





The ISA STEAM Competition encourages pupils at our Members' schools to investigate and consider solutions to modern day problems. Pupils are presented with an opportunity to showcase and develop skills such as teamwork, communication and problem solving. Open to Key Stages 2-5.

Eligibility

This competition is open to ISA Members' schools only. Schools can submit a maximum of two entries per age category. We encourage schools to run a competition in house and put through their best projects.

At ISA, we are committed to making our opportunities accessible, we welcome applications from all pupils, including those with learning difficulties or disabilities. Alternative formats of these guidelines are available on request. Please notify us at the earliest opportunity so we can provide the document accordingly, if required.

Competition Categories

- Year 3-4: Design and build a bridge that can support a toy car.
- Year 5-6: Design a robot that could help with a problem in your school.
- Year 7-9: Design a home that can resist flooding.
- Year 10-13: Design biodegradable material for clothing.

How to enter

Entries must be submitted via the online entry form <u>here</u> on the ISA website by **Thursday 13 February 2025** at the latest. Entries must follow technical and creative requirements set out in these official rules and guidelines.

Please note, there are two rounds for this competition. Shortlisted entries will be invited to present their project to the judges in an **online final on Friday 21 March 2025**. Further details will be sent to the finalists nearer the time.

<u>Each entry should include a PDF presentation</u> to explain the project, the problem that participants are trying to solve or investigate, the process, highlight the stages, and introduce the design and the outcome. Videos can be embedded in the document to support the entry.

Judging criteria

- Creativity, originality, and innovation
- Presentation and communication
- Procedure and results
- Effort and motivation



Rules

- Entries can be individual, or a group of maximum six pupils.
- Entries can be presented in any language, provided an English translation is given.
- Please note that teacher intervention is allowed. Teachers may help with dangerous tasks but cannot offer suggestions.
- Please name your files with the school name followed by the project title e.g. SchoolName_ProjectTitle
- Please make sure that your videos are accessible to view by anyone with the link. YouTube videos will need to be unlisted, Vimeo videos will need to be unlisted and age rated, Google Drive will need to be set to 'Anyone with the link' and OneDrive needs to be set with 'share link' to 'anyone'.
- While we recognise the potential benefit of AI, we kindly request that participants are using it for inspiration and support and in line with their schools policies on its use, rather than using it to generate their projects. Please include details about the process of using AI under "any special circumstances" box if applicable, so judges are aware.

General safety guidelines

Please note that the guidelines below are not a substitute for professional advice or common sense. Make sure to do enough research regarding health and safety, prior to performing your project.

- Make sure no danger is involved in your demonstration for yourself or for others.
- You cannot use animals, live ammunition, firearms or explosives, poisonous plants, or radioactive material.
- Make sure parts of the body are not to be placed in danger. Do not directly view the sun, infrared, or ultraviolet sources.
- Do not use food substance that has been subjected to possible contamination.
- Dress safely for your presentation if required (i.e., masks, gloves, apron, eye and/or ear protection, safety shield, etc.).
- Keep quantities of hazardous materials to a minimum, and always have waste containers for the disposal of such materials.
- Comply with school or local fire and safety rules and regulations. Use caution when heating all forms of matter. Always have a fire extinguisher available.
- Check if certain elements of your demonstration require you to obtain any kind of permits.
- Pupils must consult teachers for advice and prior to practice first demonstration.
- Always practice your demonstration before filming.
- Projects that involve harming or injuring living organisms are not acceptable in this competition.

If you have any questions, please contact isaarts@isaschools.org.uk

We look forward to receiving your entries