TECH REVOLUTION AFRICA 3.0

INNOVATORS CHALLENGE: HIGH SCHOOL TRACK

Official Competition Blueprint & School Guide

1. OVERVIEW & PURPOSE

The Innovators Challenge (High School Track) is a flagship initiative of **Tech Revolution Africa 3.0**, designed to spotlight young tech talent in secondary schools. The challenge provides a national platform for secondary school students to pitch software and hardware solutions built directly within their school computer and ICT laboratories.

Core Objectives:

- **Foster Early Innovation:** Encourage high school students to apply critical thinking and software engineering principles to solve real-world problems.
- **School ICT Empowerment:** Upgrade and equip secondary school computer labs to create sustainable hubs for technical education.
- **Mentorship & Visibility:** Connect young innovators with tech leaders, venture builders, and media outlets across Africa.

2. THE CHALLENGE SCOPE

Participating student teams are required to identify and solve **operational, academic, or social bottlenecks within their local school environments**.

Target problem areas include (but are not limited to):

1. **Attendance Tracking & Student Monitoring:** Smart digital registers, RFID/Biometric lab check-ins, or mobile attendance loggers.
2. **Test & Exam Grading Automation:** Optical Mark Recognition (OMR) tools, automatic quiz scoring engines, or teacher grading portals.
3. **Timetable & Resource Optimization:** Conflict-free scheduling algorithms for teachers, classrooms, and school facilities.
4. **Sports & Event Management:** Inter-house sports live scoring, tournament bracket management, or merit leaderboard displays.

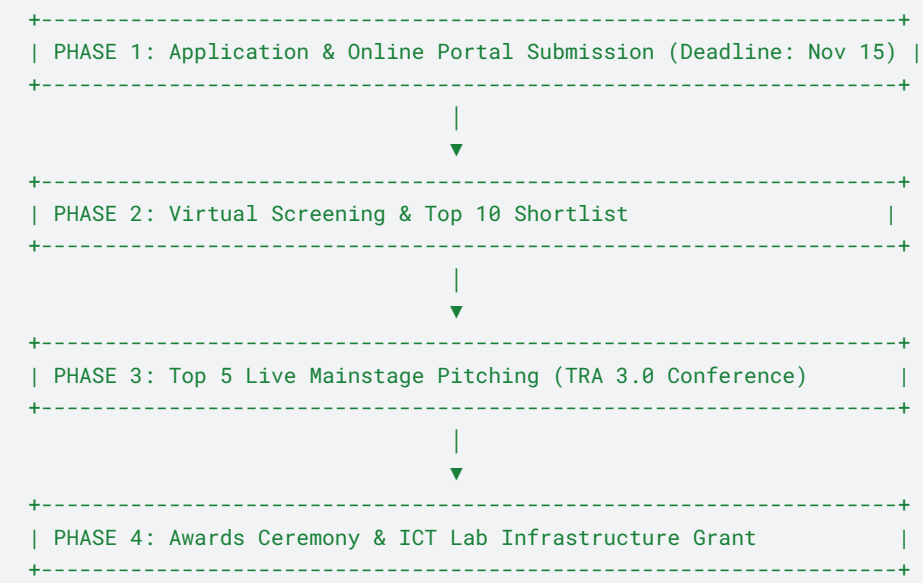
3. ELIGIBILITY & TEAM COMPOSITION

To participate in the High School Track, teams must meet the following criteria:

- **Enrollment:** All student participants must be currently enrolled secondary school students (SS1 – SS3 / Senior High).
- **Team Size:** Each school team must consist of **2 to 4 student members**.
- **School Supervision:** Every team **must** have one designated faculty supervisor (ICT teacher, computer lab administrator, or vice principal).
- **Lab Prototype:** The proposed solution must have been developed or prototyped using the school's existing computer lab resources.

4. COMPETITION PHASES & TIMELINE

None



Stage Breakdown:

Stage 1: Online Portal Submission

- **Deliverables:**
    1. Completed School Application Form via the TRA Online Portal.
    2. Problem Definition & Solution Architecture PDF (Max 3 pages).
    3. 2-Minute Video Demonstration or technical diagram link (Google Drive / YouTube).
    4. ICT Mentor Endorsement Form.

Stage 2: Virtual Screening & Top 10 Shortlist

- **Evaluation:** Shortlisted teams will present a 5-minute live demonstration over Zoom to the TRA Evaluation Panel.
- **Selection:** 10 schools will be shortlisted, with the **Top 5 advancing to the live finals** (2 student representatives + 1 supervisor per school sponsored for the final stage).

Stage 3: Live Final Pitch (Tech Revolution Africa 3.0)

- **Venue:** Mainstage at Landmark Event Center.
- **Format:** 5-minute live slide presentation + software/hardware prototype demo followed by a 3-minute Q&A session with judges.

Stage 4: Winner Recognition & Grand Finale

- Official trophy presentation, distribution of student cash prizes, and sign-off on school ICT lab equipment upgrades.

5. PRIZE STRUCTURE & SCHOOL INCENTIVES

None

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| 🏆 1ST PLACE CHAMPION                                                   |
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| • ₦500,000 Cash Prize for the Student Team                              |
| • Up to ₦2,000,000 School ICT Lab Equipment & Hardware Upgrade         |
| • National Young Innovators Trophy                                      |
| • Official Title: "Innovative High School of the Year 2026"             |
| • Landmark Tech Excursion & Media Press Features                        |
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| 🥈 2ND PLACE RUNNER-UP                                                  |
| ----------------------------------------------------------------------- |
| • ₦250,000 Cash Prize for the Student Team                              |
| • Exclusive Student Gift Packages & Tech Hardware Accessories           |
| • Certificate of National Excellence for the School                     |
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| 🥉 3RD PLACE RUNNER-UP                                                  |
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| • ₦150,000 Cash Prize for the Student Team                              |
| • Exclusive Student Gift Packages & Tech Hardware Accessories           |
| • Certificate of Merit for the School                                   |
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6. JUDGING CRITERIA

Submissions and live pitches will be evaluated by a panel of software engineers, edtech founders, and school administrators based on four main parameters:

Criteria	Weight	Description
Problem Impact	25%	How effectively does the solution address a genuine bottleneck in the school environment?
Technical Execution	35%	Code quality, architecture design, usability, and functioning lab prototype.
Originality & Innovation	20%	Creativity of the approach compared to existing solutions.
Presentation & Pitch	20%	Clarity of team presentation, confidence, and handling of Q&A.

7. SUBMISSION & INQUIRIES

- **Official Portal:** www. techrevolutionafrica.org
- **Inquiries & Support Email:** techrevolutionafricateam@gmail.com
- **Event Location:** Landmark Event Center, Victoria Island, Lagos, Nigeria