

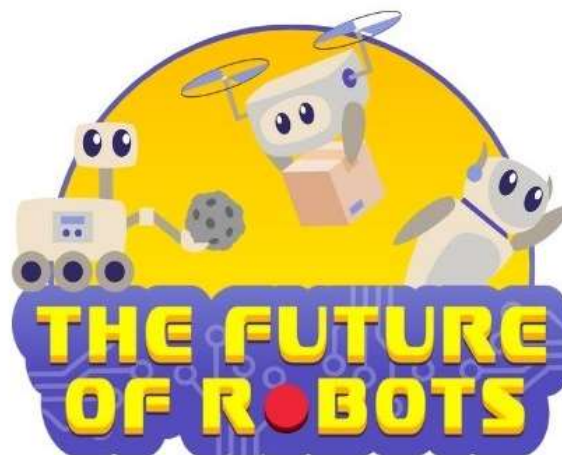


21 to 23 October 2025

Meritz Hotel, Miri, Sarawak, Malaysia
(*Educational Creativity and Innovation: From Global Research to Local Impact*)

PRIMARY SCHOOL ROBOTICS WORKSHOP FROM CODE TO CREATION @ iCERI2025

7 to 11 years old



The Future of Robots (Space Robot)

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1. General Information

What is RoboStarter?

Getting started with robotics can sometimes feel challenging, especially for young students and first-time participants. That's why we created RoboStarter, a set of easy-to-use and flexible robotics activities designed to help newcomers take their first steps into robotics in a fun, approachable way. Through RoboStarter, we're dedicated to fostering an inclusive, welcoming environment that encourages more students to explore robotics and STEM. The activities provide a friendly introduction to robotics fundamentals, helping teams build confidence before progressing to official robot showcases.

Important: RoboStarter concepts are entry-level activities, not official WRO competition categories. They can be freely adapted by organizers to best suit local needs.

RoboStarter Kids

- Friendly robotics challenges specifically designed for younger children, utilizing robotic platforms that are available in our countries around the world simple robots.
- Tasks based on seasonal themes, offering multiple attempts and starting positions to ensure success.

Focus Areas Every category and game has a special focus on learning with robots. Student will focus on developing in the following areas:

- General coding skills & basic robotics concepts (perception of environment, control, navigation).
- General engineering skills (building a robot that can push/lift objects of certain sizes).
- Developing optimal strategies to solve concrete missions.
- Computational Thinking (e.g., tinkering, debugging, collaboration etc.).
- Teamwork, communication, problem solving, creativity.

Learning is most important

iCERI2025 wants to inspire students around the nation/world for STEM related subjects and we want the students to develop their skills through playful learning in our's workshop. This is why the following aspects are key for all our programs:

- Teachers, parents or other adults can help, guide and inspire the team to prepare for the showcase.
- Teams, teachers and judges must aware of a fair and educational showcase.
- On a showcase day, teams and teachers respect the final decision judges take and work with other teams and judges on a fair showcase.

Terms and Team definitions

- RoboStarter Kids Sowcase iCERI 2025 is open to primary schools.

Category	Terms
RoboStarter Essential	<ul style="list-style-type: none">• School did not participant in any International, National or State level competition, or• School did participant in any International, National or State level competition and have not won any top 10 ranking (year 2023, 2024 & 2025)
RoboStarter Prime	
RoboStarter Expert	<ul style="list-style-type: none">• School did participant in any International, National or State level competition and in the top 10 ranking (year 2023, 2024 & 2025)

- A team must consist of 3 students.
- A team is guided by a teacher (mentor).
- A team may only participate in one of the RoboStarter Kids Showcase iCERI2025 categories.
- Any student may participate in one team only.
- Teachers may work with more than one team.
- The age groups in RoboStarter Kids Showcase iCERI2025 is primary students 7-11 years old (in season 2025: born years 2014 - 2018)
- One (1) school one (1) team. Registration will close after reaching 40 teams in total.

