



Website Coding & Development challenges members to design and build a website based on a specific topic, with a primary focus on backend coding and functionality. Members present their completed site to a panel of judges, showcasing their technical skills, problem-solving, and understanding of web development principles.

Event Overview

Division	High School
Event Type	Team of 1, 2, or 3 members
Event Category	Presentation
Event Elements	Presentation with a Topic

Educational Alignments

Career Cluster Framework Connection	Digital Technology
NACE Competency Alignment	Career & Self-Development,
	Communication, Critical Thinking,
	Leadership, Professionalism, Technology

2025-2026 Topic

School Lost-and-Found Website

Design and code a fully functional lost-and-found website for your school community. The site should help students and staff report found items, search for lost belongings, and manage the claim process efficiently.

Your website must include:

- A home page with a clear layout and navigation menu
- A submission form for reporting found items, including the ability to upload photos
- A searchable listing of all found items
- A claim/inquiry form for students to request information about or claim a listed item
- A basic backend system or admin view to review, approve, or manage item postings

Focus on clean design, functionality, and user experience. You must code the website from scratch using code of your choice. Use of databases or other backend tools is encouraged to enhance functionality.

Note: Website does not have to be live. If partnering with your school, permission must be received from the school to make the website public.



This topic was created in partnership with code.org. Learn more about code.org, resources available, and expanding computer science in your school or district at <u>this link</u>.

District/Region/Section

Check with your District/Region/Section leadership for District/Region/Section-specific competition information and deadlines.

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State

Check with your State Leader for state-specific competition information and deadlines.

National

Required Competition Items

	Items Competitor Must Provide	Items FBLA Provides		
Preliminary Presentation	 Conference-provided nametag Photo identification Attire that meets the FBLA Dress Code Technology and presentation items 	TableInternet Access		
Final Presentation	 Conference-provided nametag Photo identification Attire that meets the FBLA Dress Code Technology and presentation items, including any adapter or cord needed beyond an HDMI connection 	 Table Power Projector with HDMI cord Projector screen Internet Access 		

Important FBLA Documents

• Competitors should be familiar with the Competitive Events <u>Policy & Procedures</u> <u>Manual, Honor Code, Code of Conduct, and Dress Code</u>.

Eligibility Requirements

To participate in FBLA competitive events at the National Leadership Conference (NLC), the following criteria must be met:

- Membership Deadline: FBLA national membership dues must be paid to the specific division by 11:59 p.m. Eastern Time on March 1 of the current school year.
- Repeat Competitors: Members may only compete in an event at the NLC more than once if they have not previously placed in the top 10 of that event at the NLC. If a member places in the top 10 of an event at the NLC, they are no longer eligible to compete in that event at future NLCs, unless the event has been modified beyond a name change. Chapter events are exempt from this procedure.
- **Conference Registration**: Members must be officially registered for the NLC and must pay the national conference registration fee to participate.
- Official Hotel Requirement: To be eligible to compete, competitors must stay within the official FBLA housing block.
- State Entry Limits: Each state may submit up to four entries per event.
- Event Participation Limits: Each member may participate in:
 - o One individual or team event, and
 - o One chapter event (e.g., Community Service Project or Local Chapter Annual Business Report).
- Competitor Responsibility: Only registered competitors are permitted to plan, research, prepare, and set up their presentations. Advisers and others may not assist.
- Participation Requirement: To be eligible for an award, each competitor must complete all components of the event at the National Leadership Conference.

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- Team Composition: All members of a team must be from the same local chapter.
- Identification at Check-in: Competitors must present valid photo identification (physical or digital) that matches the name on their conference name badge. Acceptable forms include a driver's license, passport, state-issued ID, or school ID.
- Late Arrivals: Competitors will be allowed to compete until such time that the results are finalized, or participation would impact the fairness and integrity of the event, as determined by Competitive Events staff. If judges have left the competitive event area, it is no longer possible to compete. Five penalty points will be assessed for late arrivals in any competitive event.
- Event Schedule Notes:
 - o Some events may begin before the Opening Session.
 - o All schedules are posted in local time for the NLC host city.
 - Schedule changes are not permitted.

Event Administration

This event consists of two phases: a preliminary presentation and a final presentation.

