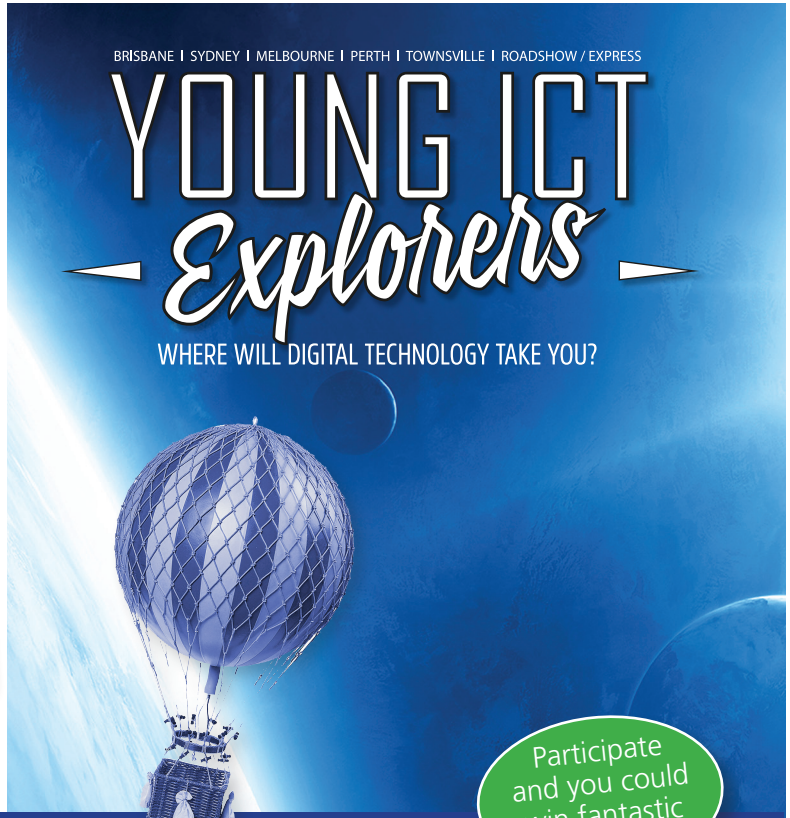
HOW TO REGISTER

Registrations are open for **2018**:
Teachers/Parents/Guardians need to register the School/their team's interest before the **10th** of June **2018** via our website. Teams need to be registered and project documents submitted by the **24th** June **2018**.



The competition days are held during **August - October** in the respective states. Please refer to the website for more details about the dates and venues in your city.

For more information visit our website **youngictexplorers.net.au**

Contact us at:
info@youngictexplorers.net.au
travis.joy@sap.com

Showcase your innovative Information & Communication Technology projects

Registrations open:
QLD I **NSW** I **VIC** I **WA** I Roadshow / Express

youngictexplorers.net.au
@YoungICTExplore
facebook.com/youngictexplorers

Proudly supported by

The Challenge

Young ICT Explorers is an open Digital Technology Challenge for school age students from year 3 to year 12 across Australia.

The aim of the challenge is to inspire and encourage school students to be not just end users of digital technology but also to become creators and innovators of digital technology.

Through the challenge, students are able to create and showcase innovative Digital Technology related projects. It provides a forum for students, teachers and parents to experience student projects from surrounding schools and to present these to both academic and industry leaders.

Why get involved?

- It's free; there is no entry cost for students and schools.
- Young ICT Explorers compliments the school curriculum with learning outcomes directly linked to the Australian Digital Technologies Curriculum. Projects entered can be anything students have been working on inside or out of the classroom.
- It inspires creativity and collaboration, the sharing of ideas and knowledge.
- Great prizes for 1st, 2nd and 3rd place. Additional prizes may be awarded on the day.
- The 1st place project in each division also receives direct entry into the National Competition.
- Great networking opportunity to meet other dynamic ICT teachers and educators. Students can network with similarly inspired young minds.

The Guidelines

By creating a digital technologies project of their choice (mobile apps, wearables, robotics, website etc.) students can either showcase their passion or identify and solve a problem within their school or broader community.

This open-ended approach aims to spark a lifelong interest in digital technologies and the possibilities available to foster a broad range of ideas and independent problem solving skills.

We welcome all kinds of projects providing they have a clear link to digital technology. (submission guidelines can be found in the 2018 information pack).

Teams

Students can compete individually or in project teams of up to four students.

Age Divisions

Grades 3-4, 5-6, 7-8, 9-10, 11-12

BD0102-BARK DESIGN-21.03.2018