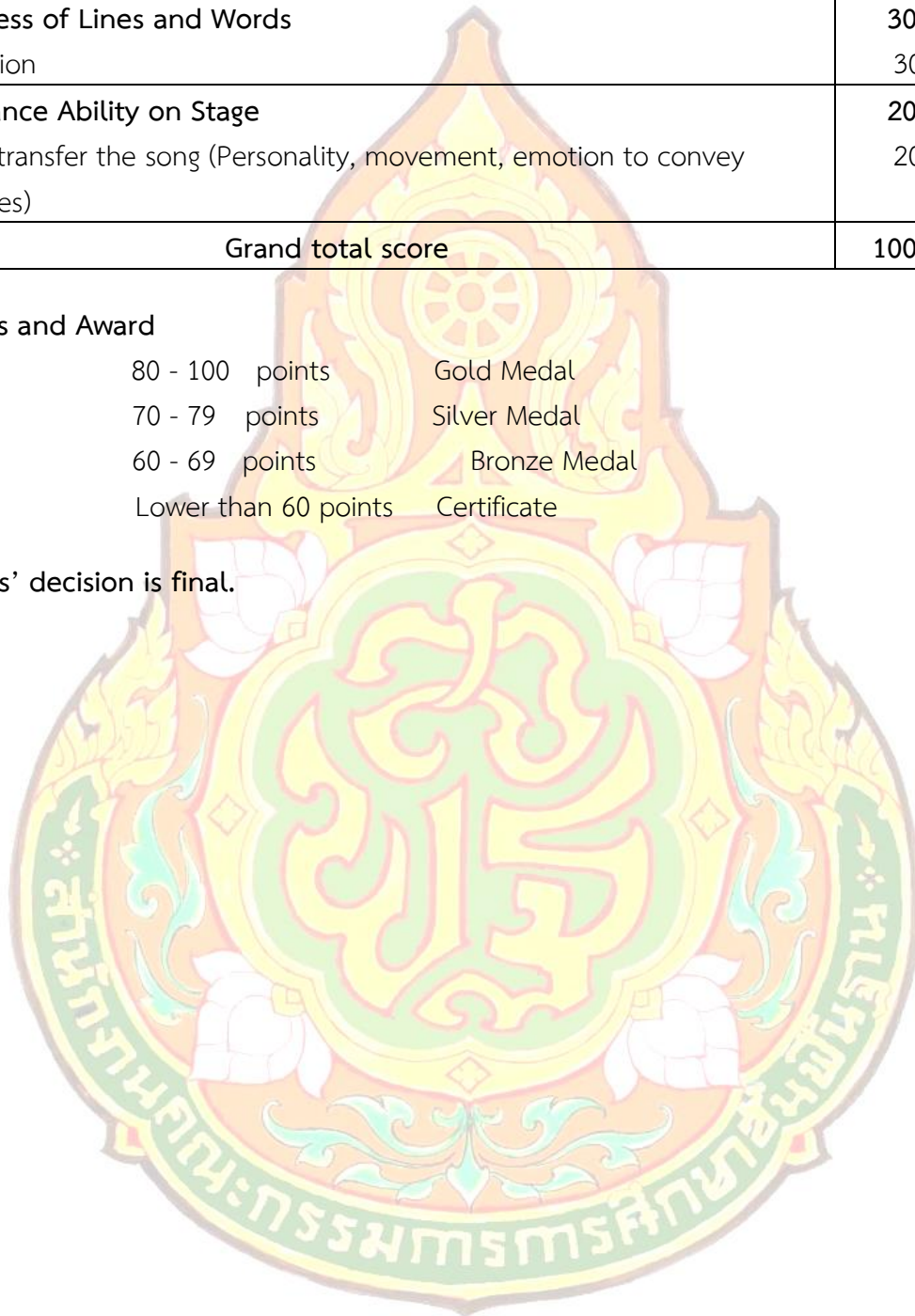
5. Judging Criteria (Total Score: 100)

Criteria/Categories	Score
1. Singing Ability	50 Points
- Tone (Voice power & Sound beauty)	30 Points
- Correct rhythm and tempo	20 Points
2. Correctness of Lines and Words	30 Points
- Pronunciation	30 Points
3. Performance Ability on Stage	20 Points
- Ability to transfer the song (Personality, movement, emotion to convey the audiences)	20 Points
Grand total score	100 Points

6. Judgments and Award

80 - 100 points	Gold Medal
70 - 79 points	Silver Medal
60 - 69 points	Bronze Medal
Lower than 60 points	Certificate

7. The judges' decision is final.



Singing Contest (Online)

Upper secondary Mattayom levels 4 - 6

1. Key Stage of Contestants

Upper secondary Mattayom levels 4 – 6

1 student / Key Stage / School

2. Song for the Contest

An English song.

3. Competition Rules

3.1 Contestants submit lyrics file (PDF file) to.....
by at e-mail.....

3.2 All contestants must scan the QR code to join the Singing Contest 2024 M.4-6 group line in order to stay up to date with the latest information in the Singing Contest 2024 M.4-6

Line Group

4. Joining the competition

4.1 The competition will take place by Zoom. The host will send the link to participants to join the meeting Singing Contest 2024 M.4-6.

4.2 The contestants must register to confirm as a contestant during 8.00 - 8.30 a.m.

4.3 The screen names to be used in the competition will be as follow 2-digit number corresponding to the order in which the teams will present (as determined by the host school)/school name/the Name of captain of the team as example: **01/SWPK/Wisarut**

4.4 On the competition date, the host will send lyrics for Singing Contest 2024 to the judges.

4.5 The contestants prepare CD and turn on the song for their sake. Not allow chorus and rhythm to guide if the contestants use chorus and rhythm to the judges will cut out for the rhythm and tempo 5 points.

4.6 The contestants should use the internet speed suitable for the competition live. If it has technically trouble during the competition, the contestant has to restart as the last one.

4.7 Each contestant must wear school uniform because there is no point for the dress.

4.8 The contestants must use 2 cameras for a competition live so the judges can see both of the front and the back. Also, the judges must be able to see all over one's body.

5. Judging Criteria (Total Score: 100)

Criteria/Categories	Score
1. Singing Ability - Tone (Voice power & Sound beauty) - Correct rhythm and tempo	50 Points 30 Points 20 Points
2. Correctness of Lines and Words - Pronunciation	30 Points 30 Points
3. Performance Ability on Stage - Ability to transfer the song (Personality, movement, emotion to convey the audiences)	20 Points 20 Points
Grand total score	100 Points

6. Judgments and Award

80 - 100 points	Gold Medal
70 - 79 points	Silver Medal
60 - 69 points	Bronze Medal
Lower than 60 points	Certificate

7. The judges' decision is final.

Remark

It is allowed for audiences to be present during the performance.

