CENTURY | COBIS Council of British International Schools

CENTURY + COBIS · 2026/27

Learning Legends

Terms and Conditions

ENTRIES CLOSE	COMPETITION RUNS	WINNERS ANNOUNCED	PRIZE
Mon 11 Jan 2027 23:59 GMT	**18–28 Jan 2027** Mon to Thu	**Fri 29 Jan 2027** Top 5 per category	**£250 Amazon voucher** Per category winner

1 Eligibility and Entry

1.1 To enter the CENTURY + COBIS Learning Legends (the 'Competition') your school must be a COBIS member.

1.2 To participate in the Competition, you must have access to the CENTURY platform with accounts set up for all participating staff and students.

1.3 CENTURY Tech will offer full access to the platform to all participating schools for the duration of the Competition.

1.4 Only bona fide schools are eligible to compete in the Competition.

1.5 Home schools or non-school organisations are not eligible. Each school with a registered COBIS account should participate as an individual school.

1.6 As a business based in the UK, CENTURY Tech is following the UK government policy of services exports ban to Russia. Therefore, presently we are unable to offer schools based in Russia access to the CENTURY + COBIS Learning Legends Competition.

2 Key Dates

2.1 The Competition will start at 00:00 GMT on Monday 18th January 2027 and end at 23:59 GMT on Thursday 28th January 2027.

2.2 The last chance to enter the Competition will be 23:59 GMT on Monday 11th January 2027.

3 Categories

3.1 Participation is open to schools with a registered COBIS account. Each school may participate in only one of the following categories:

a Primary School:
For entries featuring only primary school students

b Secondary School:
For entries featuring only secondary school students

c All-Through School:
For entries featuring both primary and secondary school students

4 Clarifications

4.1 Active Student, is defined as a student who has logged in and completed at least one qualifying nugget on the platform during the competition period.

4.2 Onboarded Students, refers to the total amount of student accounts.

5 Scoring

5.1 To ensure fair and engaging competition, the following scoring system will be used:

Individual Student Scores

5.2 Schools must have a minimum of 100 onboarded students to be eligible for inclusion on the leaderboard.

5.3 Students earn points for each question they answer correctly in a nugget.

5.4 To encourage meaningful learning pathways and support revision, only questions answered in nuggets completed via the Recommended Pathway (RP) or assigned as Teacher Assignments will count towards competition scores. Completions via self-directed browsing in 'My Courses' will not contribute to competition points.

5.5 Students can retry nuggets to improve their score. Only correct answers within the first 2 attempts (initial attempt plus 1 repeat attempt) will count towards the school's overall score. This is to avoid excessive repetition of questions in easy nuggets and prevent nugget grinding. We suggest highlighting this rule to your students.

5.6 We will also provide data on the average number of all questions answered per active student as well as the total number of nuggets completed and overall study time.

School Overall Score

5.7 To contribute to the school's overall score, a student must be active in all competition courses: English, maths and science.

5.8 At least 50% of the school's total onboarded students must be actively participating in all competition courses for their scores to be counted.

Calculation of School Scores

5.9 The overall score for each school will be calculated as follows: The percentage of active students in a given subject is calculated by dividing the number of active students in that subject by the total number of students onboarded for the competition at that school.

5.10 This percentage is then used as a weighting factor for the subject.

5.11 The subject score is determined by multiplying the total number of eligible questions answered correctly in that subject by the weighting factor.

IN SHORT, FOR EACH SUBJECT

Weighting factor = Active students in subject ÷ Onboarded students

Subject score = Eligible correct answers × **Weighting factor**

6 Winning

6.1 To maximise your school's chances of winning, encourage consistent student participation and high usage across all competition courses (English, maths and science) via the Recommended Pathway and Teacher Assignments. The winning school will be determined based on the highest overall score, reflecting strong engagement across subject areas.

7 Teacher Engagement Challenge

7.1 A separate 'Engaged Teacher' challenge will run alongside the student competition via a short quiz. Participation in this challenge incentivises dashboard usage and feature engagement but operates independently and will not affect or alter student calculations or school leaderboard scores.

8 Competition Prizes and Winners

8.1 **Minimum Participation:** The Competition will only run if a minimum of 15 schools participate. CENTURY Tech and COBIS reserve the right to cancel or amend the competition in the event of circumstances beyond their control. CENTURY Tech and COBIS reserve the right to amend these terms and conditions up to four weeks prior to the competition start date. Schools may withdraw by notifying CENTURY Tech in writing before the competition start date.

8.2 **Winning Schools:** The top-placed school in each category (Primary, Secondary and All-Through) at 23:59 GMT on 28th January 2027 will win a £250 Amazon voucher.

8.3 **School's Leaderboard and Announcement:** The top 5 schools on each category leaderboard at 23:59 GMT on 28th January 2027, including the category winners, will be announced on Friday 29th January 2027.

8.4 The winning school will be announced by Friday 29th January 2027. The winners will be notified by email and on social media.

8.5 Prizes will be forwarded to winning schools within 2 weeks of the competition's completion (actual delivery times may vary depending on location).

8.6 By entering the Competition, the winner agrees to participate in such reasonable promotional activity and material as CENTURY Tech and COBIS may require.

9 Fair Play

9.1 Only bona fide students are eligible to participate in the Competition. Schools with anything more than experimental use from academic staff accounts during the Term of the Challenge may be excluded from the Competition.

9.2 Any foul play, cheating, or attempted manipulation of the results will result in a permanent exclusion of the offending school from the Competition. CENTURY Tech's judgement on this point will be final.

10 Operator, Data and Privacy

10.1 This competition will be operated by CENTURY Tech Limited, registered address: 2 Printer's Yard, 90a The Broadway, London SW19 1RD.

10.2 Registration data will be collected by CENTURY Tech and shared with COBIS for the administration and delivery of the Competition. COBIS and CENTURY Tech have a data-sharing agreement in place to protect the transfer of this information. This information will not be passed by COBIS or CENTURY to any other parties.

10.3 To view the COBIS Privacy Policy, please visit **www.cobis.org.uk/privacy-policy**. To view the CENTURY Tech Privacy Policy, please visit **www.century.tech/terms-of-use-privacy-intellectual-policy/**.

10.4 By participating in a COBIS Student Event, individuals agree to abide by the COBIS Student Events Code of Conduct.

10.5 Further, these event Terms and Conditions should be read in conjunction with the COBIS Membership Terms and Conditions (with specific reference to Schedule 14), which is linked **here**. By agreeing to these event Terms and Conditions, you agree to also be bound by the relevant sections of the COBIS Membership Terms and Conditions. Should your school not adhere to the Membership Terms and Conditions, your membership with COBIS may be subject to review as determined by the COBIS Board.

10.6 COBIS and CENTURY reserve the right to publish updated guidance and Terms and Conditions regarding the Learning Legends Competition.