Preliminary Presentation Details

Timing Structure

- **Equipment Set-Up:** 3 minutes
- **Presentation:** 7 minutes (a one-minute warning will be provided)
- Question & Answer (Q&A): 3 minutes
- Important: Time allocations are exclusive. The presentation must begin immediately after the 3-minute set-up time concludes. Time may not be shifted between segments. Competitors will not interact with judges during the set-up period.

Venue & Format

- Presentations occur in-person at the National Leadership Conference (NLC).
- Competitors/teams are randomly assigned to presentation sections.
- Presentations will take place in a large, open area with a designated space of approximately 10' x 10', which includes a table and chairs for the judges.
- The preliminary round is closed to conference attendees and audience.

Technology Guidelines

- Internet Access: Provided (Please be aware that internet access at conference venues may be unreliable. Always prepare a backup plan in case the connection is lost or does not work with your device.)
- Presentations must be delivered using no more than three personal devices (laptop, tablet, mobile phone, or monitor approximately laptop-sized).
- Projectors and projector screens are not permitted, and competitors may not bring their own.
- Wireless slide advancers (e.g., presentation clickers or mice) are allowed.
- External speakers are not allowed; audio must come directly from the presenting device(s).
- Electricity will not be available.

Non-Technology Items

- Visual aids, samples, notes, and other physical materials related to the project may be used.
- Items may be placed on the provided table or on the judges table, if space allows.
- No items may be left with the judges following the presentation.

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Restricted Items

- Animals, except for authorized service animals.
- Food, which may be used for display only and may not be consumed by judges.
- Links and QR codes, which may be shown but may not be scanned or clicked by judges at any time.

Research

- Information must be supported by credible, well-documented sources.
- Any use of copyrighted material, images, logos, or trademarks must be properly documented.

Team Expectations

• In team presentations, all members must actively participate in the delivery of the presentation.

Event Specific Information: Competitors should incorporate the following aspects in response to the topic

- Code Structure: Use clean, well-organized code with consistent spacing and formatting for readability and maintainability.
- Website Usability & Accessibility: Design a website that is easy to navigate and intuitive for all users. Include accessibility features to support inclusive design.
- **Design Choices:** Use fonts, colors, and layout choices that support readability and enhance the user experience. Design should be consistent across all pages.
- **Graphics Integration:** Include graphics that are purposeful, well-placed, and enhance the overall look, feel, and clarity of the site.
- Website Content: Present clear, well-written content that allows any user to understand the topic. Ensure all text is free from grammar and spelling errors. Support information with credible, professional sources.
- **Technical Skill & Functionality:** Show advanced coding ability with functional, interactive elements that run without errors. The site should be responsive and fully functional across devices (i.e. desktop, tablet, mobile).
- Consistency & Interactivity: Make sure all pages follow a consistent structure and style. Interactive features should work smoothly and enhance the user experience.
- Source Code & Documentation Requirements: Competitors must be prepared to show judges relevant materials that support their project. This may include original source code, documentation of any copyrighted material, and a list of sources used. The use of website templates is not permitted.

Final Presentation Details

Timing Structure

- Equipment Set-Up: 3 minutes
- **Presentation**: 7 minutes (a one-minute warning will be provided)
- Question & Answer (Q&A): 3 minutes
- **Note**: Each time segment is exclusive. Once the 3-minute set-up period ends, the 7-minute presentation time begins automatically. Competitors may not shift time between segments. Competitors will not interact with judges during the set-up period.

Advancement to Finals

- The top-scoring competitors or teams from each preliminary section will advance to the final round in equal numbers.
- The number of competitors or teams advancing to the final round depends on the number of preliminary sections:

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- 2 sections: Top 6 from each section advance
- 3 sections: Top 4 from each section advance
- 4 sections: Top 3 from each section advance
- 5 sections: Top 3 from each section advance
- More than 5 sections: Top 2 from each section advance

Audience & Viewing Rules

- Final presentations may be open to conference attendees, depending on space availability.
- Finalists may not view other presentations in their own event.

Technology Guidelines

- Internet Access: Provided (Please be aware that internet access at conference venues may be unreliable. Always prepare a backup plan in case the connection is lost or does not work with your device.)
- Presentations must be delivered using no more than three personal devices (laptop, tablet, mobile phone, or monitor approximately laptop-sized).
- If the final round takes place in a conference room, the following equipment will be provided: a projector, projector screen, power access, and a table.
- Competitors using laptops or devices without an HDMI port must bring their own compatible adapters.
- It is the responsibility of final-round competitors to decide whether or not to use the provided technology.
- Wireless slide advancers (e.g., presentation clickers or mice) are allowed.
- Electricity will not be available.

