



6th ANNUAL
CodeWizardsHQ
LOGIC CHALLENGE

TEACHER'S GUIDE

The Leading Online Coding School
for Kids and Teens Grades 3-12



WELCOME TEACHERS TO

THE 6TH ANNUAL **CODEWIZARDSHQ** LOGIC CHALLENGE!

2025 SPRING SEMESTER

CodeWizardsHQ invites students to the **6th Annual Logic Challenge!** This free 10-week event builds crucial 21st-century computational thinking and problem-solving skills, with exciting weekly challenges and awesome tech prizes to win!

Open to kids and teens in grades 3-12, the Challenge features a series of logic puzzles tailored to different age groups: elementary, middle, and high school students.

The competition will span 10 weeks, with one challenge each week, beginning on February 24th and ending on May 4th. Students are welcome to start after February 24th and catch up.

Register: codewizardshq.com/logic-challenge-teachers/



BUILD 21ST-CENTURY COMPUTATIONAL THINKING AND PROBLEM SOLVING SKILLS

At **CodeWizardsHQ**, our Logic Challenge mission is to equip students with essential skills for success in the digital world by teaching them to think like a programmer. While completing these weekly challenges, students will build strong computational and logical thinking skills.



LOGICAL REASONING

Logical reasoning is the process of using rational thinking and systematic principles to arrive at a logical conclusion or solve a problem.



PROBLEM DECOMPOSITION

Breaking down complex problems into smaller, more manageable parts.



PATTERN RECOGNITION

Identifying trends and patterns that aid in problem-solving.



ABSTRACTION

Simplifying complex systems by reducing the problem to its core components.



ALGORITHMIC THINKING

Developing step-by-step instructions for solving a problem or accomplishing a task.



SEQUENCING

Determining the correct order of steps in a problem-solving process.



FUN AND EDUCATIONAL WEEKLY ACTIVITY

Encourage your students to join the **CodeWizardsHQ Logic Challenge**!

A fun and engaging way for students to learn, compete, and win tech prizes while building essential 21st-century skills.

A new challenge is released every **Monday at 6:00 AM ET**, and answers are due by **Sunday at 10:00 PM ET**.

Make it a regular class event that students look forward to each week!



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GRANTS FOR CLASSROOMS

Teachers! Earn up to a **\$250 Classroom Grant**.

Register your entire class for a chance to win a classroom grant of up to **\$250!**
For every **50 points** a student earns in the challenges, your class earns one entry into the drawing for the classroom grant.

●
Sign up your class

●
Every **50 points** a student earns, your class will earn **1 entry** for the classroom grant

●
There is no max limit on entries

3 Total Grants Are Available



TECH PRIZES FOR STUDENTS

First, second, and third place drawing winners have the opportunity to win fantastic tech prizes.



Supreme Wizard
Prizes



Nintendo Switch



GoPro HERO11 Black Mini



Airpods Pro (2nd generation)



Master Wizard
Prizes



Sony Noise cancelling Headphones



Kindle Paperwhite



Drone with Camera



Apprentice Wizard
Prizes



Fujifilm Instax Camera



Amazon Echo Spot



Fitbit Inspire 3

Every 50 Points Earned = 1 Entry

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EARNING POINTS

Collect **Points** for Entries into the Final Prize Drawing

Students will earn points for each completed challenge. Additional multipliers will be awarded based on the number of attempts, challenge streaks, and speed. Every 50 points earned will grant students one entry into the final drawing with a total of 518 points available to earn.

How Points & Multipliers Are Awarded

Participants are awarded points after completing each challenge. You can also earn additional bonus multipliers if you complete the challenge correctly.

Correct Answer = 25 points
Incorrect Answer = 25 points



Attempts

1st Attempt = 50%
2nd Attempt = 25%
3rd Attempt = 0%



Quickness

1st Day = 30%
2nd Day = 25%
3rd Day = 20%
4th Day = 15%
5th Day = 10%
6th Day = 5%
7th Day = 0%



Streaks

2x Streak = 10%
3x Streak = 20%
4x Streak = 30%
5x Streak = 40%
6x Streak = 50%
7x Streak = 60%
8x Streak = 70%
9x Streak = 80%
10x Streak = 90%

Attempts - You have 3 chances to get the challenge correct. The less attempts you use, the higher your points.

Quickness - It pays to be proactive. The quicker you answer the challenge, the higher bonus you'll earn.

Streaks - With each challenge you get correct in a row your streak will grow larger and larger.



6th Annual CodeWizardsHQ Logic Challenge

2025 SPRING SEMESTER

CodeWizardsHQ, the leader in online coding education, is proud to present the 6th annual Logic Challenge, a premier event designed for kids and teens in grades 3-12. This exciting initiative, in partnership with schools nationwide, offers a unique and rewarding opportunity for young minds to sharpen their logical thinking, boost creativity, and build resilience—key skills for thriving in today's digital world.

With over nine years of expertise in coding education, CodeWizardsHQ delivers fun and effective live, online coding classes, with a 93% student success rate and a comprehensive curriculum that includes hands-on projects and real-world internships.



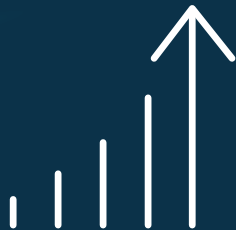
10,000's

OF SATISFIED STUDENTS



93%

STUDENT SUCCESS RATE



9YRS

LEADING ONLINE
CODING EDUCATION



4.8/5.0

RATING FROM PARENTS

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