CENTURY Changemakers

Innovate. Impact. Inspire: Join the Challenge

Task

Design a mobile app in response to one or more UN Sustainable Development Goal.

Eligibility

Students aged between 9-18 who are attending UK schools or British International schools. Open to individuals or groups of up to 6.

Submissions Open

15th July 2024

Submissions Close

20th December 2024 17:00

About

This challenge is more than just a competition; it's a platform for young minds to innovate, impact, and inspire. Whether you're passionate about environmental sustainability, social justice, or technological advancements, this is your chance to develop innovative solutions that can make a tangible difference in the world. Enhance your creativity, technical skills, and entrepreneurial mindset and win an exciting prize during a ceremony at the Houses of Parliament.

The Challenge

The 17 Sustainable Development Goals (SDGs), recognize that ending poverty and other deprivations must go hand-in-hand with strategies that improve health and education, reduce inequality, and spur economic growth – all while tackling climate change and working to preserve our oceans and forests. Your challenge is to design an mobile app that tackles one or more of the 17 Sustainable Development Goals:

1: No Poverty

2: Zero Hunger

3: Good Health & Well-being

4: Quality Education

5: Gender Equality

6: Clean Water & Sanitation

7: Affordable Clean Energy

8: Decent Work & Economic Growth

9: Industry, Innovation & Infrastructure

10: Reduced Inequalities

11: Sustainable Cities & Communities

12: Responsible Consumption & Production

13: Climate Action

14: Life Below Water

15: Life on Land

16: Peace, Justice & Strong Institutions

17: Partnerships for the Goals

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What to submit

- Your app design (in one of the accepted formats)
- A short written summary (maximum 400 words)

Accepted formats:

- Presentation (up to 4 slides)
- PDF (up to 4 pages)
- Video (up to 1 minute long)
- PNG/JPG (Up to 4)
- A scanned or digitally completed worksheet (see competition page to download)

The upload limit for all files is 100mb.

How to submit

On the **competition page**, click the 'Submit an entry' button and upload the submission along with a short written summary. All submissions must be made by teachers. Teachers are able to submit a maximum of 5 student submissions.

Key dates

15th July	Entries Open
20th December	Entries Close
Beginning of January	Judges to review entries
Mid January	Winners announcement
5th February	Awards ceremony in the Houses of Parliament

Judging criteria

The judges will evaluate submissions based on the following criteria; innovative concept, impact potential, user-centric design, execution, feasibility and innovation in technology.

Prizes & Categories

The prizes will be presented during a ceremony in the Houses of Parliament, exact dates and rewards will be announced in due course. There are seven categories:

1 Upper Key Stage 2 *For students aged 9 to 11 by August 31.*

2 Key Stage 3 *For students aged 11 to 14 by August 31.*

3 Key Stage 4 *For students aged between 14 and 16 by August 31.*

4 Key Stage 5 *For students aged between 17 and 18 by August 31.*

5 Most Innovative *The entry that scores highest for innovative concept across all age categories.*

6 Most Impactful *The entry that scores highest for impact potential across all age categories.*

7 Most Inspiring *The entry that most inspires the judges across all age categories.*

GOOD LUCK!