Responsibilities and team's own work

- A team should play fair and be respectful towards teams, coaches, judges and workshop organizers.
- A team is not allowed to communicate in any way with people outside of the showcase area while the showcase is running. If communication is necessary, a judge may allow team members to communicate with others under supervision of a judge.
- Team members are not allowed to bring and use mobile phones, smart watches or any other communication device into the showcase area.
- If any of the rules mentioned in this document are broken or violated, the judges can decide on one or more of the following consequences. Before, a team or individual team members may be interviewed to find out more about the possible violation of the rules. This can include questions about the robot or the program. Team members must be able to explain the robot and software in its entirety including subprograms and reusable blocks.
 - ❖ A team may be given a time penalty of max. 15 minutes. In this time, teams are not allowed to do any changes on their robot and program.
 - ❖ A team may not be allowed to participate in one or more rounds.
 - ❖ A team may get up to a 50% reduced score in one or more runs.
 - ❖ A team may be disqualified completely from the tournament immediately.

Game documents and rule hierarchy

- During a season, iCERI2025 may publish additional Question & Answers (Q&A) that can clarify, extend or re-define rules in game and general information documents. Teams should read these Q&A before the workshop.
- At the showcase day, the following rule hierarchy applies
 - ❖ General information document builds the base for rules in this category.
 - ❖ Questions & Answers (Q&A) can overwrite rules in game and general information documents. Make sure to check Q&As frequently.
 - ❖ The judging team on the showcase day has the final word in any decision. Decisions might be revisited if new facts or insights come up.

Robot material & regulations

- Every team builds one robot to solve the challenges on the field. The maximum robot dimensions before the robot starts a run are 250 mm x 250 mm x 250 mm. Cables must be included in these dimensions. After the robot has started, the dimensions of the robot are not restricted.
- A team is not allowed to perform any actions or movements that interfere with or assist the robot before or after it starts its run.
- Any software to code the robot is allowed and teams can prepare the code before the showcase day. If a team uses a software that requires an online connection (e.g. a browser-based tool), the team should check if there is an offline version for the showcase day. The organizer is not responsible for providing an online infrastructure (e.g. WiFi for everyone).

- A team should prepare and bring all the equipment, enough spare parts, software and **portable computers (or other programming devices)** that are needed during the tournament. Teams are not allowed to share a laptop and / or the program for a robot on the showcase day. The organizer is not responsible for the maintenance or replacement of any material, not even in case of any accidents or malfunctions.
- The robot and components can be marked (label, ribbons, mini-flags, etc.).
- Teams can bring supportive materials such as measuring tape (to check the robot size) or pens and paper (to make notes). Documentation about the robot and games and rules is allowed as well.
- The controllers, motors and sensors used must be from the LEGO® Education WeDo 2.0 Core set and/ or LEGO® Education SPIKE™ Essential or LEGO® Education SPIKE PRIME. There are no restrictions on the number or combination of controllers, motors and sensors. Any LEGO® branded non-electronic elements can be used in the construction of the robot.
- Before starting, the robot's dimension must be maximum 250mm x 250mm x 250mm. After start there is no restriction.
- The robot must start from one of the Home areas.
- During the attempt, the robot may be moved/ operated under programmed control autonomously or under remote control, or using a combination of the two methods. The robot can be controlled by any compatible device using WeDo 2.0/ SPIKE™ Essential software, or any compatible software, or with a remote controller built from WeDo 2.0/ SPIKE™ Essential elements.
- During an attempt, the team may only touch the robot when a part of robot (e.g. a wheel) touches home area.
- During an attempt, the team may also move the robot from one home area to another home area. Team may only move the robot and not the game objects.
- During an attempt, these rules also apply:
 - ❖ The team must not touch elements outside the home area. If the team touches game objects outside the start area, the judge must put the objects back to where they were, and in the states they were in before they were touched. One penalty token will be deducted.
 - ❖ The team must not touch the robot unless the robot touches a home area. If the team touches the robot outside the start area, the judge must place the robot into the nearest start area. One point will be deducted from the total score.
 - ❖ If the robot does not start within the green line of the start area, one penalty token will be deducted.
- An attempt is over when:
 - ❖ Two minutes has ended.
 - ❖ The robot left the game table.
 - ❖ The team shouts "STOP" and the robot stop moving.
 - ❖ The robot is in the Finish Area, stops, and the entire robot is inside the area (viewed from above – cables may stick out), the team gives a sign to the judge that the attempt is over.

