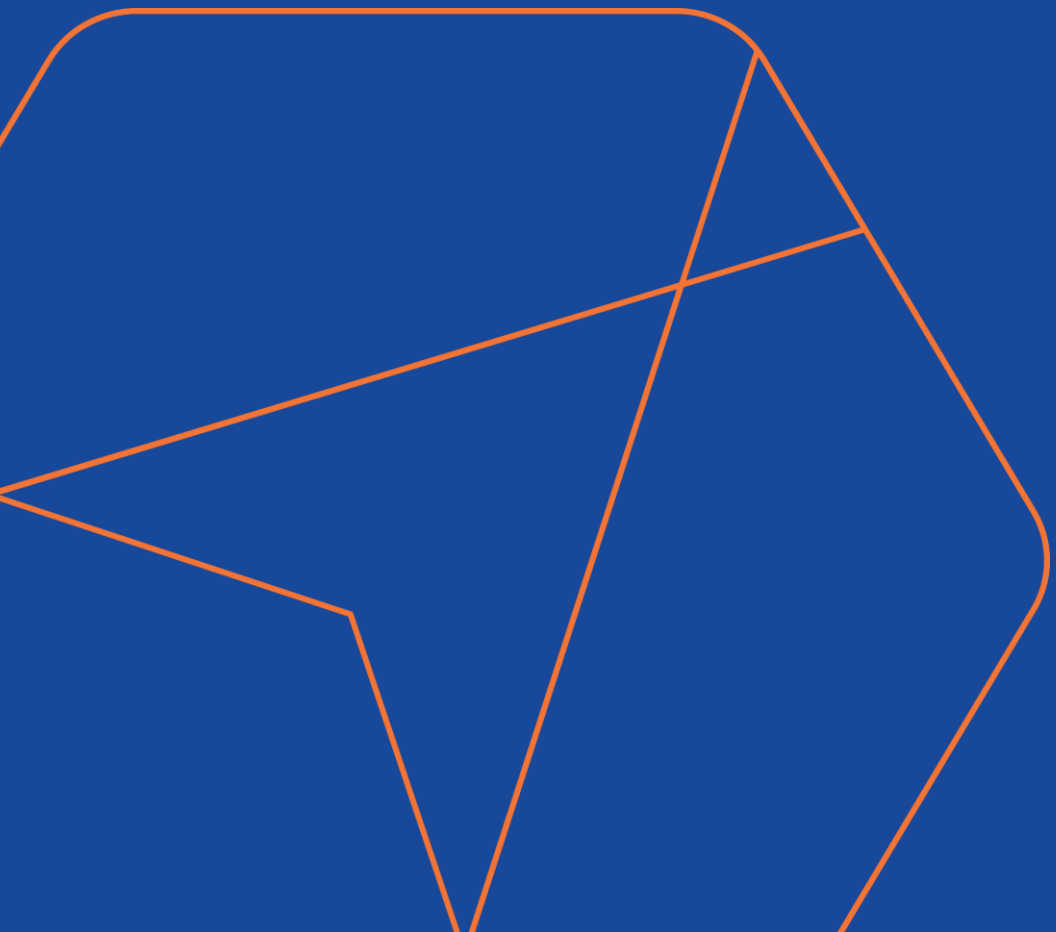
INNOVATIVE TECHNOLOGY

Funovation Competition 2026/2027

Guidelines

G-TEC-006-03
26th October 2026



1. Introduction

EU Code Week is a grassroots movement supported by the European Commission that celebrates creativity, problem-solving, and collaboration through coding and digital activities. Held annually across Europe and beyond, it empowers people of all ages to explore technology in fun and engaging ways. Schools, libraries, businesses, and communities come together to host events that promote digital literacy and computational thinking.

