

INNOVATE4IMPACT CHALLENGE

Competition Overview

Shortlisted teams will travel to the Global Innovate4Impact Challenge Championship scheduled to be held from 25th to 30th July, 2027, in Edinburgh, Scotland.

At the competition, teams are assigned to “leagues,” just like in athletic competitions. Each team presents the results of their project to a panel of judges.

Each team makes a 35-minute live presentation to a panel of business and civic leaders (10 minutes for setup and handout of annual reports to judges, 13 minutes for oral presentation, 7 minutes for questions and answers, and 5 minutes for exiting the room while the judges score the team). This presentation describes how a team’s activities have met the judging criteria.

Written Annual Report

The written report is the first impression the judges get of your project. Make your report easy to follow by clearly identifying sections with the corresponding judging criteria.

Please make sure the report is written in English. Suggestion: make sure someone who is very fluent in English proofreads and edits your report. Written annual reports are limited to a total of four (4) printed pages on 8½ by 11 paper (or two pages front to back). If your team uses a cover or back page, it will count as one of those four pages.

You may also attach copies of any newspaper coverage and other evidence of media attention of your activities. It would be helpful for the growth and prestige of our organization if SAGE were mentioned in the article. You may also attach sample newsletters and photos of billboards, etc. Also, presenters may distribute their personal business cards.

Teams may not distribute copies of business plans or letters of commendation or samples of products. Violation of this rule will result in an automatic 5-point deduction from the total of 100 points available. Additionally, teams can display their products but may not give gifts to judges.

Your team should bring 40 copies of your team’s annual report to be handed out to the judges.

During the ten-minute setup period, we urge your team to display the annual report on the computer projection screen, one page at a time, so that judges and other audience members can see the report.

Oral Presentation

Competition presenters should write their own parts of the presentation so they are very familiar with the contents. Visual documentation should accompany the oral presentation. Presentations vary, with teams using slide projectors, video monitors, or

computers presentations for visual documentation. Teams may demonstrate sample products, but they are not permitted to hand them out for judges to examine.

You may want to ask the college mentors, your advisory board, or your speech and drama teachers at your school to critique your presentation and make suggestions for improvement. Presentation team members need to be familiar with every activity.

Presentation details

Each team will be given a 35-minute time block at the competition. During the first 10 minutes, while judges read and score the annual reports, the team will set up its equipment, set up props, etc. The team will then have 13 minutes to give their oral/audio-visual presentation, followed by a 7-minute mandatory question and answer period. Finally, in the last 5 minutes, students will remove all their equipment and exit the room while the judges score the team.

Anyone (including the coach) may assist the team with the setup or operation of AV equipment.

However, only the student team members may participate in the presentation or answer questions from the judges.

While we encourage teams to demonstrate their products during the presentation, teams should be careful not to use harmful ingredients or techniques that may create problems with the conference venue. If the presentation materials appear to be in violation of this rule, in the opinion of the league coordinator, the team will be banned from using such ingredients or techniques.

Presentation Equipment

We will provide one large projection screen and two extension cords and an equipment stand or cart to hold your team's laptop and visual projection system.

Teams must bring their own laptops and flash drives. Video projectors and sound systems will be provided.

Teams should be respectful of other teams and only remain in the room for 15-minute periods unless no other teams are waiting.

General Information

1. Except for the annual report (and media, if any), the only other items that can be handed out are business cards of team members. However, teams may display products by holding them up during and after the oral presentation, but they cannot hand out products for judges to individually examine.

2. Members of local TV, radio, or newspaper media have full access to all presentation rooms at any time. All teams should be prepared for the possibility of the media taking video or photos of their presentation. By participating in the competition, all guests (e.g., students)

presenters, observers, judges, coaches, teachers, etc.) implicitly allow their faces and images to be used in future media for SAGE.

Competition Expenses

The team registration and event expenses will be communicated in due time.

Overall Awards and Prize Money

The 2027 Innovate4Impact Challenge champion, the first runner-up, and the second runner-up teams will win prize money of £2,000, £1,000, and £500.

The awards will be given to the Innovate4Impact Challenge champion, First Runner-Up, Second Runner-Up, and Third Runner-Up.

The Innovate4Impact Challenge judges will select the top three awards. The awards will be as follows:

- a. £2,000 and a trophy for the first-place team
- b. £1,000 and a trophy for the second-place team
- c. £ 500 and a trophy for the third-place team

The prize money is intended to be used by the winning teams to invest in their business ventures.

4. The three championship round teams will be featured on the websites maintained by SAGE UK, social media, and other news channels/platforms.

AWARDS

LEVEL 1 — CHAMPIONSHIP AWARDS

- 1. Innovate4Impact Global Champion
- 2. 1st Runner-Up
- 3. 2nd Runner-Up

LEVEL 2 — CATEGORY AWARDS

- 4. Climate & Planet Impact
- 5. Innovation & Creativity
- 6. Technology for Impact
- 7. Community Impact & Service
- 8. ChangeMaker Campaign
- 9. Impact Storytelling
- 10. Future Entrepreneur
- 11. Prototype Excellence
- 12. Global Impact & Scalability
- 13. Outstanding Team

14. Best Impact Pitch

LEVEL 3 — SPECIAL RECOGNITION

15. Rising Innovator

16. Young Changemaker

17. Community Hero

18. Innovation Against the Odds

19. Collaboration & Partnership

20. Evidence & Research Excellence

21. Most Inspiring Project