

## Green hackathon for schools

### Description

Green Hackathon is an open series of online events and final live hackathon. It is organised to raise awareness, develop green skills and create green solutions for schools. A number of teams made by students (age 15-18) will register their ideas/solutions to one or more of the following green challenges:

#### **Challenge #1: Energy and water**

Efficiency means getting more for less. If we are efficient with energy of many devices and appliances and use of water, we can enjoy the same levels of comfort or more, while using less! What can your school do to improve the use of energy and water?

#### **Challenge #2: Climate Action**

Describe your views on climate change, EU climate action, Paris Agreement, climate neutrality by 2050, etc. and propose the actions you can do in your daily lives to combat it. What can your school do to fight climate change?

#### **Challenge #3: Reduce, re-use and recycle**

The more waste we produce, the more we have to dispose. Sustainable waste management encourages the generation of less waste, the re-use of consumables, and the recycling and recovery of waste that is produced. What can your school do to improve its waste management?

The best ideas will be selected and the teams will be invited to submit their projects (milestones: essay, mock up demo, final video).

During the online events, the teams will separately prepare their pitch their projects with our online coaches and face new online challenges with their peers from other countries.

During the final hackathon events in Padova (Italy), the teams will pitch their project, be involved in challenges (such as the “green treasure hunt”). The students, organised in international teams, will share ideas and common practices and will work with their accompanying teachers to take home the “green treasures” from Padova to implement successful green initiatives at their schools and communities. The final event will be streamed online and the teams will receive the vote from the experts and the popular vote

Each solution category will be awarded. The schools of the best teams will be awarded funding to implement the project idea and the team will receive the support from mentor(s).

### Solutions

Solutions are organised by category (technology, organisation, creativity, communication and media, etc) and must clearly show a significant degree of digital competence. Solutions are initially presented as an idea and then must be developed into milestones (essay, mock up demo, final video), their pitch must be prepared online and presented at the final live event.

### Teams

Ideally, teams should be composed of 5-6 students (aged 15-18) and 2 accompanying teachers.

### Project objectives

- To increase the quality of the green practices of the schools involved
- To showcase the use of innovative digital events and tools for cooperation between schools in Europe
- To sustain and boost capacity of students and organisations to work transnationally and ensure the green hackathon isn't just a one-time 'innovation theatre'
- To enable learning exchanges between students and teachers about the best green ideas and to identify the most valuable ones
- To improve student presentation and pitching skills, both online and in front of an audience.

## Project activities

- **Define the competition rules:** the competition rules will define roles (competitor, team leader, facilitator, chief expert, expert, mentor, secretariat, etc), technical description (competition scope, solutions, tasks, awards, etc), assessment and marking, dispute resolutions and communications.
- **Build the Green Hackathon website and registration form**
- **Set up an effective outreach campaign**
- **Online preparatory meetings**
- **Select the best ideas and announce the teams**
- **Milestones, technical support and project submission:** The teams will develop and submit their final project:
  - #1 – Essay: this document explains the idea. Nonetheless, it should also describe the methods and features of the solution.
  - #2 – Mockup Demo: It's a basic visual prototype. However, it also gives a look and feel of the future solution. This is useful to test the core concepts and clear the loose ends.
  - #3 – Final video: That is when participants showcase the different structures of the solution they designed.
- **The online event(s).** During the online events, the teams will separately prepare their pitches for their solutions with our online coaches and face new live challenges with the other teams.
- **The final hackathon events.** During the final event in Padova, the teams will present their solutions and face new live challenges. The panel of experts will give a 360-opinion about the solution and the winners will be announced. The final hackathon events will take place over 3 days (+2 travel days).

## What we will do:

- Provide a template of the competition rules for discussion
- Organise and lead the online preparatory meetings, the online events and the final live hackathon event.
- Develop the website and take care of the online platform
- Manage the Erasmus+ administration procedures

## What we expect from you:

- Facilitate teams of students from their school to register at least 3 ideas in total
- Attend the preparatory online meetings
- Oversee the team commitment to develop the milestones (essay, mock up demo, final video).
- Ensure the project submission by each of the selected teams
- Attend the online events and hackathon events and facilitate your team participation
- Take on the roles of mentors if required.

## Time-line

When	What
Before 7 <sup>th</sup> May 2021	Fill in the <a href="#">expression of interest form</a>
Before 14 <sup>th</sup> May 2021	Short Zoom meetings to fine-tune details, legal representative/primary contacts and partnership agreement
Before 18 <sup>th</sup> May 2021	Application submission
Summer 2021	Notification about grant decision
1 <sup>st</sup> November 2021	Project starts
Nov 2021-Dec 2021	Online preparatory meetings
Jan 2022	Registration of ideas
Feb 2022	Selection of best ideas
March-April 2022	Milestone development and project submission
May 2022	Online event(s)
June 2022	Final hackathon events
End of 2022/Beginning 2023	Dissemination activities and project wrap-up

## Are you interested?

Please, fill in the [expression of interest form](#) before 7<sup>th</sup> May 2021