Non-Technology Items

- Visual aids, samples, notes, and other physical materials related to the project may be used.
- Items may be placed on the provided table or on the judges table, if space allows.
- No items may be left with the judges following the presentation.

Restricted Items

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- **Design Choices:** Use fonts, colors, and layout choices that support readability and enhance the user experience. Design should be consistent across all pages.



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- **Graphics Integration:** Include graphics that are purposeful, well-placed, and enhance the overall look, feel, and clarity of the site.
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- **Technical Skill & Functionality:** Show advanced coding ability with functional, interactive elements that run without errors. The site should be responsive and fully functional across devices (i.e. desktop, tablet, mobile).
- Consistency & Interactivity: Make sure all pages follow a consistent structure and style. Interactive features should work smoothly and enhance the user experience.
- Source Code & Documentation Requirements: Competitors must be prepared to show judges relevant materials that support their project. This may include original source code, documentation of any copyrighted material, and a list of sources used. The use of website templates is not permitted.

Scoring

- Preliminary round scores are used to determine which competitors or teams advance to the final round from each section.
- Final round scores determine the final rankings and top award winners.
- Judges are responsible for breaking all ties in both preliminary and final rounds.
- All judging decisions are final. Results announced at the National Leadership
 Conference are considered official and will not be changed after the conclusion of the
 National Leadership Conference.

Penalty Points

- Competitors may be disqualified if they violate the Code of Conduct or the Honor Code.
- Five points are deducted if competitors do not follow the Dress Code or are late to their assigned presentation time.

Recognition

• A maximum of 10 entries (individuals or teams) may be recognized per event.

Americans with Disabilities Act (ADA)

FBLA complies with the Americans with Disabilities Act (ADA) by providing reasonable
accommodations for competitors. Accommodation requests must be submitted
through the conference registration system by the official registration deadline. All
requests will be reviewed, and additional documentation may be required to
determine eligibility and appropriate support.

Recording of Presentations

- Unauthorized audio or video recording is strictly prohibited in all competitive events.
- FBLA reserves the right to record presentations for educational, training, or archival purposes. Competitors should be aware that their presentations may be recorded by FBLA-authorized personnel.



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Website Coding & Development Presentation Rating Sheet					
Expectation Item	Not Demonstrated	Below Expectations	Meets Expectations	Exceeds Expectations	Points Earned
Website Coding					
Style	Code spacing is not available. Style sheets and scripts are not used.	Script & style sheets are used but not separated. Code includes some comments.	Appropriately uses files and separates all languages.	Code spacing is well thought out.	
\\\-\-\\\\-\\\\\\\\\\\\\\\\\\\\\\\\\\\	0 points	1-6 points	7-8 points	9-10 points	
Website Usability	l l		<u> </u>	Website is highly intuitive and	1
Website Usability, Accessibility, and Navigation	Website is difficult to use or navigate. No evidence of accessibility features	Navigation is present but may be confusing or inconsistent. Accessibility is minimal or not fully considered	Website is user-friendly, with clear navigation and basic accessibility features (e.g., alt text, readable fonts). Structure supports a positive user experience	easy to navigate. Accessibility is thoughtfully integrated (e.g., keyboard navigation, color contrast, ARIA labels), showing strong attention to inclusive design and user experience best practices	
	0 points	1-9 points	10-16 points	17-20 points	
Color/contrast, background, and font are appropriate for the topic	No design principles applied	Color/contrast, font, or design choice is distracting	Color/contrast, font, and design choice are appropriate for the concept/topic	Color/contrast, font, and design choice enhance the experience for the user	
	0 points	1-6 points	7-8 points	9-10 points	
Graphics appropriate for topic	No graphic design principles applied	Graphics are distracting	Graphics are appropriate for the concept/topic	Graphics enhance the experience for the user	
	0 points	1-6 points	7-8 points	9-10 points	
Website Content			T		ı
Fully addresses the topic	Topic is not followed	Topic is not fully addressed	Topic is fully addressed	Users with no knowledge of the topic can identity based on site	
	0 points	1-6 points	7-8 points	9-10 points	
Site contains multiple elements providing evidence of coding	No evidence of website coding skill demonstrated	Website is coded using limited features	Website contains use of multiple coding skills	Website contains advanced coding skills	
skills	0 points	1-9 points	10-16 points	17-20 points	
Grammar, spelling, and punctuation	Website contains grammar or spelling errors	Website contains 3 or less spelling or grammar errors	Website contains one grammar and no spelling errors	Website is free of grammar and spelling errors	
	0 points	1-6 points	7-8 points	9-10 points	
Substantiates and cites sources used while conducting research	Sources are not cited	Sources/References are seldom cited to support statements	Professionally legitimate sources & resources that support statements are generally present	Compelling evidence from professionally legitimate sources & resources is given to support statements	
	0 points	1-6 points	7-8 points	9-10 points	
Project Evaluation	I		I		
Website is compatible with multiple platforms	Website is not compatible with any platforms	Website is only compatible with one platform	Website opens appropriately on at least 2 platforms	Website is fully functional on multiple devices, including mobile phones, tablets, and computers	
	0 points	1-9 points	10-16 points	17-20 points	
Website interactivity functions and is error free	Website interactivity contains errors that prevent the execution	Website interactivity contains errors that did not prevent execution	Website interactivity is error free	Website interactivity is error free and enhances the experience for the user	
-	0 points	1-9 points	10-16 points	17-20 points	1