As the official EU Code Week Hub for Malta, the Malta Digital Innovation Authority (MDIA) is proud to launch the Funovation Competition 2026/2027 (hereinafter 'the Competition'). This initiative recognises schools that actively contribute to the EU Code Week movement by organising inclusive, innovative, and impactful digital activities. The competition aims to empower educators and students to engage with technology meaningfully, while fostering a culture of creativity and lifelong learning.

These Guidelines are being issued pursuant to the Malta Digital Innovation Act, Chapter 591 of the Laws of Malta, and shall be considered binding.

2. Aims and Objectives

The primary aim of the Funovation Competition is to recognise and reward schools in Malta and Gozo that demonstrate exceptional engagement with EU Code Week.

Specific objectives include:

- Encouraging schools to organise and register meaningful digital activities.
- Promoting creativity, computational thinking, and digital skills among students.
- Recognising quality, innovation, participation, and impact in digital education initiatives.
- Inspiring interest in ICT careers and increasing participation among girls in digital education.

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3. The EU Code Week

A Code Week activity is any inclusive initiative that stimulates creativity and fosters digital skills development in European youth. Activities may include but are not limited to:

- Coding workshops, robotics sessions, or digital storytelling
- Lessons on cybersecurity, AI, design thinking, or digital ethics
- Unplugged activities that teach computational thinking
- Career talks or challenges that inspire digital career paths
- In-person, virtual, or hybrid formats
- Activities led by educators, students, professionals, or volunteers

Code Week activities must result in a certification of participation when registered and reported on the Code Week website.

For inspiration and guidance, educators and activity organisers are encouraged to explore the EU Code Week homepage:

🔗 Join EU Code Week – Learn, Create, & Have Fun with Coding

4. Competition Period

a. The Competition period spans from **6th October 2026** to **30 April 2027**. Only activities held within such period shall be considered for the purposes of the Competition.

b. A final snapshot of registered activities will be taken on **5th May 2027 at 12:00 CET.**

c. Final verification and announcement of the winner shall be concluded by the **31st of May 2027**, unless otherwise extended by the MDIA.

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5. Eligibility Criteria

The Competition is open to all Primary and Secondary schools in Malta and Gozo.

6. Activity Criteria

a. In order to be considered eligible for the purposes of the Funovation Competition, activities shall:

   i. Be organised by an eligible school pursuant to Clause 5 of these Guidelines.

   ii. Be held between the 6th October 2026 and the 30th April 2027.

   iii. Be registered on the EU Code Week website (accessible at https://codeweek.eu) by no later than the 5th of May 2027, 12:00 CET, using the respective school's official name and valid contact information. Schools are encouraged to follow the official video guidance for registration (https://digitalskills.mdia.gov.mt/initiative/be-part-of-eu-code-week/)

   iv. Be free of charge for all attendees.

   v. Include a minimum of five attending participants.

   vi. Be authentic, purposeful, and designed to inspire learners.

   vii. Promote digital skills, ethics, creativity, and engagement with technology.

   viii. Reflect the values of innovation, inclusion, and empowerment.

b. Activities which are organised or funded by the MDIA shall not be eligible for the purposes of the Competition.

c. Activities which do not satisfy the criteria set out in these Guidelines shall not be considered and shall not be counted towards the total of activities of the respective school.

d. Any decision regarding the eligibility or otherwise of any activity for the purposes of the Competition shall be at the discretion of the MDIA, and all decisions shall be final.

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7. Award Criteria and Evaluation Methodology

7.1 Evaluation Board

a. An Evaluation Board appointed by the MDIA shall assess all eligible submissions in accordance with these Guidelines.

b. The Evaluation Board shall ensure a balanced assessment of both quantitative and qualitative achievements.

7.2 Selection of Evaluation Board

The Evaluation Board shall consist of:

1. The Chief Executive Officer or their delegate;
2. The Chief Information Technology Officer or their delegate;
3. A representative from the Digital Innovation Enablement Department; and
4. Any other person which the MDIA may appoint from time to time.