Official Kits

RoboStarter Essential Category



RoboStarter Prime Category or RoboStarter Expert Category



Game table and equipment

- The dimensions of a the mat are 2362 mm x 1143 mm. Game tables have the same size or max. +/- 5mm in each dimension. The official height of the borders of a game table is 50mm.
- The game elements for RoboStarter Kids Showcase iCERI2025 are built from the WRO Brick Set (no. 45811)
- If a game element is placed in the starting area at the beginning of the run, the object has to fit within the 250 mm x 250 mm x 250 mm together with the robot and the object cannot be taken off the mat (if not defined otherwise in the game document).
- If game objects must be fixed on the game field, the organizers will “Tack-it” or similar materials.
- It is not allowed to damage any objects on the field or the game mat itself. If an object is damaged, a potential score of the object does not count (unless the game document states it differently). If the robot damages any objects on purpose, the team can be disqualified from the round. This includes objects that do not score points.

- The start area of the robot is exclusively the white area within a coloured border. The projection of the robot must be completely within the start area when starting.
- As you build and program, keep in mind that organizers make every effort to ensure that all fields are correct and identical, but you should always expect some variability, such as:
 - ❖ Flaws on the fields
 - ❖ Variety in colour brightness on the game mat, from table to table
 - ❖ Variety in lighting conditions, from hour to hour, and/or table to table
 - ❖ Judges' shadow on the field
 - ❖ Judges will walk around the field during judging
 - ❖ Texture / bumps under the mat
 - ❖ Waviness in the mat itself. Location and severity of waviness varies.
 - ❖ Table not perfectly levelled

Tournament Format and Procedure

- The tournament consists of the following elements:
 - ❖ **Practice Rounds**
 - ❖ **Showcase Rounds**
- Teams work in designated team areas and are only allowed to modify the construction or code of their own robot during practice times. If teams want to make test runs, they need to queue with their robot and laptops in hand. No own mats should be brought to the team area. Teams need to calibrate their robots during practice time, not directly before an attempt.
- Teachers/ Parents/ Coaches are not allowed to enter team areas to provide any instructions and guidance during the showcase.
- Before practice time is over, the teams must place their robots in the quarantine area. A robot that is not handed in on time cannot participate in the following round.
- Once the practice time is over, the judges check the robots. After that they prepare the showcase tables for the next round.
- Before the robot is placed in quarantine, the robot must be ready to go.
- During check-time, the judges will inspect the robot and check all regulations. If a violation is found at the inspection, the judge will give the team three minutes to convert the violation. It is not allowed to transfer new programs during these three minutes. If the violation cannot be solved during the time, the team is disqualified for this attempt.

Robot attempt

- Each robot attempt is 2 minutes. Time begins when the judge gives the signal to start.
- The robot must be placed in the starting area so the projection of the robot on the game mat is completely within the start area. The participants are allowed to make physical adjustments to the robot in the starting area. However, it is not allowed to enter data to a program by changing positions or orientation of the robot parts or to make any sensor calibrations of the robot. For example, adjusting an arm of the robot to a specific degree, to input information, is not allowed. Entering data in any way is not allowed. If entering data is suspected, the team will be investigated by the Judges.
- A start module / start frame can be used to adjust the position robot of the robot. The module needs to fit into the size requirements together with the robot. It can be used within or outside the start area, but has to be removed before the start of the run.
- If the robot loses any parts on the field, these parts are considered free and do not belong to the robot anymore, but stay on the field. It is not allowed to lose the controller, motors or sensors. In that case the attempt will be scored with 0 points and 120 seconds.
- If there is any uncertainty during the robot attempt, the judge makes the final decision. The judge should decide in favour of the team if no clear decision is possible.
- A robot attempt will end if...
 - ❖ the robot has completely left the game table.

- ❖ the robot attempt time (2 minutes) has ended.
 - ❖ the robot or the team violated rules or regulations.
 - ❖ any team member touches any mission objects on the table during the run.
 - ❖ a team member shouts “STOP” and the robot does not move anymore. If the robot is still moving, the robot attempt will only end once the robot stops by itself or is stopped by the team or judge.
- Once the robot attempt has ended, time is stopped and the judge scores the attempt based on the situation on the field at this point of time. Time is recorded in full seconds only. The points are awarded based on the randomization at the beginning of the run. The scores are noted on a scoring sheet (on paper or digital), the team needs to sign off the scores (on paper or digital signature/ checkbox). Once the score is signed off no further complaint from the team is possible.
 - If a team does not want to sign off after a certain period of time, the judge can decide to disqualify the team for this round. It is not allowed that a team coach joins the discussion with judges on the scoring of the run. Video or photo proofs will not be accepted.
 - If a team touches or changes the task objects on the playing field during the attempt, the team will be disqualified for this round.
 - A disqualification of a team in a round will result in a robot attempt with the worst possible score (usually 0) and maximum time (120 seconds).
 - If a team finishes an attempt without having solved a (partial) task (of the normal season challenge) that yields positive points, the time of that run will be set at 120 seconds.
 - The ranking of teams depends on the overall tournament format. The best attempt out of two rounds be used and if competing teams have the same points, the ranking is decided by the record of time.

