



Competition rules:

General information

EDU-ARCTIC invites students and their teachers from secondary schools across Europe and outside to join the Arctic Competition and develop a research project or an innovation project designed for an arctic environment.

The Arctic Competition is for teams of one student, age 13 to 20, and one teacher as a mentor. Participating teams can come from secondary schools across Europe and outside. Each team develops project in one of these categories:

Category 1 – Innovation project;

Category 2 – Research project.

Young students who are fascinated by disciplines such as science, technology, engineering and mathematics though not yet scientists will have the opportunity to take part in a scientific expedition in the Arctic as a main prize in the Competition. Each student will be accompanied by his/her teacher during the expedition.

Edition 2018

The Competition starts 15. November 2017. Applications will be submitted online on the portal. They may be uploaded before 19th of January 2018 (by noon UTC), whereas the full proposals must be submitted before 15th of March 2018 (by noon UTC)

In 2018 edition, 6 teams can win a polar expedition to one of the arctic stations: 3 of them to Northern Norway, Svanhovd and another 3 to Svalbard, Hornsund. At these locations the participants will join a 10 – 14 day long arctic expedition and take part in field work conducted in the area.

Who can join the competition?

1. Teams from secondary schools across Europe and outside.
2. A team consists of one student and one mentor, who is a teacher at the school.
3. The teacher does not necessarily have to be the student's teacher at the moment. However, he/she must be employed at the same school.
4. The teacher and the student join the arctic expedition together and the teacher is responsible for the students wellbeing on the expedition.
5. The student must be between 13 and 20 years' old.
6. The student and teacher have to be able to communicate well in English.
7. Before submission teacher must get the written, signed consent of the student, whose work he/she submits for the competition within the EDU-ARCTIC project. In case of minor the written, signed consent of student's legal guardians must be obtained by the teacher.

Project

1. The student makes a proposal for a project with the support from his/her mentor
2. The subject of the project can be one of these two categories:
 - a. Category 1 - Innovation project – a proposal for an innovative solution to a specific problem in the Arctic. You could design or develop a prototype of an invention that could be useful in the Arctic (see submission guide).
 - b. Category 2 – Research project - a proposal describing a plan for a research project to be carried out in the Arctic. You should find a research question and design ways to test or answer the question (see submission guide). If it is practical and possible Student's project may be conducted on the arctic station during the summer expedition. Research plan should take into account laboratory equipment available at polar stations and specificity of research conducted there, as well as local conditions. You may find more about the stations during online lessons provided by EDU-ARCTIC program.

Prize: Arctic Expedition to Svalbard and Northern Norway

The winning prize is an expedition to either Svalbard or Northern Norway with all expenses covered. In case of participants from schools located outside Europe, some additional travel costs may appear and must be paid by participants. If the price of flight tickets from their nearest airport to the final airport (Kirkenes in Norway or Longyearbyen in Svalbard) and back is significantly higher than the price of tickets from European airports, participants will be requested to buy tickets to a predetermined European city or to cover the difference in prizes by themselves. In such cases, participants will be informed about additional expenses before they decide to participate in the expedition.

Expected dates of expeditions

Northern Norway, Svanhøvd: 3 August to 15 August 2018

Svalbard, Hornsund: During school holidays, July-August. Specific dates will be announced in May 2018 at the latest.

Evaluation criteria

The projects will be evaluated on following criteria:

1. Originality of the concept
2. Clear description of idea
 - a. describe a problem and documenting the proposal of a solution (category 1)
 - b. describe a question, formulate a hypothesis and ways to test the hypothesis (category 2)
3. Feasibility of the project



Please Note: The projects will be notified if they make it to the next stage or not. No other feedback will be given to individual projects.

The process of evaluating the projects in 2018 edition

- Stage 1: Project summary must be submitted before deadline 19. January 2018 at 12 o'clock noon (UTC). Make a GOOD summary of your proposal. The jury will select up to 50 project summaries to continue to stage 2.
- Stage 2: Full project must be submitted before 15. March 2018 at 12 o'clock noon (UTC). Based on the full proposals the jury will select the 12 best projects to continue to stage 3.
- Stage 3: 12 best projects will be invited to online interviews and have a chance to present their projects in detail to the jury on 23, 24 and 25 of April 2018.
- Stage 4: Announcement of 6 winning teams who will have the opportunity to visit the arctic stations and participate in scientific work.

Important about copyrights:

- 1) Summary of all projects submitted to EDU-ARCTIC may be published on the website. This means that the project summary will be publicly available and everyone will have access to read it. Be careful not to use sensitive information and images that you do not want to be public.
- 2) We will be careful not to describe any part of the report in a negative way.
- 3) The mentor of the project is responsible to ensure that all rights to content in the project are respected and necessary permissions are in place, in order so the project summary can be published on the website.

Submission guide for the Arctic competition of EDU-ARCTIC – edition 2018

- 1. All the project materials must be submitted electronically by the teacher.
- 2. All project materials must be prepared in English. English is the official language of the Competition.
- 3. Information to include:
 - a. Student's name
 - b. Student's age
 - c. Country
 - d. Project title
 - e. Category: 1. Innovation project or 2. Research project
 - f. Type of project: essay, poster or video



4. **Category of project.** You can choose one of two categories of projects:

a. Innovation project.

- Describe a problem which is found in the Arctic
- Propose a solution to the problem. You can design or develop a prototype of an invention that could be useful in the Arctic. Keep in mind that you have to submit the project electronically.
- Examples: Problems associated with living in an Arctic station, problems with field research, interactions with animals and so on.

b. Research project

- Describe a question relevant for the Arctic environment. Something that you are curious about.
- Formulate a hypothesis.
- Propose a way to test your hypothesis.
- Examples: the subjects could for instance be in the field of hydrology, biology, glaciology, soil science, meteorology and climate change.
- Remember that you submit a proposal for a research project and the project does not need to be implemented or conducted by the end of the competition. If it is possible and practical to work with the project on the expedition, the expedition leader will take this into account.

5. **Summary.**

Write a clear summary of your project using maximum 1500 characters. The jury will find 50 best projects based on the summaries. These projects will be invited to submit a full project proposal, see point 6.

6. **Type of project.** You have to choose to submit the project as an essay, poster or a video.

- Essay** must be max 7500 characters.
You can also include illustrations and pictures.
- Video** has to be less than 5 minutes long. The video can be an animation.
- Poster**, design an original poster that presents your project.

