



ROYAL QUEENSLAND SHOW

SCAREBOTS: REUSE, REIMAGINE, REINVENT



Foundation - 6

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COMPETITION OVERVIEW

School Scarecrow Competition

Building a scarecrow offers a creative and engaging learning opportunity for Queensland primary school students.

This activity touches on various curriculum areas such as Humanities and Social Sciences (HASS), The Arts, English, Science, and Mathematics, allowing students to explore cultural, environmental, and artistic themes while developing practical skills. This activity fosters creativity, collaboration, and problem-solving while also connecting students to Queensland's agricultural heritage.



IMPORTANT CONTACTS

Competition Enquiries

entries@rna.org.au

Education Content Enquiries

education@ekka.com.au

Ekka School & Group Bookings Enquiries

groupbookings@ekka.com.au



2027 THEME

“ScareBots: Reuse, Reimagine, Reinvent”

This year's School Scarecrow Competition invites students to create their own **ScareBot** - a fun and imaginative scarecrow built from reused, recycled and repurposed materials. Students are encouraged to transform everyday items into a unique ScareBot character with a special role to play. Whether it helps plants grow, protects a vegetable patch, saves water or supports local wildlife, every ScareBot can contribute to a healthier and more sustainable future. This theme encourages students to think creatively about how we can **reuse, reimagine and reinvent** materials to reduce waste and make a positive impact on the world around us.

Using a **“ScareBots: Reuse, Reimagine, Reinvent”** theme for the School Scarecrow Competition aligns with several aspects of the Australian Curriculum, particularly in **The Arts, Design and Technologies, Science and English**. The theme encourages students to explore sustainability by giving old materials a new purpose through creative design and construction. Through the creation of a ScareBot, students can develop problem-solving, design and creative thinking skills while gaining an understanding of how reusing and repurposing materials can help care for the environment and contribute to a more sustainable future.



AI GENERATED IMAGE



CURRICULUM ALIGNMENT

FOUNDATION

Achievement Standard

By the end of Foundation, students create, communicate and choose design ideas. They follow steps and use materials and equipment to safely make a designed solution for a purpose. Students also create short spoken texts and retell stories.

Design and Technologies: Designing and Making

generate, communicate and evaluate design ideas, and use materials, equipment and steps to safely make a solution for a purpose ([AC9TDEFP01](#))

English: Creating Literature

retell and adapt familiar literary texts through play, performance, images or writing ([AC9EFLE05](#))

Competition Connection

Students design and create a ScareBot using recycled materials and develop a simple story about its role in helping gardens, farms or the environment.



Creative and critical thinking



Literacy



Personal and social capability



Sustainability





CURRICULUM ALIGNMENT

YEAR 1

Achievement Standard

By the end of Year 1, students describe familiar products and environments, communicate design ideas using models and drawings, and safely produce designed solutions.

Design and Technologies: Generating and Designing

Generate and communicate design ideas by describing, drawing or modelling ([AC9TDE2P01](#)).

Design and Technologies: Evaluating

Evaluate the success of design ideas and solutions including sustainability ([AC9TDE2P03](#)).

Competition Connection

Students create a ScareBot from reused materials and explain how their design helps reduce waste or care for the environment.



Creative and critical thinking



Literacy



Personal and social capability



Sustainability





CURRICULUM ALIGNMENT

YEAR 2

Achievement Standard

By the end of Year 2, students describe the purpose of familiar products and create designed solutions using models, drawings and sequenced steps.

Design and Technologies: Technologies and Society

Use materials, components, tools, equipment and techniques to safely make designed solutions ([AC9TDE2P02](#)).

Design and Technologies: Generating and Designing

Generate and communicate design ideas through describing, drawing or modelling ([AC9TDE2P01](#)).

Competition Connection

Students investigate how everyday items can be reused and transformed into a creative ScareBot solution.



