

Digital Creations Competition

Adventures in time travel

If you could step back into history, what would you find?

That's the question we want **YOU** to think about in this year's Just2easy and COBIS digital creations competition; Adventures in time travel. Using the Just2easy Tool Suite, create a picture, animation or game that will bring to life an interesting or exciting story from the past. From the dinosaurs to World War II, where will your curious mind take you?

The competion is split into 3 categories;

Reception & Year 1



JIT Paint

Use the JIT paint tool to create a picture about a story from history. Maybe you'll paint the King's baker in his pudding lane bakery before the Great fire of London, or Florence Nightingale tending to a soldier.

Years 2, 3 & 4



Animation

Use the JIT animate tool to create an animation based on a story from history. Maybe you'll animate the first plane taking off in 1903, or a day in the life of a hunter gatherer from stone age times.

Years 5 & 6



Coding

Use the i2visual tool to create an animation based on a story from history. Maybe you'll recreate a game from the Ancient Olympics in Greece or have players choose the food for one of Henry VIII's extravagant feasts.

Submissions must be received by Thursday 5th March 2026.



Users will be onboarded throughout December and the competition will run until Thursday 5th March 2026. Schools may choose to do this by connecting their google/microsoft/Wonde accounts. For more information on this, read the following article here.

Alternatively, send a CSV file listing all users to office@j2e.com.

Schools may use the tools with as many students as they wish to create competition entries.

Submissions this year will be added to j2journal, the link to which will be shared via form that will be found at just2easy.com/cobis-time-travel-competition nearer the time.

All submitted entries will be judged by a panel comprising education experts and software engineers.

Our judges will score entries using the following criteria:

Paint

- historical knowledge
- storytelling creativity
- overall finesse of the picture

Animation

- historical knowledge
- storytelling creativity
- overall finesse of the animation

Coding

- historical knowledge
- storytelling creativity
- maintainability and readability of the code
- game play

Gold, silver, and bronze winners will then be announced for each category;

- Gold prize of \$200 Amazon voucher
- Silver prize of \$100 Amazon voucher
- Bronze prize of \$50 Amazon voucher





Paint is an easy to use creative tool. Children can paint freely with different colours and brush sizes. Pictures and stamps are easily selected from a range of image banks and the internet, and colourful template backgrounds can be added.

Watch the video below to learn how to use JIT paint.



tinyurl.com/8dfkzxkj





Animate is a tool within our Just2easy Infant Toolkit (JIT) for creating simple but exciting animations. It is a natural progression for children to draw a picture in paint, then use animate to make part of it move. Make snowflakes fall, crabs scuttle, and cars race.

Watch the 2 short videos below to learn how to use JIT animate.

JIT Animate basics



tinyurl.com/bp4wjhjh

2 ways to add a new frame



tinyurl.com/bd5nrk4v





The Visual programming engine is a familiar, block-based programming tool which works on any modern computer or tablet.

Starting with the simplest of programs, as pupils progress through the levels they unlock new creative commands. In no time they will be creating sophisticated animations and games that they can't wait to show off.

Our levels enable pupils to work independently without unnecessary clutter or distraction of script that they do not understand or need at this stage.

The mini webinar series below can help you get started using j2visual:

Animating sprite



tinyurl.com/yc2prrwk

Using motion blocks



tinyurl.com/yeyk369c

Using loops



tinyurl.com/3as7bweb



Examples of what can be achieved in j2visual:

Car parking example



tinyurl.com/ykav2zf7

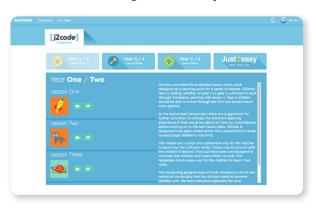
Planet attack example



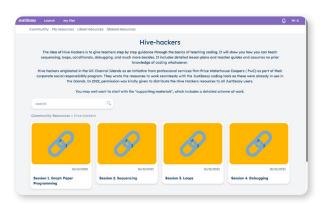
tinyurl.com/y3ezv2xs

There are two schemes of work available within the Just2easy Tool Suite for teaching coding;

Just2easy lesson plans



Hive Hackers



Both can be used from beginner level and can be found within j2code.





J2journal allows teachers to create a digital portfolio of their children's work which can optionally be shared with parents through the Parent portal.

In Digital creations; Adventures in time travel, teachers will add their schools top entries to a journal and share the link with us for final round judging.

For step by step instructions on how to use j2journal to submit your entries, watch this short video.



tinyurl.com/yk4mmtyf



Further help, training, and support

Live competition webinar

A live webinar exclusively for COBIS members who are entering this competition will be held on:

Paint and animate Webinar

Coding Webinar

12th January (3-4pm)

13th January (3-4pm)



Click on a date to register



It will also be recorded and added to youtube.com/@just2easy-tv after the event, if the time is unsuitable for your school.

Live competition lessons

Two live lessons will also be run for competition participants.



Click on a date to register



Coding Live lesson

Paint Live lesson

16th January (10am)

19th January (10am)

Animate Live lesson

20th January (10am)

Instant support

For instant support, search for your query within the help tile on your launchpad, or visit

youtube.com/@just2easy-tv

Individual support

For further individual support, you can email support@j2e.com, or book a 15 minute 1-1 appointment with one of our education team:

just2easy.com/appointments





Bonus free resources!

Looking for ways to support children in generating ideas for their project? Or want to extend the project beyond the competition? We've added a collection of new resources on the theme of stories from history to our library, all of which are available for free to competition entrants! j2e.com/library/collections/47

Share with children or set as homework tasks, the ready-to-use resources in our library are designed to make teachers' lives easier.

For step by step instructions on how to use the Just2easy Library to submit your entries, watch this short video.



tinyurl.com/35x3f445

