



Solve for Tomorrow 2021

EDUCATOR RESOURCE

Updated 3 May 2021

BACKGROUND

With the support of MOTAT, Samsung is launching Solve for Tomorrow in New Zealand, a new nationwide competition designed to raise awareness of STEAM (science, technology, engineering, art, math) topics and encourage students to address their community's societal issues with innovative, STEAM-based solutions.

The competition has been hugely influential internationally, having over 1.7 million students and teachers participate across more than 20 countries in the past 10 years.

Solve for Tomorrow will launch in New Zealand in 2021, with the intention to build a strong base of awareness, encourage participation in the competition and grow both in subsequent years.

Relevance and simplicity will be the focus for this first year of the competition – inspiring students to generate ideas and / or projects that tackle relevant community issues in the true spirit of Solve for Tomorrow, while encouraging participation by keeping the entry requirements simple and easy for both teachers and students to follow and get behind.

ABOUT SOLVE FOR TOMORROW

Solve for Tomorrow is a schools competition challenging New Zealand's next generation of innovators to change the world for good.

Delivered in partnership with the Museum of Transport and Technology (MOTAT) and open to Kiwi kids in Years 7-10, Solve for Tomorrow is designed to build interest and proficiency in STEAM (science, technology, engineering, arts, and mathematics), and tasks students to show how it can be applied to help improve their communities.

Launched in the US in 2010, the competition has been hugely influential internationally, with more than 1.7 million students and teachers participating across 20 countries.

Award-winning scientist and 2021 New Zealander of the Year, Associate Professor Dr Siouxsie Wiles will judge entries alongside Julie Baker from MOTAT and Simon Smith from Samsung. The winning individuals or teams will share \$20,000 in prize money and Samsung tech for them and their school.

Why enter?

Solve for Tomorrow is a competition centered around creativity, allowing students to think and collaborate around the real-world application of STEAM, and encouraging them to address their community's societal issues with innovative, relevant, STEAM-based solutions.

For teachers, not only is this a fresh and exciting way to get students involved in STEAM and their communities, but there are some fantastic cash and tech prizes up for grabs, that could be a great addition to your classroom.

THE BRIEF

The challenge is simple.

Identify an issue your community is facing – it could be around sustainability and the environment, or diversity and inclusion for example – unleash your creativity and demonstrate how STEAM can be applied to create a feasible solution.

Criteria

The selection criteria for determining the winning entries includes the following five criteria. Entries will be judged on:

- Relevance (20%) – Identifying an issue that impacts your community or group of people
- Feasibility (30%) – Feasibility of the solution with current technology and resources considered
- Creativity (20%) – Creativity and originality of the idea
- STEAM (20%) – Application of STEAM to help solve the problem / issue
- Presentation (10%) – Quality and effectiveness of entry.

How to enter

Entries open in May 2021. Participants must submit their entries at www.samsung.com/nz/solvefortomorrow, and follow the entry requirements. An Entry must consist of:

- Fully completed online application form, with answers to all questions, and
- A downloadable link, non-expiring (for example using Google Drive or DropBox) where you upload your Entry using one of the approved entry formats:
 - Written plan or essay (max 1,000 words)
 - Poster, diagram, model, or artwork (submitted via PPT, PDF, video or jpg format)
 - Presentation PowerPoint (max 10 slides)
 - Video presentation (max 5 minutes)
 - Prototype (submitted via video)

It's that simple!

Timeline

- Entries open: 1 May 2021
- Entries close: 31 August 2021
- Winners announcement: 30 September 2021

TEACHER INFORMATION AND T&CS

To enable teachers to incorporate Solve for Tomorrow within their teaching programme, the programme has been designed to align with New Zealand's National Education and Learning Priorities (NELP).

Core objectives addressed through Solve for Tomorrow include:

- Barrier free access:

- There are no bad ideas, or qualifications needed. We want students to feel free to express innovative and creative ideas as they work together as a team
- Inclusive education:
 - We want to empower students to think about their own communities and encourage curiosity about their world. Who is in it? What is great about it? And what can be improved on?
- Hands-on learning:
 - Get hands-on to create something that could make a tangible difference within the community
- Application of STEAM learning:
 - We want to give students a taste of how STEAM can be used to make a difference
- Leadership and group learning:
 - Solve for Tomorrow is an opportunity for both teachers and students to work together as a group, learning to share their opinions and ideas and stepping up and leading others as the project progresses.

What to include with your entry?

- Identify your school, teacher name and student names and ages
- Fully completed online application form
- A downloadable link, non-expiring link to your entry (in one of the approved formats)
- Your contact information

Who can enter?

- Year 7-10 students and their teacher(s)
- Solve for Tomorrow is open to individuals or teams. There is no limit to the number of people in the teams – it could be a group of 4-5 students or a whole class.
- Schools may enter as many individuals or teams as they like.

FAQ

1. Who can enter?
 - Year 7-10 students and their teacher(s) / home school supervisor(s). Solve for Tomorrow is open to individuals or teams. There is no limit to the number of people in the teams – it could be a group of 4-5 students or a whole class.
2. Does it cost to enter?
 - No. Solve for Tomorrow is free to enter and there is no purchase requirement.
3. How many times can I enter?
 - Each individual or group may submit one application. Teachers / home school supervisors may submit on behalf of their students. There is no limit to the number of entries per school.
4. How are entries judged and by who?
 - Entries will be judged against the five key criteria. The judging panel will comprise individual judges from Samsung and MOTAT, alongside Dr Siouxsie Wiles.
5. How will I know if I am successful?

- You will be contacted via the contact details you provide in your application.
6. Will Samsung own my idea?
 - No. You will retain the rights to any intellectual property surrounding your idea.
 7. My question is not answered here.
 - Please forward any enquiries to: solvefortomorrownz@samsung.com