# Programming as a Second Language Scholarship

## About
Punchkick Interactive is proud to announce our **Programming as a Second Language Scholarship**, where we ask students to examine the benefits of having children learn to code from a young age. Students from all different disciplines and majors are invited to state their opinion on why programming should be a part of a child’s curriculum, as much as history and math, in the form of a persuasive essay or piece of media.

## Eligibility
To apply for the scholarship, applicants must be a student currently enrolled or accepted at a two-year or four-year college or university in the United States.

**Incoming Freshmen**

Applicant must be a current student, have a cumulative high school grade point average (GPA) of at least 3.0 on a 4-point scale, and have taken either the ACT or SAT test.

**Freshmen, Sophomores, Juniors and Seniors**

- Applicant must have a cumulative college grade point average (GPA) of at least 3.0 on a 4-point scale, and be enrolled full-time at an accredited two-year or four-year college or university in the United States for Fall 2016.
- Applicant must use the scholarship toward undergraduate program (i.e. graduate and masters programs not eligible).
- If the applicant or the applicant’s parent/legal guardian is employed by Punchkick Interactive at the time of award, or is a past employee, the student is not eligible for the scholarship. Eligibility of finalists will be verified before winners are selected.

## How To Enter
Written and visual submissions should be sent by August 1, 2016 at midnight to scholarship@punchkick.com as attachments (Word, Pages, or PDF format) with the subject line “Programming as a Second Language Scholarship Entry.”

## Award Amount
$1,000

## Deadline
Application deadline is August 1, 2016

## Website
https://www.punchkick.com/scholarship