Format and ranking

- The official format for RoboStarter Kids Showcase iCERI2025 would look like the following:
 - ❖ Practice Time 1 (at least 60 min), Showcase 1, Practice Time 2 (at least 30 min), Showcase 2, Practice Time 3 (at least 30 min), Showcase 3
 - ❖ The time of the practice time can be extended pending on the overall participation.
- For RoboStarter Kids Showcase iCERI2025, the following ranking criteria would apply:
 - ❖ **Total Points from the Two Best Run:** The highest score achieved will be considered first.
 - ❖ **Total Time of the Two Best Run:** If there is still a tie, the total time taken to complete the best two runs will be considered, with the shorter time ranking higher
 - ❖ **Points from the Third-Best Run:** If there is still a tie, the third-highest score achieved will be used as the tiebreaker.

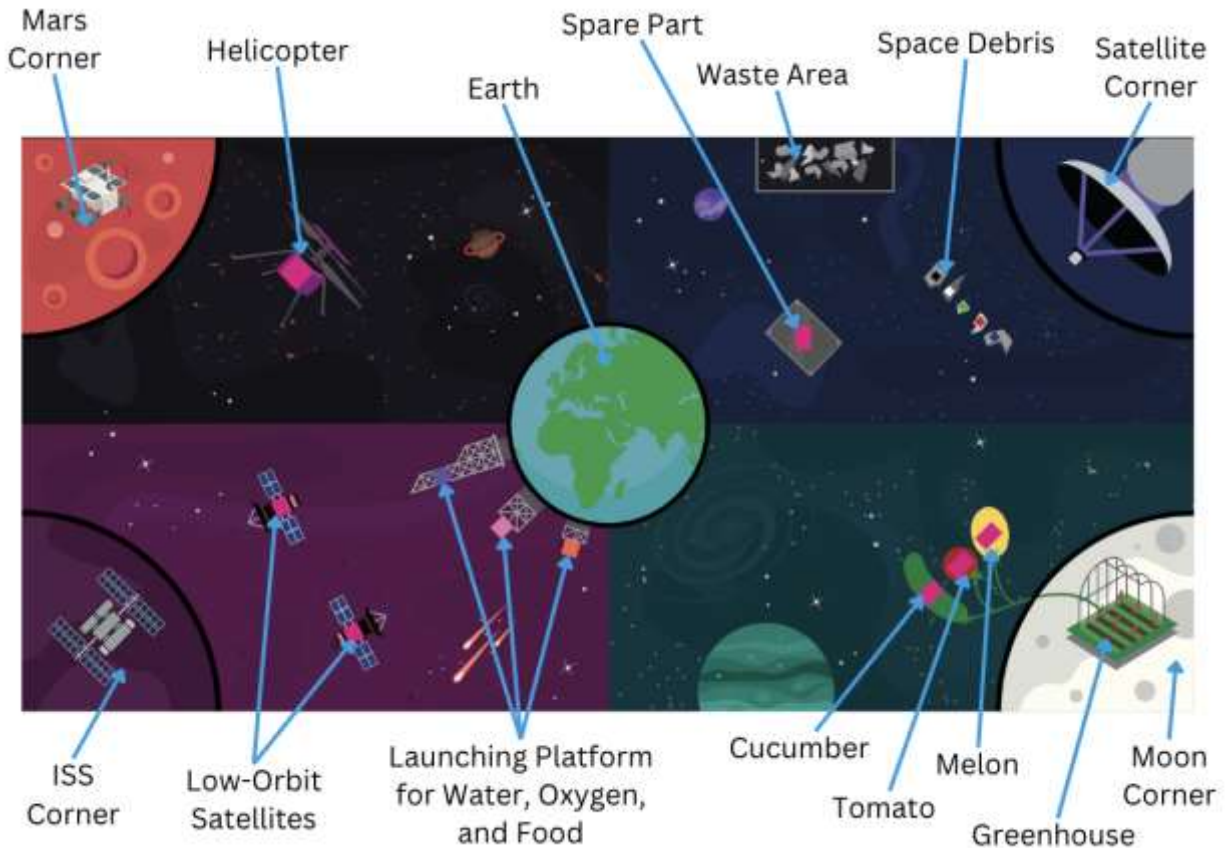
2. Introduction

Humans have been sending satellites into space for decades. These missions allow us to gain more information about our Sun, the Earth, and other planets, and look deep into space at black holes, distant stars and galaxies.

