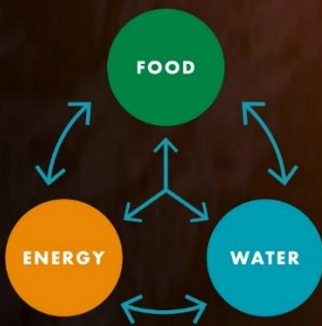




In partnership with:



# Shell NXplorers TERMS & CONDITIONS



## **OVERVIEW**

NXplorers is an innovative educational programme introduced by Shell Global. It equips young people with the tools and methodology to tackle complex and interconnected problems within their communities, framed in the Food-Water-Energy nexus. Students will apply systems thinking, scenario planning and theory of change to solve a problem in their communities.

The NXplorers club will be established in secondary schools as an extracurricular club activity. The duration of the NXplorers club content delivery is **five (5) weeks** during the period September 2024 - **October 2025**, which culminates with students showcasing their projects in the NXplorers Competition carded for February 22<sup>nd</sup> or 21<sup>st</sup>, 2025, followed by an award ceremony on **21<sup>st</sup> March 2025**. Registered students are expected to agree to and abide by the NXplorers Terms and Conditions.

## **STRUCTURE OF PROGRAMME**

### **PHASE 1: Training the Teachers (Three-day event)**

This will occur during the **2<sup>nd</sup> or 3<sup>rd</sup> week** in August for 3 days.

### **PHASE 2: NXplorers Workshop and Prototype Development**

Shell STREAM Facilitators will deliver the NXplorers content in Term 1 **and Term 2**. There will be a virtual orientation session for the teachers and students.

Following this, in Term 1 there will be **five (5) weekly sessions and 6 sessions in Term 2**. These sessions will be 1 hour long and delivered every week. The students will submit their tools on a weekly basis for review and correction.

Once all workshops are complete, the teams will enter the preparation phase where they do prototype development, **action planning**, and work on their final presentation of tools and NXJourney.

### **PHASE 3: Competition**

### Final Competition will be person.

Each school is expected to have at least one team with 5 students or a minimum of 3 students participating in the final competition but can enter multiple groups (for the preliminary competition.) - was not included on the PowerPoint

### **ELIGIBILITY:**

- The NXplorers club and Competition is open to Secondary Schools within Trinidad. Participating schools will be selected by NIHERST.
- Registration is open to students between forms 1 to 6. Students that are under the age of 18 years at the time of the registration must acquire consent from his/her parents or legal guardian to participate in the NXplorers Competition.
- Persons who are currently employed, apprentices, trainees, or interns of any Shell group of companies are not eligible to participate in the Competition.
- Schools must have a maximum of 15 students (5 students per group).
- New schools must be able to facilitate both online and in-person workshops.
- Schools must allow for 1 full hour to execute a workshop.

**Note: NXplorers is a team competition and students will be required to work in groups.**

### **THE COMPETITION CALENDAR & GUIDELINES:**

There are 3 stages in the competition. The guidelines and calendar below set out the key timings and deadlines for each stage of the Competition.

#### **Venues**

On Location in participating school.

**Note: Students are required to attend only 1 session per week at their school. Some sessions may also be scheduled to be delivered online.**

**Stage 1: Registration (June 10<sup>th</sup> - August 30<sup>th</sup> 2024)**

- **Each school** must complete and submit their NXplorers School Registration Form.
- Each school must have **all students** interested in participating in the club, **submit a student registration form**.
- Online registration begins June 10<sup>th</sup> 2024 and closes August 30<sup>th</sup> 2024.

Late registration will not be considered.

### **Stage 2: Workshop & Submission (September 2<sup>nd</sup> - October 25<sup>th</sup> 2024)**

- Facilitators from NIHERST will deliver the content via NXplorers workshops for registered schools, who will be guided through the NXthinking and ideation processes in preparation for the competition.
- The NXplorers Competition judging criteria is a rubric assessing students' application of the NXthinking tools addressing their problem statements.
- Every competing team is required to submit their unique NXplorers project by **October 18<sup>th</sup>, 2024, after completing NXplorers workshops**. Late submissions will not be considered.
- Problem statements must be aligned to the Food-Water-Energy challenge.
- In order to receive a Certificate of Completion/Participation, students must meet the following criteria:
  - Students must attend all phases of the programme (explore, create, change).
  - Students can miss two (2) days but must send an email citing a valid reason for missing the sessions and must complete and submit the activity that they missed on their own time.

