

**GROWING
NZ**

**INNOVATION
CHALLENGE**

student
guidebook

Preview

Preview

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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

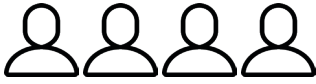
This project mirrors the facilitated inter-school challenge day however it is completed over a series classroom based lessons.

You will:

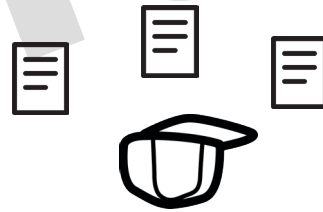
1. Start with a challenge affecting the primary sectors
2. Research and investigate the challenge
3. Choose two technology or science related 'enablers'
4. Develop a 'big idea' as a solution to the challenge
5. Design a rough prototype
6. Present your 'big idea' and prototype to others
7. Submit an entry into the national competition and be in to win.

PROJECT JOURNEY

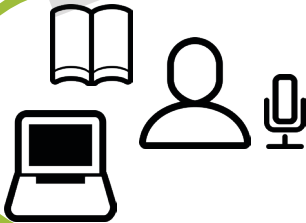
Divide into teams of four



Draw challenge from hat



Research



Choose two enablers

AI ✓ **GPS** ✓ **L** **VR**

Build prototype/s



Brainstorm ideas



Presentation



Enter and win