But working in Space is challenging, dangerous and very expensive so can your robot help us?

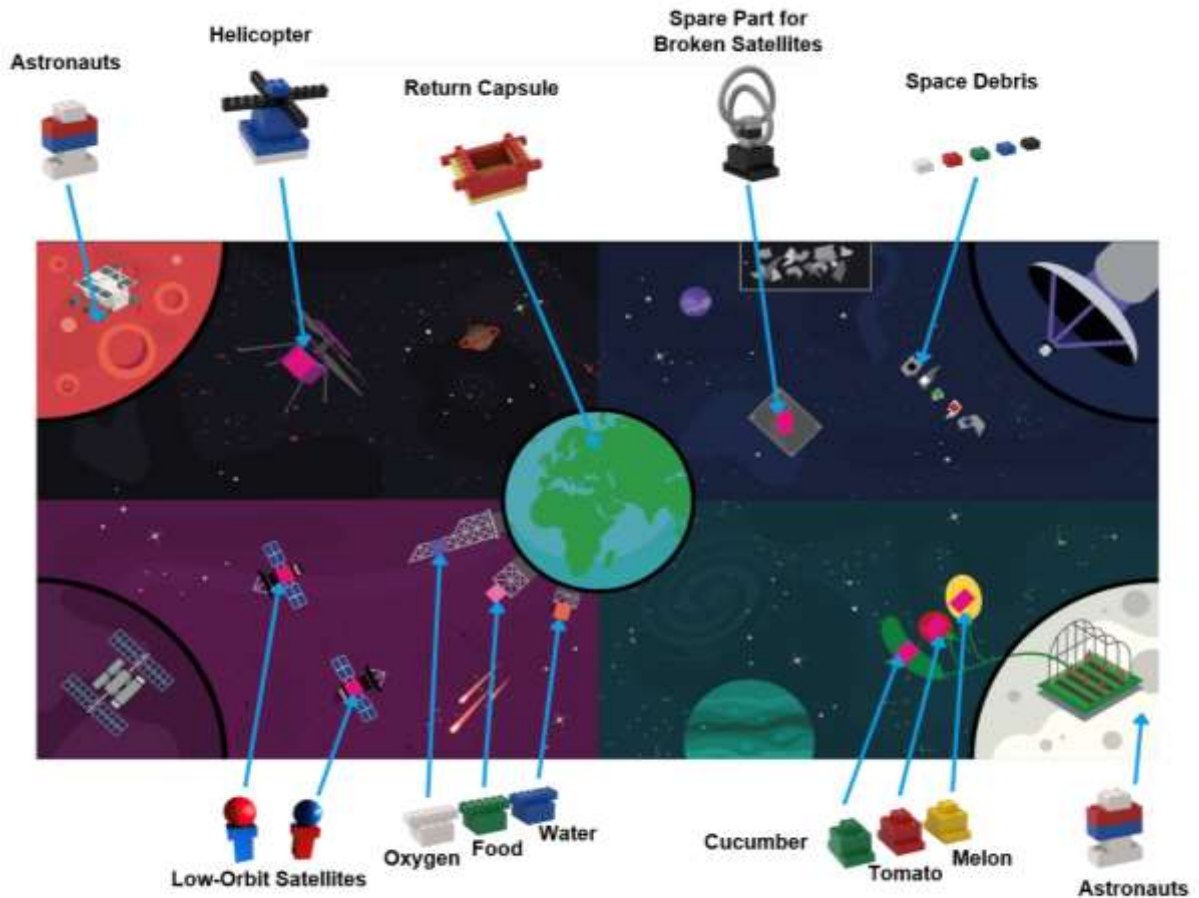
3. Game Field

The following graphic shows the game field with the different areas.



