



Challenges and Competitions

Challenges

48 Eco-Film Challenge

'A national short film competition designed to showcase how film can play a role in encouraging action relating to environmental, ecological and sustainability issues. But the real challenge lies in making a telling short film, in only 48 hours'. There is a student section as part of this.

First Lego League [Australia]

'Every September, FLL releases a Challenge, which is based on a real-world scientific topic. Each Challenge has two parts : the Robot Game and the Project'. The Australian part of an international group found at [The Challenge - FIRST LEGO League](#).

Global Cardboard Challenge

'Celebrates child creativity and the role communities can play in fostering it. Kids of all ages are invited to build anything they can dream up using cardboard, recycled materials and imagination'. Resources available from the site. [USA, but done in 46 countries.]

Mathematics Challenge for Young Australians

'Targets the top 20 per cent of primary students in Years 5 and 6, and secondary students in Years 7 to 10'.

MS Readathon

A Reading Challenge supporting a charity. Four age groupings 0-6, 7-12, 13-17, 18 and Above. All details on their new site, including 60 Minutes for MS Readathon.

Premier's Reading Challenges

Victorian Premier's Reading Challenge

Space Design Competitions Australia

'Hosts a number of industry simulation experiences for school students. These combine elements of Science, Technology, Engineering and Mathematics [STEM], with an emphasis on teamwork, marketing, and human relations to provide a unique set of challenges for young people'. Linked to the Australian Space Design Competition [see Science section below].

STEM Video Game Challenge

'The Challenge is open to upper primary and secondary school students. Students are encouraged to design, build and submit an original educational video game that includes science, technology, engineering and mathematics [STEM] content or themes'.

Competitions

Language



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Debating

Debaters Association of Victoria - Schools

'Competitions for schools across Victoria. Training and resources for debaters, teachers and adjudicators'. Primary, Junior, Secondary, Regional.

Public Speaking

Debaters Association of Victoria - Junior Public Speaking Competition

'Every year the DAV runs a state-wide Junior Public Speaking Competition for students in Years 7 - 9'.

Legacy Junior Public Speaking Award

Training/competition for speakers in the 12-14 age group. Topics based on Australian history. This is the NSW site.

Spelling

Spellmasters

'Any Australian school student up to Year 9 may enter. Junior division : Grade 5 & under; Senior division : Year 9 & under'.

Writing

Australian Writers' Resource - Competitions

Competitions done in Closing Date order. Not all are for students or young people, but all have a clear indication of the age range and topic/format.

CYA Hatchlings

'All writers/illustrators who are between 8 - 18 years old, who have not been published in book format within the CYA genres'.

Dorothea Mackellar Poetry Awards

'The oldest and largest poetry competition for school aged children in Australia'.

Junior Authors Poetry Contest

'Free International Poetry Contest Open to Young Writers Ages 9 to 21 from Every Country'. See details about age groups.

Junior Authors Short Story Writing Contest

'Student[s] between 9 and 21 years old. Proof of age may be required. Entries from any country are welcome'. 4 age categories.

[What Matters ? Competition \[Whitlam Institute\]](#)

'A writing competition that gives Year 5 - 12 students in NSW and the ACT a chance to say what matters to them in society today'.

[Write4Fun Writing Competition](#)

'Entrants are encouraged to let their imaginations run wild and get their creative juices flowing to write on ANY TOPIC and in ANY STYLE. Students from ALL GRADES are welcome to enter - Kindergarten to Grade 12'.



Competitions

Mathematics

[Australasian Problem Solving Mathematical Olympiads](#)

Up to 30 students from an individual school comprise a team. Registration and other information from the site.

[Australian Mathematics Competition](#)

'For students of all standards. Students are asked to solve thirty problems in 60 minutes [Years 3 to 6] or 75 minutes [Years 7 to 12]. There is an entry fee, but this is modest'.

[Have Sum Fun Online](#)

MAWA. 'HSFOL is designed to foster mathematical problem solving for students in Years 3-10 across Australia'.

[Maths Talent Quest](#)

MAV, Victoria. 'All students from the Early Years to Year 12 can enter the Maths Talent Quest'. Registration opens 13 April 2015.

[Reach for the Stars](#)

'AAMT has conducted Australia-wide activities for schools as part of National Literacy and Numeracy Week. By submitting your results, you can go into the draw to win some great prizes for your classroom. For information, contact an AAMT [Affiliated Association](#) in your state or territory'. Preschool to Year 12. Also check the [Reach for the Stars \[Literacy and Numeracy Week\]](#) page.

Competitions

Science

[Australian Space Design Competition](#)

'Would you like to design your own futuristic space station ?'

[BHP Billiton Science and Engineering Awards](#)

'BHP Billiton Science and Engineering Awards are Australia's most prestigious school science awards. Primary or secondary school students [including homeschooled] or undertaking full-time secondary study in TAFE colleges'.

[Crystal Growing Competitions](#)

Links to these in 6 states and territories. Primary and Junior Secondary students.

[Eureka : Sleek Geeks Science Prize](#)

'The Sleek Geeks Science Eureka Prize encourages students with a passion for science and for communicating ideas to tell a scientific story via a short film'. Main website is found at an [Australian Museum](#) website. Multiple [Teacher resources](#) are available here. Primary and Secondary competitions.

[Expedition Class](#)



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Has a number of challenges/competitions/involvements for different levels, e.g. Year 9, Year 10, K-6. Check the site for details about each of these.

[Google Science Fair](#)

'The largest global online science competition that celebrates the curiosity and investigations of young scientists everywhere !'

[NATA Young Scientist Award](#)

'Encourages students to look at how science impacts on people's lives. Every school across Australia is invited to submit a science project in the competition to win cash prizes'. Primary students.

[Robogals](#)

'A student-run organisation that aims to increase female participation in engineering, science and technology'. A non-competition process.

[Science Victoria : Science Talent Search](#)

'Science based competition open to all primary and secondary students in Victoria'.

[The Amazing Spaghetti Machine Contest](#)

'Applying science, being creative, and having fun ! There's also the challenge of getting your machine to achieve its task'. Open to Year 10 students in Victoria.

Chemistry

[Australian Science Olympiad Exams - Chemistry](#)

Physics

[Australian Science Olympiad Exams - Physics](#)

Competitions

Other areas

Art

[Young Australian Art Awards](#)

'Open to Australian primary and secondary school students and free to enter. Children can choose to enter into any one of the following categories : drawing, painting, photography or computer art and will be judged according to 3 different age groups'.

The Arts

[Bayside Film Festival - Jump Cut](#)

'Invites young people from across Australia and internationally to submit works for screening in its Jump Cut sessions. Jump Cut is open to 8 - 26 year olds and films in any genre, up to 15 mins in length are accepted'.

[CREATivE CHANGE Competition](#)

Primary and Secondary competitions. 'Every school in Australia has received a DVD with additional resources for teachers and students. We hope the activities and information will assist you to prepare your entry'.



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[Doodle 4 Google](#)

'We're inviting school students in Years 1-10 to sharpen their pencils, use their imagination and artistic talent to create a Google doodle depicting their vision for ... '.

[My Story My Content Short Film Competition](#)

'Entry is free, and open to all students in Australia and New Zealand'. Primary, secondary and tertiary categories.

[Screen It](#)

ACMI. An 'epic moving image competition for Primary and Secondary school students. Screen It is designed to educate, encourage and foster the next generation of young moving image makers'.

[Wakakirri](#)

'The ultimate performing and visual arts challenge for schools'. Sections on site for students [primary & secondary] and teachers.

History

[HTAV Historical Fiction Competition](#)

'Inspire your Year 5-10 students to create stories based on historical events and people'. Three levels - Years 5 and 6, Years 7 and 8 and Years 9 and 10. Victoria.

Music

[ACMF National Songwriting Competition](#)

'An annual National Songwriting Competition for every Primary and Secondary School, both public and private, in Australia'.

[Music : Count Us In](#)

'For all schools - primary and secondary, State and independent, metropolitan, regional and remote. Registration is free'.

Technology

[ATOM Awards](#)

Find all the categories for Primary and Secondary students by selecting the "Entering" section of the menu.

[Aurecon - Bridge Building Competition](#)

Open to students in Years 8 and 9 [in Australia]. Separate information on the site for a number of areas around Australia and New Zealand.

[EngQuest](#)

'An initiative of Engineers Australia, delivered free of charge to Australian schools. Lower primary, primary and middle years students work, applying their problem-solving skills to designing, constructing and unravelling exciting engineering projects'.

[FlickerUp](#)

'National competition for primary and secondary school students or filmmakers under 18 years old'. Part of Flickerfest.

[Google Code-in](#)

'For pre-university students [e.g., high school and secondary school students ages 13-17] with the goal of encouraging young people to participate in open source'.



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[Imagine Cup Australia](#)

'The world's premier student technology competition'. Students must be at least 16 years of age and satisfy a number of other requirements. Individual and team competitions.

[RoboCupJunior Australia](#)

'A project-oriented educational initiative. Teams work in a co-operative and supportive environment in three distinct challenges : Dance, Rescue and Soccer. Primary and secondary students'.

[Search for the Next Tech Girl Superhero](#)

'Teams consist of up to 5 young women in primary or secondary school [ages 10-18, although younger students with the maturity necessary to complete the program are encouraged to participate]'.

Other Areas

[Future Problem Solving](#)

FPS is now an international educational program for students of all ages, focusing on the development of critical, creative and futuristic thinking skills.

The program challenges students to apply their minds to some of the significant issues facing the world of today and the future, equipping them with the vision, skills and tools to design and promote positive futures for the society in which they live. <http://www.fpsp.org.au>

[ICAS](#)

'Independent skills-based assessments with a competition element. The most comprehensive generally available suite of academic assessments and school tests for primary and secondary school students'. Run by Educational Assessment Australia UNSW.

[Language Perfect World Championships](#)

'Join over 1 000 schools and 300 000 students from around the world to learn vocabulary in foreign languages. Anyone can participate, it doesn't matter if you've never learnt a language before'. All details from the site.

[Little BIG Idea](#)

littleBIGidea is a national schools competition run by Origin that aims to foster creativity and innovation in students from Years 3-8. <http://www.littlebigidea.com.au/closed.phtml>

[Panda Competition](#)

'Conducted every year by the Australia China Friendship Society and is open to students from Preschools, Primary schools and High schools'.

[Philosothon](#)

'Held in various Australian states. The rationale for the Philosothon methodology is based on empirical evidence that teaching children reasoning skills early in life greatly improves other cognitive and academic skills and greatly assists learning in general'.

[Tournament of Minds](#)

Tournament of Minds (TOM) is a problem solving programme for teams of students from both primary and secondary years.

Teams solve challenges from a choice of disciplines:

- Applied Technology
- Language Literature



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- Maths Engineering
- Social Sciences

<http://www.tom.edu.au/default.aspx>

Many of these ideas came from and more can be found at:

<http://www.aussieeducator.org.au/resources/competitions.html>

For further assistance and ideas about how to cater for gifted children, please contact:

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