[Angela] Coding is like the language and I guess it doesn't matter what the code is, it is around our students having that opportunity to problem solve.

[Srikanth] It's not about just going and winning the competition it's about the entire journey itself. The journey itself is quite rewarding.

[Noah] Trust me. As a kid, I don't think I want to read through text books all the time.

I want it to get to the point.

[Srikanth] (The) Premier's Coding Challenge is a fantastic platform. Teachers don't have to do anything extraordinary. They create two opportunities. One - is they're going to go and actually inspire the kids. Second thing is - since they are entering into a competition, the quality of the work goes up. If the quality of the work goes up, automatically their grades will go up.

[Angela] It doesn't matter what the code is, it is around our students having that opportunity to problem solve using coding and then use it within a context that's socially relevant for them.

[Louise] The real-world skills you want them to have is that computational thinking, being able to problem solve, think for themselves, understand they're not going to get the answer the first time. They're going to have to keep going back and forward and trying again until they get a successful solution. And it's not about winning... at the end of the day. It's about participation and the skills you learn along the way.

[Srikanth] So they create their own digital solution. Maybe a game, or maybe a website, or maybe an app.

[Noah] A regular school subject's curriculum is, like, the teacher will teach something. Then they'll ask you (to do) assignments and assessments and then they'll recap on that. In coding you start by making it, you learn something throughout it, and then in the end you get a nice finished outcome. You learn a lot through it.

[Nelson] I've learned about what possible jobs there could be and, it's pretty exciting about what kind of jobs there might be in the future.

[Ella] My coding challenge is a duo. Me and my best friend Bella are doing a game called, "Rubbish Mission 101". The point of the game is to try not to get the piece of trash or rubbish into any of the school areas, like a pool, playground and stuff like that.

[Antoinette] I've learned that even if you feel like you're stuck in the mud and you feel like you're not going anywhere, you still have to push through and you're going to make it if you try hard enough.

[Louise] Make sure that you outline what the project is for the kids to start with so they understand what they need to do. Give them plenty of time to plan it out and plenty of time to finish it, and let them be the problem solver. You can be a bit of a sounding board, but let them be the problem solver.

Don't try and jump in and solve it for them, because the learning's in them solving the problems.

[Ella] Don't think that you can't do it, because that's what me and my best friend Bella thought. And look where we are right now. We've made a game, we finished it, and we're really proud of it. So always try.