



## Overview

Are your students ready to think big and solve the world's most critical challenges?

The Imagination League, is the perfect opportunity for them to think creatively and develop solutions to critical global issues like climate change, poverty, and inequality. As part of the World Series of Innovation (WSI), this track invites students aged 5-12 to work individually or in teams to innovate in alignment with the United Nations Sustainable Development Goals (SDGs). This experience not only fosters entrepreneurial thinking but also gives students the chance to make a real-world impact—and potentially win cash prizes! Encourage your students to join us in shaping a brighter future for everyone.

## Competition Components



**Eligibility:** Targeted at children ages 5-12, with submissions to be facilitated by **educators or parents**.



**Submission Format:** Visual storyboards with minimal text, enabling a creative expression of ideas.



**Judging Criteria:** Evaluations based on creativity, understanding of the SDGs, and the potential impact of proposed solutions.



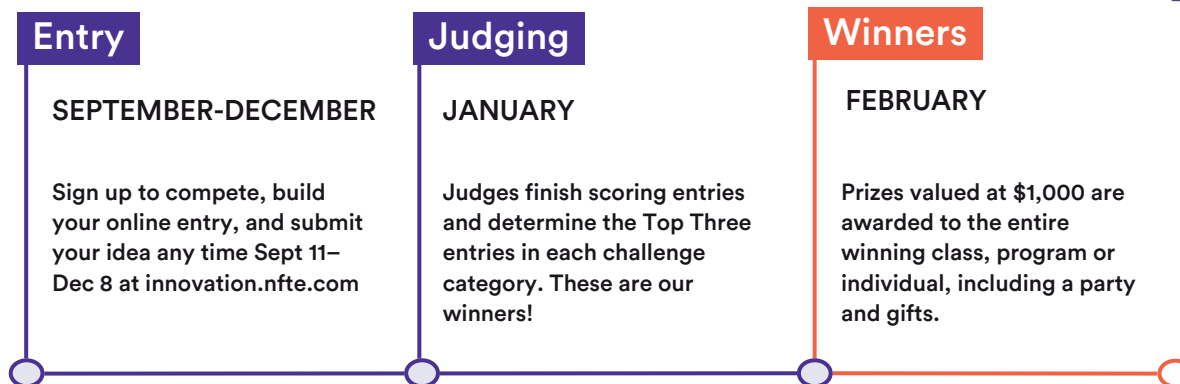
**Prizes:** Prizes valued at \$1,000 are awarded to the entire winning class, including a party and gifts.



Presented By:



# WSI Imagination League (Ages 5-12)



## Submission Format

Who is having a problem?	What is the problem?
<hr/> <hr/> <hr/>	<hr/> <hr/> <hr/>
What is the solution to the problem?	How will the solution work?
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Four box storyboards aligned to design thinking process

- Empathize (customer)
- Identify problem
- Ideate solution
- Prototype/Model solution

Emphasis on creativity and innovation through design thinking

## Program Content

### DNA of an Entrepreneur

Students will be introduced to the entrepreneurial mindset and then practice thinking and acting like an entrepreneur to solve a problem.

### Design Thinking

Students use their entrepreneurial mindset skills to solve problems for a specific customer through a business solution.

### Ideation & Sources of Opportunity

Students learn techniques for seeing and experiencing problems as opportunities to create solutions.

## Resources

- The World Series of Innovation has a robust set of toolkits with all the resources needed for program execution:
  - [Toolkit for Competitors](#)
  - [Toolkit for Educators/Community Partners](#)
- Students have the opportunity to be coached by challenge sponsors before finalizing their submission.



## Contact Us

For more information about bringing this program to your community, email

[WSI@nfte.com](mailto:WSI@nfte.com)



## Overview

The World Series of Innovation introduces young people to the UN Sustainable Development Goals, giving them an opportunity to explore ideas of social and environmental justice while using entrepreneurial skills to develop solutions to the most serious challenges facing humanity.

To date, nearly 32,000 young people from more than 77 countries around the world have participated in the innovation challenge.

## Program Summary

### Program Requirements and Recommendations

- Tracks:
  - WSI Imagination League (5 -12)
  - WSI Impact League (13-24)
- Teams can have 1, 2, 3, or 4 members
- Requires computer and internet access for research and submission
- Subject fit: Business, Career and Technical Education, Entrepreneurship and Marketing, or Social Studies

### Student Competition and Extended Program Opportunities

- Winning teams in each challenge category receive cash prizes
- Students who complete the challenge are encouraged to participate in other NFTE programs

### Volunteer Support

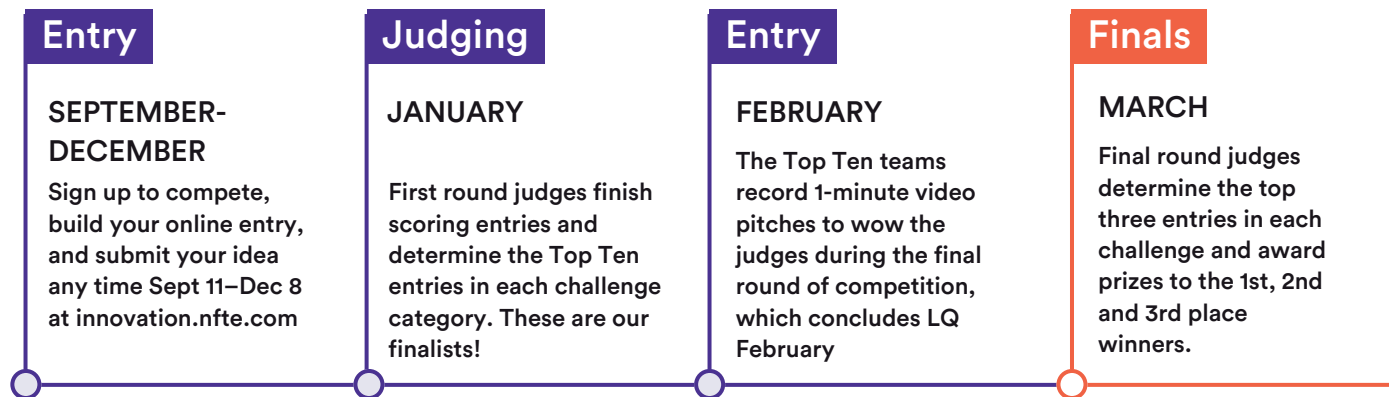
- Volunteer judges from sponsoring companies select winners using a scoring rubric
- Volunteer coaches support students as they build their competition submissions
- Challenge sponsors host Innovation Day events to engage students with community volunteers



### Presented By:



# WSI Impact League (Ages 13-24)



## Previous Challenge Winners

- **Micro Hydro Home**, a hydroelectric generator system. Developed by 14-year-old Leyla Parsi and 15-year-old Riya Aswani of the Brentwood School in Los Angeles, CA.
- **Robin Food**, a bidding system to help food banks manage inventory. Developed by 17-year-old Robin Ye and 17-year-old Bryan Ng of the Hwa Chong Institution in Singapore.
- **Loop Tee Loop**, a sustainable clothing loop uniting textile manufacturing and recycling. Developed by 21-year-old Ernest Bernstein Zarate, 21-year-old John Kevin Genova, and 21-year-old Clarence Louise Caperal of Far Eastern University in Manila, Philippines.



For more challenge winners, visit <https://innovation.nfte.com/results>

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