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Expectation Item	Not Demonstrated	Below Expectations	Meets Expectations	Exceeds Expectations	Points Earned
Website elements are consistent across all pages	Only one page is presented	Pages are not consistent	Pages are consistent	Pages are consistent and elements enhance the experience for the user	
	0 points	1-9 points	10-16 points	17-20 points	
Source Code & Documentation Requirements	No source code or documentation is provided. Project appears to use a template or lacks original work.	Source code is shown but may be incomplete or disorganized. Documentation is missing or unclear. Potential template use is evident.	Source code is original, complete, and available upon request. Documentation includes proper citations and source attribution. No templates used.	Source code is well- organized, clearly written, and fully original. All sources and materials are properly documented with professional presentation. Demonstrates strong ownership and understanding of the development process.	
	0 points	1-9 points	10-16 points	17-20 points	
Presentation Delivery			I		
Statements are well- organized and clearly stated	Competitor(s) did not appear prepared	Competitor(s) were prepared, but flow was not logical	Presentation flowed in logical sequence	Presentation flowed in a logical sequence; statements were well organized	
	0 points	1-6 points	7-8 points	9-10 points	
Consistently displays confidence, poised body language, engaging eye contact, and effective voice projection.	Did not demonstrate any of the listed skills	Demonstrated 1-2 of the listed skills (confidence, body language, eye contact, or voice projection)	Demonstrated 3 of the listed skills (confidence, body language, eye contact, or voice projection)	Demonstrated all skills, enhancing the overall presentation	
p. 0,000	0 points	1-6 points	7-8 points	9-10 points	
Demonstrates the ability to effectively answer questions	Does not respond to questions or responses are completely off-topic.	Provides incomplete or unclear answers that show limited understanding.	Responds accurately and clearly to most questions, showing adequate understanding.	Responds confidently with clear, accurate, and thoughtful answers that enhance the overall presentation.	
	0 points	1-6 points	7-8 points	9-10 points	
Presentation Protocols	-		•		
Adherence to Competitive Events Guidelines	Competitor(s) Did Not Follow Guidelines	Execution Aligned with Guidelines: (All criteria must be met) ✓ Used only allowable technology devices (sizing specs followed; maximum three) ✓ Presentation aligned with the assigned topic ✓ Maintained professional boundaries during set-up time (no interaction w judges) ✓ Did not leave materials behind after the presentation ✓ Links or QR codes were displayed appropriately (not clicked or scanned judges) ✓ Audio was presented without external speakers (preliminary round) ✓ Avoided use of food or live animals ✓ Templates are not used			
	0 points	10 points			-
	· · · · · · · · · · · · · · · · · · ·	enalty Points (5 points fo		5 points for late arrival penalty)	
		,,		resentation Total (220 points)	
Name(s):					l
School:				Section:	
Judge Signature:				Date:	

Comments: