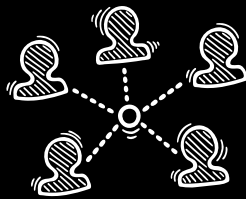




# Solve for Tomorrow Teacher Guide 2023/24



Do you want to support the next generation of changemakers? **Samsung's Solve for Tomorrow Competition 2023/24** is an opportunity for young people ages 16-25 to explore how tech can take on some of society's biggest issues - no qualifications needed.



Students are invited to come up with an idea using technology to solve a real-world problem that falls under one of four themes: **Education; Sustainability; Equity, Diversity & Inclusion; Health & Wellbeing.**

If shortlisted, students will be invited to accelerate their idea through a programme of workshops led by industry experts, and 1-2-1 mentorship from Samsung employees, plus cash prizes for the winners and runners-up of up to £10,000, as well as tech prizes for all of our finalists.

## How can students enter the competition?

All students need to enter is our [Competition Entry Pack](#) and a game-changing idea. Our [Competition Entry Pack](#) walks students through the Design Thinking process, from coming up with an idea through to producing a prototype.

You can choose to run the Solve for Tomorrow Competition 2023/24 sessions as part of an extracurricular enterprise programme, or simply pass on the self-directed resources. Students can take part and enter the competition alone or in teams of up to five.

All students must submit their entries by [23:59 Monday 18th December 2023.](#)

## Getting started

Solve for Tomorrow is a great opportunity for young people to work as a team, developing crucial skills that will mean they are well-equipped for the world of work.

To introduce students to the design process, try our pain point activity:

Students have two minutes to list as many pain points as they know, and then choose one to design a tech solution for. Students can then pitch to other groups, building on each other's ideas. Alternatively, they can head over to the [Innovator Hub](#) for some video content to provide some inspiration.

## Inspiring young women to take part

Our competition aims to inspire all young people from all backgrounds to consider a career in STEM, particularly young women. Women who take part in the competition will have the opportunity to meet inspiring female role models working across tech, giving them a taste of what a career in STEM has to offer. They can also access tailored content on the Innovator Hub, which offers a range of inspiring case studies and videos.



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## Curriculum Links

The Samsung Solve for Tomorrow programme offers a range of curricular links across the UK and Ireland, with direct relevance to Business Studies, Economics, D&T, ICT, Science, Media Studies, Careers (PSHE), and Wellbeing (PSHE).

## England



### GCE Design and Technology

**Students will:**

- creatively problem solve and design real-world solutions
- use iterative design processes, consider user needs, and create prototypes
- analyse the market, collaborate, innovate, and think critically

### GCE Biology, Chemistry and Physics

**Students will:**

- develop and demonstrate a deep appreciation of the skills, knowledge and understanding of scientific methods
- develop competence and confidence in a variety of practical, mathematical and problem-solving skills
- understand how society makes decisions about scientific issues and how the sciences contribute to the success of the economy and society

### GCE Business Studies or Economics

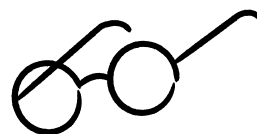
**Students will:**

- generate enterprising and creative approaches to business opportunities, problems and issues
- acquire a range of relevant business and generic skills, including decision making, problem solving, the challenging of assumptions and critical analysis
- identify, investigate, analyse and evaluate business opportunities and problems

### Gatsby Benchmarks 4 and 5

**Students will:**

- experience the link between curriculum learning and careers
- participate in meaningful encounters with employers and employees





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## Scotland

### Curriculum for Higher Science ([Biology](#), [Chemistry](#) & [Physics](#))

#### Students will:

- develop scientific inquiry and investigative skills
- think analytically, creatively and independently and make reasoned evaluations
- adapt their learning to new situations, solve problems, make decisions based on evidence
- use and understand scientific literacy to communicate ideas and issues and to make scientifically informed choices within a modern society

### [Curriculum for Higher Computing Science](#)

#### Students will:

- develop and apply aspects of computational thinking in a range of contemporary contexts
- apply knowledge and understanding of advanced concepts and processes in computing science
- apply skills and knowledge in analysis, design, implementation, testing and evaluation to a range of digital solutions with some complex aspects

### [Career Education Standard \(3-18\)](#)

#### Students will:

- develop career management skills
- develop skills for learning, life and work
- develop understanding of enterprise, entrepreneurship and self-employment as a career opportunity

## Wales

### [Science and Technology](#)

#### Students will:

- apply their experiences, skills and knowledge, to design and shape innovative engineered solutions
- use creativity to develop ideas, manage and mitigate risks, and minimise complexities
- design and engineer outcomes in response to needs and wants

### [Humanities](#)

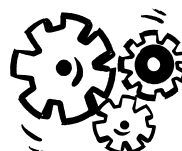
#### Students will:

- inquire, explore and investigate inspiring curiosity about the world
- be active, informed, and responsible citizens and consumers, who can identify with and contribute to their communities, and who can engage with contemporary and anticipated challenges and opportunities facing them, their communities and Wales, as well as the wider world.

### [Careers and the World of Work](#)

#### Students will:

- work both independently and cooperatively in a wide range of settings
- access independently a wide range of sources for help, support and advice
- use innovative approaches to identify opportunities and solve problems





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## Northern Ireland

### GCE Technology and Design

**Students will:**

- draw on their knowledge, understanding and skills in making processes and apply these to a range of technological and design activities
- use digital technologies and information handling skills to enhance their technological and design capability
- develop higher order thinking skills, such as creative thinking and problem-solving

### GCE Business Studies

**Students will:**

- explore decision-making and risk-taking processes
- gain insight into business planning, and how globalisation and sustainability issues affect business activities
- develop their communication skills and their critical reading and writing skills

### GCE Digital Technology

**Students will:**

- apply their skills, knowledge and understanding to develop an application that solves a problem for a specified client
- apply their digital skills to relevant work-related scenarios
- develop their ability to solve problems using computational thinking

### GCE Environmental Technology

**Students will:**

- explore how our society will move towards to a more sustainable way of living
- apply their skills to relevant work-related scenarios and develop advanced skills in preparation for third level education and the world of work
- problem solve, make decisions and work with others



## Republic of Ireland

### Technology Leaving Certificate

**Students will:**

- apply knowledge and skills to evaluate technology
- solve many of the technological problems experienced in everyday life
- think about a problem and then use their knowledge and skills to design a solution

### Business Studies Leaving Certificate

**Students will:**

- develop a clear understanding of the role of enterprise and develop enterprise learning skills
- generate a positive and ethical attitude to enterprise in personal, business and public life
- understand the changing business environments for adult and working life and as a basis for further education