4. Game Objects and Positioning

- **2 Astronauts:** One is on the **Moon Corner**, and one is on the **Mars Corner**. *The team decides the start position within the area.*
- **1 Return Capsule:** Placed on **Earth** (Central Circle). *The team decides the start position within the area.*
- **1 Helicopter:** Positioned on the **helicopter image** near the Mars Corner.
- **3 Supplies for the ISS:** **Oxygen** (white element), **Food** (green element), and **Water** (blue element) are on the **launching platforms** on Earth.
- **2 Low-Orbit Satellites:** Placed in front of the **ISS Corner**.
- **3 Vegetables:** **Green (Cucumber)**, **Red (Tomato)**, and **Yellow (Melon)** are positioned in front of the **Moon Corner**.
- **1 Spare Part** to repair the broken Satellite.
- **5 Space Debris:** Placed in front of the **Satellite Corner**.



5. Robot Missions

For greater clarity, the missions will be explained in multiple sections. The team can decide which parts of the missions they will do and in which order. **Final scoring will be based on the situation on the field at the end of the run. So, if an element was correctly placed first but is accidentally moved out of the correct place later and then not in the correct place by the end of the game, no points are given for this task**

1) Mars Reunion:

On Mars, there are two robots, a helicopter and a rover. A strong storm caused them to lose each other, and now the helicopter is far away!

Your robot's mission is to help the helicopter find the Mars rover. Can you help them find each other and work together again?

Mission:

Bring the helicopter to the Mars corner. Points are only given if the helicopter is **completely inside** the Mars corner and **not damaged** – the line belongs to the corner.

2) Bring supplies to astronauts:

If astronauts are going to settle on the Moon, or explore further reaches of our Solar System, they will need air, food and water. Currently, the only human outpost is the International Space Station (ISS). ISS is supplied with water and food from Earth. Each astronaut needs approximately 1 kg of oxygen, 1 kg of dehydrated food and 3 kg of water per day.

Mission:

1. Deliver the supplies (blue for water, green for food, and white for oxygen) to the ISS Corner.
 - The elements must start from their platforms on Earth.
 - To score points, each element **must be inside** or **touching** the Space Station Corner and must not be damaged.
2. Avoid the low-orbit satellites. They **must not be moved** or **damaged**.

3) Growing vegetables on the Moon:

Supplying 5 kg of supplies per astronaut per day from Earth is costly and impractical for long duration space missions, so scientists are researching how to create a closed life support system could be used in space. Such a life support system is essential for further space exploration and will also help us improve the way we use resources on Earth.

Mission:

1 red element for tomato, 1 green element for cucumber and 1 yellow element for melon are placed in the corresponding squares in front of the Moon corner.

Bring the elements to the greenhouse on the Moon. Points are only given if the elements are **inside** or **touching the greenhouse** and **not damaged** – the lines belong to the greenhouse.

4) Clean up debris in space and bring a spare part to the satellite.

In space there are communications satellites, weather satellites, and the International Space Stations. But what happens to a satellite once it has served its purpose? It continues to circle (orbit) around Earth!

Space debris, or space 'junk', refers to human-made objects that are orbiting the Earth but no longer serve a useful purpose.

Missions:

1. **Clean Up the Debris:** Clean up the debris in space by moving the **five space debris pieces** to the Waste Area. Points are given for each debris piece that is **completely inside** the Waste Area. Remember, the line is part of the area.

2. **Repair the Satellite:** After cleaning up, move the **Spare Part** to the Satellite Corner. Points are only given if the Spare Part is **completely inside** the Satellite Corner, not damaged, and at least **one debris piece is inside the Waste Area**.

5) Bring the astronauts safely back to earth:

Travelling in space is very dangerous. After completing a successful mission in space, your task is to bring the astronauts safely back to Earth! Your robot must navigate the space station, secure the astronauts in the return capsule, and guide them through the journey back to Earth's surface.

Mission:

A **return capsule** is on Earth, and the team can choose its starting position. The robot must:

1. Move the capsule to Mars and the Moon. The robot must operate autonomously. If the return capsule touches the Mars or Moon corners, the team is allowed to manually place the astronaut into the capsule.
2. The robot must then return the capsule to Earth. Once the capsule touches Earth, the team should manually place the astronauts on Earth. Points are only given if astronauts are completely inside Earth and are not damaged.

6) Get bonus points and avoid penalties

BONUS POINTS are given only if at least one of the other points are assigned.

BONUS POINTS are given

- if the low-orbit satellites are not moved or damaged.

PENALTIES (will be subtracted from the score unless the score becomes negative):

- If a team illegally touches the robot (outside the four corners and the centre circle) or a game object a penalty of 1 point is subtracted from the total score pr touching

6. Specific Game Rules

Specific rules about material

1. The controller, motors and sensors used to assemble the robot must be from the LEGO Education SPIKE Essential, LEGO Education WeDo 2.0 Core Set or LEGO Education SPIKE Prime.

Category RoboStarter Essential:

Only LEGO Education SPIKE Essential or LEGO Education WeDo 2.0 Core Set hub is accepted, allowing the use of only 2 ports. Any number and combination of motors and sensors are allowed, while only one controller (Smarthub) can be used.

Category RoboStarter Prime or Category RoboStarter Expert:

Only LEGO Education SPIKE Prime hub is accepted, allowing the use below 6 ports. Any number and combination of motors and sensors are allowed, while only one controller (Smarthub) can be used.

2. The maximum dimensions of the robot for both category before it starts must be within 250mm×250mm×250mm. After the robot starts, the dimensions of the robot are not

restricted.

Specific rules about the game

3. The robot must start from within one of the CORNER AREAS or Earth, inside the black lines.
4. During the attempt, the robot can be moved/operated **under programmed control manually and autonomously**. The robot can be controlled by any compatible device using Graphical Programming Languages and Text-Based Programming Languages.

Category RoboStarter Essential:

During the attempt, the robot can be moved/operated under programmed control **manually by using controller or autonomously**. The robot can be controlled by any compatible device using Graphical Programming Languages such as Scratch.

Category RoboStarter Prime or Category RoboStarter Expert:

During the attempt, the robot can be moved/operated under **manually by using controller or autonomously**. The robot can be controlled by any compatible device using Graphical Programming Languages such as Scratch and Text-Based programming such as Python.

5. The term “controller” refer to the device that download the program (Spike Prime Hub, Spike Essential Hub or WeDo 2.0 Smarthub, laptop used to program the robot)
6. During an attempt, the team is allowed to touch/grab the robot when any part of the robot, e.g. a wheel, **touches** a CORNER AREA or Earth (centre circle).
7. During an attempt, the team is also allowed to move a robot from one CORNER AREA to another CORNER AREA or Earth. It is only allowed to move the robot, not the game objects.
8. Teams are not allowed to add or remove parts and change the structure of the robot during an attempt.
9. During an attempt, members of the team are:
 - *Not allowed to touch any game object outside of the CORNER AREAS, and Earth.* If a team touches a game object outside a corner area or Earth, the judge will place the touched item at the location on the field where it was located, when the team touched the item, and in the position it was, when touched.
 - *Not allowed to touch the robot unless the robot is touching a CORNER AREA or Earth.* If a team touches a robot, which is not touching a CORNER AREA or Earth, a penalty of 1 point is subtracted from the score. A maximum of 5 penalty points may be applied. Teams exceeding this limit are subject to disqualification for the rounds.
 - If a team illegally touches the robot or a game object, a penalty of 1 point is subtracted from the score unless the score becomes negative.

Below situation will lead to 1-point penalty:

- ❖ The team touch the game elements outside the Start Area during the attempt. The judge will put the game elements back to where they were, and in the state they were in before they were touched.

- ❖ The team touch the robot outside the Start Area. The judge will place the robot into the nearest start area.
- ❖ The team does not start the robot within the line of the Start Area.

10. The mission is completed when either:

- A team member shouts “STOP” and the robot does not move anymore.
- The 2-minute time limit has expired.

Specific rules about the showcase

1. iCERI 2025 Organizer decides about the format of the RoboStarter Kids category and communicates this format to the participants. It is also important that all teams have the same number of attempts to solve the challenge.
2. iCERI 2025 Organizers will not add any Surprise Tasks. The showcase will follow the rules stated in Section 5: Robot Missions.
3. Teams can bring the robot assembled to the showcase. They do not need to re-build the robot on the showcase day.

