

# INGENUITY CHALLENGE

If everyone in the world makes a small, meaningful impact, imagine how much impact the world would receive

The Ingenuity Challenge is a way to kickstart your own impact, amplifying strong ideas that better your own community through unique thinking

## PRIZES

FOR EACH SCHOOL:

**ONE GRAND PRIZE WINNER**

**₹10,000**

As well as mentorship from industry professionals

**TWO ADDITIONAL FINALISTS**

**₹5,000**

Along with additional guidance for your project

**APPLICATION DEADLINE**

**31<sup>st</sup> AUG 2022**

## APPLY NOW

AVAILABLE TO CLASSES 9 - 12

Scan the QR code below

or

Request a paper form from your teacher



# WHAT IS DESIGN THINKING?

Design thinking is a continuous cycle that encourages people to create through their own projects. The Ingenuity Challenge is intended to support people who are in the second phase of the design cycle.

## 1. INVESTIGATE

How can **YOU** improve the world around you? This can be big or small but it should make a difference locally or globally! Look at headlines, social issues or everyday problems in your school or area for inspiration.

## 2. IDEATE

Now think of an idea that will solve this problem. It has to be doable and show fresh thinking. Start by creating a list of varied ideas, then narrow down to one based on cost, speed, impact, doability.

## 3. INITIATE

It's finally time to start creating! Reach out to people who can help like teachers, family, local groups, research books and the web and create your final project idea!

## 4. ITERATE

Nothing is ever right the first time! On every project you start, you have to go through the design cycle many times to succeed. Ask for feedback. Expand your team so that you can build better.

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