7.3 Conflicts of Interest

A Member of the Evaluation Board shall, at the earliest available opportunity, declare his interest in any scenario in which conflict of interest may arise, which is being or about to be discussed by the Evaluation Board, and a record of such declaration shall be documented.

In the event that the Chief Executive Officer and, or the Chief Information Technology Officer has a conflict of interest, considering their permanent roles within the Evaluation Board, their participation in discussions or decisions on the relevant items, shall be substituted by the Director (Digital Innovation Enablement).

7.4 Mandatory Final Report

a. Participating schools shall submit a Final Report in a format prescribed by the MDIA.

b. The Final Report shall:
   - Outline activities delivered during the Competition Period.
   - Provide evidence of implementation.
   - Demonstrate participation levels and outcomes achieved.
   - Include any photography which does not depict an identifiable individual, participant feedback, testimonials, certificates, or any other supporting evidence deemed relevant.

Failure to submit the Final Report by 5th May 2027 at 12:00 CET may result in disqualification.

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7.5 Assessment Criteria

Submissions shall be assessed out of a maximum of 100 marks.

- Criterion 1 – Number of Verified EU Code Week Activities (35 marks)

Verified Activities	Marks
50+	35
35-49	28
20-34	21
10-19	14
1-9	7

- Criterion 2 – Quality and Innovation (30 marks)

Assessment shall consider originality, educational value, creativity, and alignment with coding, digital skills, computational thinking, and problem-solving objectives.

Rating	Marks
Excellent	25-30
Good	19-24
Satisfactory	13-18
Basic	7-12
Poor	0-6

- Criterion 3 – Student Participation and Reach (20 marks)

Assessment shall consider the number of students engaged and the extent to which activities involve multiple classes, year groups, educators, parents, and the wider school community.

Rating	Marks
Excellent	17-20

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Rating	Marks
Good	13-16
Satisfactory	9-12
Basic	5-8
Poor	0-4

- Criterion 4 – Demonstrated Impact (15 marks)

Assessment shall consider learning outcomes, participant feedback, evidence of skills development, and initiatives undertaken to sustain digital skills activities beyond the Competition Period.

Rating	Marks
Excellent	13-15
Good	10-12
Satisfactory	7-9
Basic	4-6
Poor	0-3

7.6 Evaluation Methodology

The Evaluation Board shall assess qualitative criteria using the scoring descriptors published in these Guidelines. Where a range of marks is applicable, the Evaluation Board shall award a score within that range based on the extent to which the submission satisfies the relevant descriptor.

The Evaluation Board reserves the right to request clarification, additional evidence, or supporting documentation.

7.7 Winner Selection

The winning school shall be the eligible school attaining the highest overall score following assessment by the Evaluation Board.

In the event of a tie, the Evaluation Board shall determine the final ranking based on the comparative merits of the submissions. The Evaluation Board's decision shall be final and binding.

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8. Reporting

a. All participating schools must provide updates to the MDIA via email to funovation.mdia@mdia.gov.mt.

b. Such reports shall include, at minimum:

- The title and date of each activity;
- The corresponding EU Code Week activity registration link or reference. Participating schools should note that this information may only become available after the activity has been processed and published on the EU Code Week platform, which may take up to 48 hours following registration. Where the link or reference number is not yet available, schools shall provide it to the MDIA as soon as it becomes available;
- The estimated number of participants involved;
- A brief description of the activity delivered; and
- Any other information reasonably requested by the MDIA.

c. The MDIA shall have the power to verify such reports and notify schools of any discrepancies.

d. Duplicate or unverifiable entries shall be excluded from eligibility towards the Competition.

e. Entries registered and verified on the EU Code Week platform shall prevail over reported figures.

f. Participating schools shall submit a Final Report together with supporting evidence. This Final Report shall form an integral part of the assessment process.

