



The Challenge

How can we improve the world? The TCS' Ignite Innovation Student Challenge wants to inspire students in 6th–8th grade and at least 10 years old to answer this question by sharing an idea for a digital solution, like a mobile app, website, robot, or wearable tech. Work with a team (up to 4) or on your own to define a problem that can be solved through a digital innovation in the areas of Health, Our Planet, or Education. All you need is an idea communicated via a 1–2-minute video that addresses how the digital solution will improve the world and the computational thinking strategies that were used to guide to the solution to win BIG!

Challenge Support

The **TCS' Ignite Innovation Student Challenge Idea Starters** are support materials to help guide your thinking as you plan how to present your idea for a digital solution that can improve the world. Idea Starters include a Planning Guide, Challenge Templates, Computational Thinking Strategies, and of course, the Challenge Rules. Students can find the Ignite Innovation Student Challenge Idea Starters online at www.ignitemyfutureinschool.org/challenge/idea-starters.

Need a little more inspiration? Check out the videos from last year's TCS' Ignite Innovation Student Challenge winners where they share their inspiration for solving real-world problems with computational thinking at www.ignitemyfutureinschool.org/challenge/winner-archive.

Rules for Entry


It's important to review all the Challenge Rules, but here are some to keep top of mind as you work on your entry:

A Student or Team (up to 4) must identify a new digital solution based on the Student/Team's own original idea. The Student/Team must create a one- to two- minute video that:

- describes a problem in one of the three Pillars of Health, Our Planet, or Education;
- explains how the digital solution solves a local, national, or global issue;
- identifies the population being served;
- explains benefits of the digital solution; and
- identifies at least one computational thinking strategies used to develop the digital solution

Entry Video Tips

- Your entry video must be longer than 60 seconds, but no longer than 120 seconds.
- YouTube links with the video's privacy settings set to "Unlisted" must be added to entry by **8PM on April 9, 2020** to be considered.
- Entry videos **must not contain any music or any third-party** images of any kind.
- Entries are accepted from individual students and from team of 4 or less students. Only one entry per person (Team Leader or Individual) are allowed.
- For team submissions, each Student team member must appear in the video, and each must give a portion of the presentation within the video.

 Find more easy-to-implement resources to integrate computational thinking practices into your classroom by visiting ignitemyfutureinschool.org

JUDGING

A panel of qualified judges from Discovery Education, Tata Consultancy Services and its partner organizations, educators and science professionals will score qualifying videos using the following judging criteria:

- **Creativity** | 20% of score
 - *Demonstrates a original idea, fresh approach and clear computational thinking vision to a real-world problem*
- **Content** | 40% of score
 - *How well the entry addresses the requirements of the Challenge*
- **Persuasiveness and effective communication** | 20% of score
 - *Be clear and thoughtful*
- **Overall Presentation** | 20% of score

PRIZES

The TCS' Ignite Innovation Student Challenge has some exciting prizes for winning video entries.

- **1st Place:**
 - \$10,000 scholarship, a virtual mentorship with TCS employees and a virtual mentorship with TCS' Tech team members to encourage taking your winning idea to the next level!
- **Top Pillar Prize:**
 - \$7,500 scholarship for top entries in Health, Our Planet and Education.
- **Winner's Circle:**
 - Six \$1,000 scholarships

SUBMIT YOUR ENTRY

**www.IgniteMyFutureInSchool.org/Challenge
by April 9th, 2020 at 8PM ET!!**