



**GROWING  
NZ**

**INNOVATION  
CHALLENGE**

student  
guidebook  
2019

Preview

Preview

## **CONTACT**

Young Enterprise

Email: [support@youngenterprise.org.nz](mailto:support@youngenterprise.org.nz)

Phone: 04 570 0452

# CONTENTS

Introduction	3
Project Journey	4
Your Challenge	5
Choose Your Enablers	6
Detail on Enablers	7-24
Brainstorming	25
Creating and Describing Value	26
Prototyping	27
Presentation Tips	28
A Challenge for Every Talent	30
Find Out More	31



# INTRODUCTION

This programme is for year 9-11 students with an interest in technology, science or business.

The challenge uses a team project approach and can be delivered through an inter-school challenge day or a classroom project.

## INTER-SCHOOL CHALLENGE DAY (IN SELECTED REGIONS)

This day presents teams with an industry challenge. It requires you to use investigative research and practical knowledge of science, technology and business to design and prototype a solution to the challenge. You will interview and collect feedback from industry representatives. Each day has \$250 worth of prizes up for grabs.

**Communication**

**Inquiry**

**Teamwork**

**Presentation**

**Feedback**



## CLASSROOM PROJECT

This project mirrors the facilitated inter-school challenge day however it is completed over a series classroom based lessons.

You will:

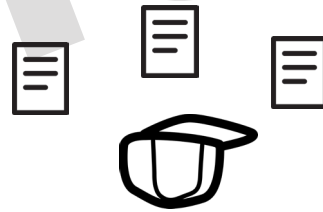
1. Start with a challenge affecting the primary sectors
2. Research and investigate the challenge
3. Choose two technology or science related 'enablers'
4. Develop a 'big idea' as a solution to the challenge
5. Design a rough prototype
6. Present your 'big idea' and prototype to others
7. Reflect and celebrate

# PROJECT JOURNEY

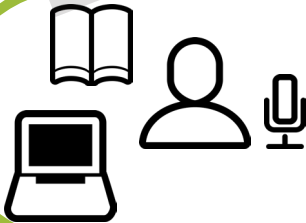
Divide into teams of four



Select a challenge



Research



Choose two enablers

**AI** ✓   **GPS** ✓   **L**   **VR**

Build prototype/s



Brainstorm ideas



Presentation



Reflect and Celebrate