Creative and critical thinking



Literacy



Personal and social capability



Sustainability





CURRICULUM ALIGNMENT

YEARS 3 - 4

Achievement Standard

By the end of Year 4, students describe how products, services and environments are designed to meet people's needs, including sustainability. Students communicate design ideas using models and drawings and create designed solutions.

Design and Technologies: Technologies and Society

Examine factors including sustainability that impact the design of products, services and environments ([AC9TDE4K01](#)).

Design and Technologies: Investigating and Defining

Explore needs or opportunities for designing and test materials, tools and processes needed to create designed solutions ([AC9TDE4P01](#)).

Design and Technologies: Evaluating

Use design criteria including sustainability to evaluate design ideas and solutions ([AC9TDE4P04](#)).

Competition Connection

Students investigate environmental challenges, select appropriate recycled materials, and justify how their ScareBot design supports a sustainable future.



Creative and critical thinking



Literacy



Personal and social capability



Sustainability





CURRICULUM ALIGNMENT

YEARS 5 - 6

Achievement Standard

By the end of Year 6, students explain how products, services and environments are designed to meet community needs, including sustainability. They select and justify design ideas against sustainability criteria and develop project plans to create designed solutions.

Design and Technologies: Technologies and Society

Explain how people in design and technologies occupations consider sustainability in the design of products, services and environments ([AC9TDE6K01](#)).

Design and Technologies: Investigating and Defining

Investigate needs or opportunities for designing and the materials, tools and processes needed to create designed solutions ([AC9TDE6P01](#)).

Design and Technologies: Evaluating

Select and justify design ideas and solutions against design criteria that include sustainability ([AC9TDE6P04](#)).

Competition Connection

Students can design a ScareBot that addresses a sustainability challenge, justify their choice of recycled materials, and explain how their design contributes to a more sustainable future.



Creative and critical thinking



Literacy



Personal and social capability



Sustainability





CLASSROOM RESOURCES

What is Upcycling - Foundation - Year 4

We've all heard of recycling, but what is upcycling? Upcycling refers to creating something of value out of unwanted materials or waste. Hayley Atkins is an artist living in outback New South Wales who uses upcycling to create works of art, like the giant mask for the White Cliffs Underground Art Festival. Can you think of how you might upcycle using discarded items around your home or at school?

<https://www.abc.net.au/education/what-is-upcycling/13593278>



War on Waste: What happens to plastic packaging? - Years 3 - 6

Although we all throw things away on a daily basis, we rarely think about where the plastic bottles, bags and straws go after we've tossed them into the bin.

<https://www.abc.net.au/education/war-on-waste-what-happens-to-plastic-packaging/13723580>



Waste & Recycling / Sustainable Schools NSW

Hands-on sustainability activities and investigations focused on reducing waste at school.

<https://sustainableschoolsnsw.org.au/curriculum/teaching-resources/waste/>



Education Hub / Clean Up Australia

This is a central space for educators to get essential resources that inspire action for a cleaner, more sustainable future. Whether you're a school teacher, youth leader, community educator, or just passionate about sharing knowledge, you'll find practical resources, lesson plans, challenges, and other activities that turn learning into real-world impact.

<https://www.cleanup.org.au/education-hub/>



Recycling Primary Resource

This primary resource helps children learn all about recycling. Discover what happens to our household waste and why it is important to reduce, re-use and recycle. Where does most of our rubbish end up? How much of it can be recycled? How does the recycling process work? What are the 'Do's and Don'ts' of recycling?

<https://www.natgeokids.com/au/primary-resource/recycling-primary-resource/>



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learning to life through the Ekka experience.*



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ROYAL QUEENSLAND SHOW



INTERNATIONAL AWARD WINNERS

The Royal Queensland Show (Ekka) is recognised for its excellence, over many years, by winning numerous awards at the International Fairs & Expos (IAFE) Awards.

IAFE has more than 1,000 members representing agricultural fairs from the United States, Canada, the United Kingdom, and Australia.

These awards represent the continued dedication the Ekka plays in bridging the country city divide, and educating the next generation on the essential role farming and agriculture plays in their everyday lives.



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