9. Award Details

a. The winning school shall be announced by the **31st of May 2027** and featured in national and EU Code Week communications.

b. The winning school shall receive a prize in the amount of €5,000 (hereinafter '**the Award**').

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c. The Award must be used solely for the purposes outlined in these Guidelines.

d. The Award shall be used exclusively to purchase hardware or software that empowers students to explore and experiment within an IT Lab/classroom environment.

e. All purchases made using the Award shall assist towards enhancing digital literacy and creativity, support curriculum delivery and innovation in ICT and ensure accessibility for all students.

f. The Award shall not be used for personal devices or subscriptions, non-educational entertainment equipment, gifts, hospitality, or unrelated expenses.

g. All procurement by the winning school pursuant to these Guidelines must adhere to public procurement regulations, where applicable.

h. The winning school shall install a plaque in the IT lab/classroom, or any other suitable place as agreed with the MDIA, acknowledging the MDIA's sponsorship.

10. Post Award Obligations and Reporting

a. The winning school shall disburse the Award as outlined in these Guidelines within one year of the publication of the result, which shall be considered the date of project completion.

b. The winning school shall submit a financial report, including all relevant invoices and proof of payment, to the MDIA upon project completion.

c. Any part of the Award not disbursed by the winning school by the date of project completion shall be refunded to the MDIA.

d. The winning school shall retain all receipts, invoices, and delivery notes for items purchased using the Award for five years from the date of the purchase.

e. The winning school shall submit an Impact Report within six months of project completion. The Impact Report shall detail how the investment is being used and its benefits to students.

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11. Termination

a. MDIA reserves the right to terminate and reclaim the Award if:

   i. funds are misused or diverted from their intended purpose as outlined in these Guidelines or if activities are found to be fraudulent or unverifiable.

   ii. The winning school is in breach of any provision of these Guidelines.

b. The organising schools shall be solely responsible for any activities organised and registered for the purpose of the Competition. The MDIA shall hold no responsibility and shall not be liable for any loss, damage, expense or delay incurred or suffered by participating schools or any third-party (including, without limitation, consequential loss or damage) arising from any event organised or registered by any school pursuant to these Guidelines. Furthermore, the participating school agrees that the MDIA, nor its members, shall not be held liable nor responsible for any act or omission by the school in furtherance of the Competition.

c. The winning school hereby binds itself to fully indemnify MDIA and to hold MDIA free from any responsibility should the winning school, MDIA, or any third party suffer any form of damages as a result of any use of the Award by the winning school. The winning school shall reimburse MDIA for any expenses MDIA may incur due to the fact that it may have to defend itself, legally or otherwise, from any claim made against it as a result of such use of the Award. Said expenses include but are not limited to, court expenses, legal fees, consultant expenses and ancillary expenses. Indemnity in terms of these Guidelines shall be immediately due upon any request to this effect made by MDIA to the winning school. Such indemnity shall be deemed to be certain, liquidated and due in terms of Maltese Law, and shall not be subject to any abatement or reduction by any adjudicating body be it the Maltese Courts or otherwise. Furthermore, the winning school agrees that the MDIA, nor its members, shall not be held liable nor responsible for any act or omission by the winning school in furtherance of the Competition.

12. Administration

a. The competition is administered by the MDIA. All communications, verifications, and reporting must be directed to the MDIA. The MDIA reserves the right to amend these Guidelines, verify entries, and adjudicate disputes.

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13. Information

For further information, clarification, or assistance, schools may contact: **Malta Digital Innovation Authority**

Email: funovation.mdia@mdia.gov.mt

Website: https://mdia.gov.mt

14. Revision History

Revision No.	Issue Date	Description
1	08/10/2025	First issue.
2	02/10/2026	Second issue- Relaunch of the Funovation Competition 2026-2027. This document strengthened the award criteria and evaluation methodology as well as the reporting requirements.
3	26/10/2026	Updated clause 7.4 to specify timelines.

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