

Solve
for Tomorrow

In partnership with



& **SAMSUNG**

Solve for Tomorrow 2023

EDUCATOR RESOURCE

Updated April 2023

ABOUT SOLVE FOR TOMORROW

Samsung's Solve for Tomorrow competition is back in New Zealand for the third year in 2023 and shaping up to be better than ever!

Delivered in partnership with the Museum of Transport and Technology (MOTAT) and open to Kiwi students kids in Years 5-10, Solve for Tomorrow is a nationwide schools competition, challenging New Zealand's next generation of innovators to change the world for good.

Designed to build interest and proficiency in STEAM (science, technology, engineering, arts, and mathematics), students must apply design thinking and tackle relevant community and societal issues with innovative, STEAM-based solutions.

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 be back again to judge entries alongside Julie Baker from MOTAT and Dr Joel Rindelaub, 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 foster design thinking in their communities, but there are some fantastic cash and tech prizes up for grabs, that could make a great addition to your classroom.

THE BRIEF

The challenge is simple.

Identify an issue your community is facing – see our [2022 winners](#) for great examples – unleash your creativity and demonstrate how STEAM and design thinking 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.

To review the full assessment criteria, see [here](#).

How to enter

Entry is simple – but we're mixing things up a little this year to help make your entries better than ever!

Firstly, you can now register to access custom resources and webinars, and you'll be first to receive information about upcoming competition milestones.

Secondly, we're excited that this year we're giving you the opportunity to receive judges' feedback if you complete and submit your Project Plan by the deadline! This step is optional, but in keeping with design thinking principles, taking the opportunity to receive and implement feedback will strengthen your entry and improve your chance of winning! We highly recommend this step!

Simply send us your Project Plan by **26 June 2023** **July 2023**. Feedback will be provided by **21 July 2023** and you'll then have until **4 September 2023** to submit your final entry.

All Year 5-10 students and their teachers(s) can enter Solve for Tomorrow. Entries are welcome from individuals or teams. There is no limit to the number of people in each team – it could be a group of 4-5 students or a whole class. Schools may enter as many individuals or teams as they like.

What to include in your entry

Tell us everything we need to know about you and your idea. What is the issue you are addressing, what is your solution, who is it for, why is it different, and what inspired you?

Entries can be submitted in the following 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)

Timeline

- Entries open: 8 May 2023
- Project Plan submission deadline: 26 June 2023
- Project Plan feedback provided: 21 July 2023
- Entries close: 4 September 2023
- Winners announcement 22 September 2023

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 5-10 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. Can I enter my science fair project?
 - Yes, you can enter a project from a previous competition, including Science Fair. However, you'll need to make sure your project meets the judging criteria.
2. Who can enter?
 - Year 5-10 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.

3. Does it cost to enter?
 - No. Solve for Tomorrow is free to enter and there is no purchase requirement.
4. 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.
5. 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.
6. How will I know if I am successful?
 - You will be contacted via the contact details you provide in your application.
7. Will Samsung own my idea?
 - No. You will retain the rights to any intellectual property surrounding your idea.
8. My question is not answered here.
 - Please forward any enquiries to: solvefortomorrownz@samsung.com