Here is schedule for the workshop day:

Date (Day)	Time / Room	Activity
20 October 2025 (Monday)	1400-1700	Team Registration
Day 1 21 October 2025 (Tuesday)	0830-1030 (Ballroom A)	Keynotes 1 Open Ceremony
	1030-1100	Morning tea
	1100-1300 (Rafflesia Room)	Primary School Robotics Workshop 1
	1300-1400	Lunch
	1400-1630 (Rafflesia Room)	Primary School Robotics Workshop 2
	1630-1700	Afternoon Tea
Day 2 22 Oct 2025 (Wednesday)	0800-1000 (Rafflesia Room)	Robot Creation Robot Showcase Free Practice
	1000-1030	Morning Tea
	1030-1300 (Rafflesia Room)	Robot Showcase Practice 1 (90 minutes) Robot Showcase 1

	1300-1415	Lunch
	1415-1630 (Rafflesia Room)	Robot Showcase Practice 2 (60 minutes) Robot Showcase 2
	1630-1700	Afternoon Tea
Day 3 23 Oct 2025 (Thursday)	0800-0930 (Rafflesia Room)	Robot Showcase Practice 2 (60 minutes) Robot Showcase 3
	0930-1115	Morning Tea Free time to visit showcase booths @iCERI2025
	1115-1300 (Ballroom A)	Closing & Award Ceremony

4. Scoring, award classification and registration

Showcase scoring:

Mission	Each	Max.
Mars reunion		
Helicopter is completely in the Mars Corner and is not damaged.	10	10
Bring supplies to the astronauts in the ISS		
The supply elements are completely in the ISS corner, and not damaged.	10	30
The supply elements are partly in the ISS corner, and not damaged.	5	
Growing vegetables on the Moon		
The vegetable elements are completely inside the Greenhouse and not damaged.	10	30
The vegetable elements are partly inside the Greenhouse and not damaged.	5	
The vegetable elements are completely inside the Moon Corner and not damaged.	2	
Clean up debris in space and bring a spare part to the Satellite		
The Space debris elements are completely inside the Waste AREA.	5	25
The Spare part is completely inside the Satellite corner, and is not damaged (Only if at least one debris element is inside the Waste area)	15	15
Bring the astronauts safely back to Earth		
The astronaut elements are completely inside the Earth area and not damaged.	20	40
Get bonus points (Only given if other points are assigned) and avoid penalties		
The low-orbit satellites are not moved or damaged.	5	10

If a team illegally touches the robot (outside the launching areas) or a game object, a penalty of 1 point is subtracted from the score unless the score becomes negative. *max 5 points penalty will applied	- 1	
Maximum Score		160
Team Performance (throughout the 3 days workshop)		30

Award Classification:

Every team receives a bronze or silver or gold certificate and a medal based on the robot performance.

Teams will be ranked within each scoring category based on the combined total of their highest scores from two rounds, followed by the shortest time recorded across those two rounds. Awards will be presented to the top 3 teams.

Example of scores, time and ranking:

Team	Round 1		Round 2		Round 3		Team Performance	Total Best Two Round
	Score	Time(s)	Score	Time(s)	Score	Time(s)		
B	120	107	120	106	160	115	29	309 (221s)
C	110	105	125	108	110	92	25	260 (200s)
A	100	118	105	104	95	88	10	215 (222s)

Additional certificates may be purchased at RM10.00(Local)/USD10.00 (International) each, and additional medals may be purchased at RM45.00 (local)/USD45.00 (international) per unit. The deadline for additional purchases is 31 October 2025 (Friday).

Payments shall be made to the following account:

Mode of Payment	: Online Transaction
Bank Name	: Public Bank (Malaysia)
Account Name	: Koperasi Institut Pendidikan Guru Kampus Sarawak Miri Berhad
Account Number	: 3113841322
Swift Code Bank	: PBBMYKLXXX
Recipient's Reference & Additional Information	: Please include the Team Name, Category of Participation and Buyer's Name

Participants must also complete the following **Additional Certificate and Medal Purchase Form**,

<https://forms.gle/g7J5VSCJBxXqA4cj8>



Briefing and Workshop:

The following briefings and workshops for Teacher (Mentor) will be held online (Google Meet)

Date	Time	Briefing and Workshop
23 June 2025 Monday	1400 - 1630	Workshop For RoboStarter Essential Part 1
24 June 2025 Tuesday	1400 - 1630	Workshop For RoboStarter Prime Part 1
30 June 2025 Monday	1400 - 1630	Workshop For RoboStarter Essential Part 2
01 July 2025 Tuesday	1400 - 1630	Workshop For RoboStarter Prime Part 2
13 Oct 2025 Monday	1430 -1600	Briefing of Primary School Robotics Workshop From Code To Creation @ iCERI2025

Google Meet (GM) link for briefings and workshops is <https://meet.google.com/gaw-twgj-fru>

For inquiries regarding the RoboStarter Kids Showcase iCERI2025, please contact:

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The organizer reserves the right to make amendments subject to the final decision of the organizing committee.