### **Stage 3: Mentorship and Competition (November 4<sup>th</sup> 2024 – March 21<sup>st</sup> 2025)**

- The teams will be engaged by NIHERST Creative Design Lab in prototype development from November 4<sup>th</sup> to February 14<sup>th</sup>, 2025. The final competition will take place on 20<sup>th</sup> or 21st February 2025.
- Teams will be mentored by SHELL volunteers during the prototype development phase.
- All students are required to participate in an Intellectual Property workshop during this stage.
- The competition will crown a “NXplorers Champion”, and the winning participants will be awarded attractive prizes.

### **INTELLECTUAL PROPERTY CLAUSE:**

Any work done within this competition could be considered as intellectual property. As such all inventions made could be captured and shared using photos and videos. These photos and video materials could be shared for internal and external communications such as promotions, advertising, internet presence, TV, radio and press reports.

### **PRIVACY POLICY**

All personal data provided by participants will remain secure and confidential at all times.

Items	Start Date	End Date	Engage
<b>Stage 1 – Recruitment</b>			
NXplorers Cycle 5 Registration	10 <sup>th</sup> June 2024	30 <sup>th</sup> August 2024	Calls & Emails
<b>Stage 2 – NXthinking Process</b>			
Orientation and NXplorers Intro (1 <sup>st</sup> Session)	2 <sup>nd</sup> September	6 <sup>th</sup> September	Physical
NXplorers Workshops	9 <sup>th</sup> September	11 <sup>th</sup> October	Physical
Submission of Final NXplorers Tools		18 <sup>th</sup> October	Mural
IPO			
Preliminary Competition (Selection of 5 Finalists)	21 <sup>st</sup> October	25 <sup>th</sup> October	Physical
<b>Stage 3 – Mentorship &amp; Competition</b>			
Pre-Mentorship Action Planning and Prototyping	4 <sup>th</sup> November 2024	10 <sup>th</sup> January 2025	Physical
Action Planning and Prototyping	4 <sup>th</sup> November 2024	14 <sup>th</sup> February 2025	Physical
Mentorship (6-10 Shell Volunteers)	13 <sup>th</sup> January 2025	14 <sup>th</sup> February 2025	Online (Zoom)
NXplorers Competition (8-10 Shell Judges)	20 <sup>th</sup> or 21 <sup>st</sup> February 2025	20 <sup>th</sup> or 21 <sup>st</sup> February 2025	Physical (TBD)
NXplorers Award Ceremony	<u>21<sup>st</sup> March 2025</u>		<u>Physical</u>

### NXplorers Workshop Breakdown

<b>Session 1-</b> (2nd to 6th September)	<b>Session 2-</b> (9th to 13th September 2023 )	<b>Session 3-</b> (16th to 20th September 2023)	<b>Session 4-</b> (22nd September 2024)
<b>Orientation:</b> NXplorers student expectations. <b>Module 1:</b> Welcome to NXplorers. <b>Module 2:</b> A New Way of Thinking	<b>Module 3:</b> Introduction to Explore- What is the Issue? <b>Problem Statement</b>	<b>Module 3:</b> Explore- What's causing the Issue? <b>Connections Circle Tool</b>	<b>Module 3:</b> Explore- What's causing the Issue? <b>Connections Circle Tool</b>
<b>Session 5-</b> (27th September 2024)	<b>Session 6-</b> (29th September 2024)	<b>Session 7</b> (30th September to 4th October)	<b>Session 8</b> (7th – 11th October 2024)
<b>Module 4:</b> Create Futures. Create Scenario Planning Ideas and Preferred Future- What actions can bring about change? <b>Scenario Planning Quadrant Tool</b>	<b>Module 5:</b> Ideation	<b>Module 6:</b> Change- What actions can lead to our Preferred Future? <b>Feasibility Funnel Tool</b> What are the knock-on effects of certain actions? Was not included on the pp	<b>Module 7:</b> Change Planning & Persuading <b>Persuasion Pyramid Tool</b> <b>Module 8:</b> Action Planning <b>Module 9:</b> Reflections & Next Steps

**\*Note that dates may be subject to change. Some sessions may be delivered online.**

## **NXPLOERS COMPETITION PRIZES**

1st place	<b>\$16,500.00</b>
2nd place	<b>\$13,500.00</b>
3rd place	<b>\$10,500.00</b>

### **Special Prizes**

Most Innovative	<b>\$1,500.00</b>
Most Impactful	<b>\$1,500.00</b>

**Note: Cash prizes represent the total amount to be divided equally between team members.**