

放眼全球○科技创新

2026

A Students Challenge For the Global Goals

Student Guide

What is the Challenge?

2026
全球目标创意挑战
A Students Challenge for The Global Goals

In 2021, CIFAL Shanghai (Shanghai International Training Centre of the United Nations Institute for Training and Research) partnered with iMake Education to develop a K12 program focused on the UN Sustainable Development Goals. Together they introduced the "A Students Challenge for the Global Goals," an initiative designed to raise awareness of the SDGs among young learners and to encourage students to observe the world around them, care about everyday life, and build a sense of responsibility and purpose to shape a better future through science and technology.

The Global Goals Challenge is a yearly innovation event open to all students aged 7–18, participation for every school. The program invites students to unleash their creativity and inspiration, to think like designers and engineers, to identify real problems, craft practical solutions, and confidently showcase their own projects.



Projects are assessed through process-based evaluation, with an emphasis on engineering thinking, problem-solving methods, and the all-round qualities students demonstrate during hands-on practice. A panel of judges—made up of experts from universities, industry leaders, and experienced investors—conducts the review online. The online assessment takes place in two stages:

- **Round One**: Judges review each team's application materials, including a project summary, photos of the invention, presentation slides (PPT), and an explanation video, as well as project logbooks or reports. From this, they select the projects that will advance to the final round.
- **Round Two**: Finalists are invited to join a live online presentation and defense, where they present their work to the judging panel, other student teams, the host, and the audience.

Bring your ideas, innovation, and imagination—**join the challenge**!



Eligibility Requirements

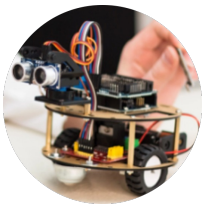
Age 7-18

Open to all students aged 7-18, divided by age groups: 7-12, 13-18

Teams of 1–4

Register individually or in a team of up to 4; Age group is set by the oldest member. One project per student.

Project Categories



Prototype

Age 7-12 | Age 13-18

- Submit working prototypes that prove feasibility and effectiveness of your creative design.
- Open to ages 7-12 and 13-18.



IDEA

Age 7-12

- Submit a creative solution, but no prototypes yet (due to time, resources, or implementation limits)
- Open only to 7-12 age group.

2026 Theme



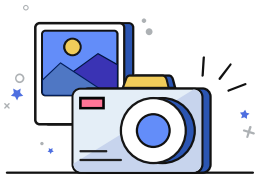
Every day, we consume resources and shape the future of our planet. According to the United Nations Sustainable Development Goals Report 2025, global resource consumption continues to rise, while food waste, plastic pollution, and waste management remain major challenges to sustainable development. In response, this year’s Challenge focuses on SDG 12: Responsible Consumption and Production.

How can we reduce waste, use resources more responsibly, and harness science, engineering, and AI to create sustainable solutions? How can we inspire more people to make responsible choices? Students are invited to explore the theme of “Responsible Consumption & Production” with bold, creative ideas and turn real-world challenges into meaningful action.

Timeline

December 10, 2026	Registration Deadline
January 2027	Finalist Announcement
March 2027	Final Presentation Jury Q&A
April 2027	Awards & Honors Announcement
July~Aug 2027	International Showcase & Exchange

1. Team/Individual Photo



Photos must clearly show the faces of all team members; individual applicants should upload a front-facing personal photo.

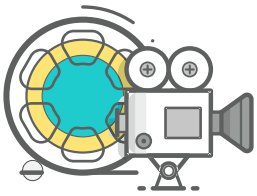
2. Project Photo

The photo that best represents the project may be a picture of the prototype, a UI screenshot (if the work is software or a website), or a design sketch (if it is a creative design). This image will be used as the project cover for showcase.

3. Presentation

The project presentation is the most important document for judging. It needs to include problem statement, its social benefits, solution design, prototyping, test results, etc. The specific requirements include:

- Format: The project presentation must be a single PDF document, no more than 12 pages, no larger than A4 size, landscape mode.
- Content: Please refer to "Project Presentation Template".
- Layout: beautiful and tidy, logical and easy to read



4. Project Video

The project video requires the team to introduce their project, in Chinese or English. Specific requirements include:

- Content: team name, member name, city, school, project name, problem statement and its impact, proposed solution, prototype demonstration, process
- Scene: All team members should appear in the video and present next to the prototype.
- Recording: max 5 minutes, no editing, continuous shooting, proper lighting, try to keep people in the center of the screen, clear and audible voice, horizontal video

5. Project Log/Report (Optional)

- ○ A project logbook or report serves as a record of the innovation process, helping judges better understand how much effort the students have invested in creating and learning, as well as the broad research and in-depth thinking behind the project. These materials are important criteria in the evaluation.
- ○ The project report may be submitted in the form of an academic paper, while the project logbook documents the development process and has no fixed format.



6. Supplementary Materials (Optional)

Supporting materials may include program source files, 3D model design drawings, novelty search reports, research data, interviews, or other documents that reflect the students' study and exploration process. These materials are optional.

PRIOR TO REGISTERING



Prepare the following Information and materials:

Team / Individual Information

- ☑ Team Name
- ☑ Team Photo
- ☑ Member Info including name, gender, and age of each member

School and Mentor Information

- ☑ School of First Author
- ☑ Mentor Information including name, phone, and email

Project Information

- ☑ Title & Abstract (200 words)
- ☑ Category (Prototype vs. Idea)
- ☑ Project Photo
- ☑ Presentation PPT
- ☑ Project Video
- ☑ Project Log/Report (Optional)
- ☑ Supplementary Materials (Optional)

For detailed requirements, please refer to the previous page: “Materials Submission”.

Procedure

(報名 Application) 2026SDG全球目標創意挑戰賽A Students Challenge For The Global Goals：

https://jsj.top/f/GVJRuy

Participants selected for the final round will be invited to join the online defense meeting in March 2027 (via Tencent Meeting). Students will present their projects to the judging panel and other students, and the panel will assess the projects in accordance with the Judge Criteria on the next page.

Category	Criteria	Score
Problem Statement and Social impact (15 Points)	State an interesting or challenging community issue	10 Points
	Conduct extensive and in-depth research on the issue, including websites, interviews, books, magazines, etc.	2 Points
	Definition of criteria for proposed solution	2 Points
	Explanation of contraints	1 Points
Practicality and Creativity of Design (30 Points)	Design a solution and explain it clearly through text, blueprints, etc.	10 Points
	Project demonstrates signifiant creativity	20 Points
Technical Strength (15 Points)	Prototypes demonstrates intended design	5 Points
	Prototype demonstrates engienering skills and completeness	10 Points
Implementation Result (20 Points)	Prototype has been tested extensively in multiple conditions/trials	5 Points
	Sufficient test data collected to support interpretation and conclusions	5 Points
	Problems found and explained, and improvements described	5 Points
	Conclusions are properly drawn, and plans for future improvements suggested	5 Points
Presentations (20 Points)	Presentation: the content is complete with clear logic, using diagrams appropriately	5 Points
	Video that meet requirements	5 Points
	Live Oral Defense	10 Points