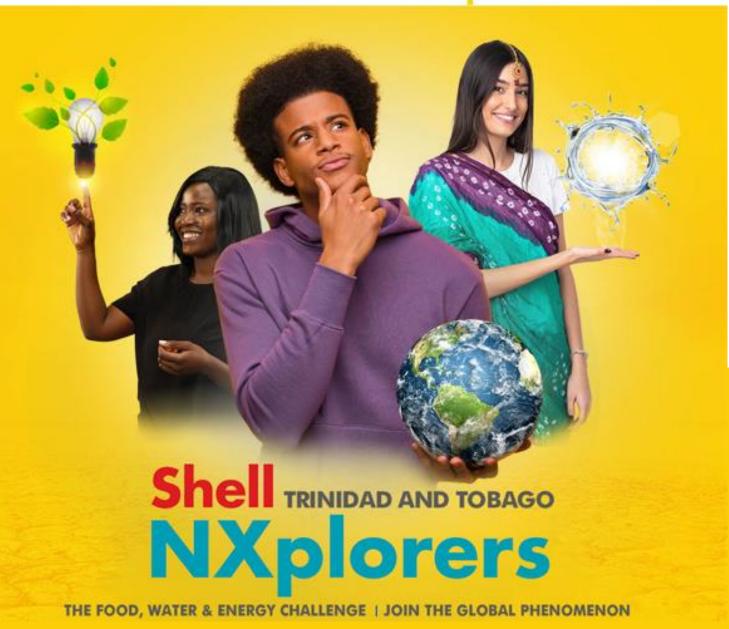






In collaboration with:



Agenda- Secondary

School Club &

Competition

1. NXplorers Programme

(targets, framework and delivery)

2. Challenge Competition

(targets, framework and delivery)

3. Timelines

Outline of Nxplorers Secondary School Club

To encourage participation of secondary school students in the Shell NXplorers Competition, NXplorers clubs will be established in secondary schools throughout Trinidad as an after school extra- curriculum club activity. The club will be open to students from forms 1-4. For this pilot initiative, a shortlist of 8-10 schools will be invited to participate.

The criteria for school selection will be based on Schools in Shell's fence line communities, schools with existing Shell Programme relationships such as those receiving Shell STREAM kits, schools with existing and fully functional clubs such as tech and environmental clubs will be shortlisted to establish these clubs. Methods used by other entities with a presence in secondary schools such as 'Restore a Sense of I can' (RSC) International, that currently run tech clubs in schools in Trinidad will also be explored. Schools with an interest in the programme will also be invited to participate.

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Outline of Club and Competition

Secondary School Club & Competition

This club would run over a period of two academic terms: Term 1 and 2 of academic year 2023/24.

1: Training the Teachers	Three day
event)	

This will occur in September, 2023 for 3 days. The content will be taught over 2 days and on the third day, all the content prepared by the teachers will be reviewed and clarified.

2: NXplorers Workshop and Prototype Development

The NXplorers content would be delivered by Shell STREAM Facilitators over the course of school terms 1 & 2. There will be a virtual orientation session for the teachers and students. Following this there will be 6 workshop sessions. These sessions will be 1 hour long. Students will submit their tools on a weekly basis for review and correction.

Once all workshops are complete, the teams will enter the prototype development phase and work on their final presentation of tools and NXJourney.

3: Final Competition

Final competition will be held in march 2024 (venue TBD).

Each school is expected to have *at least* one team with a minimum of five students participating in the final competition, but can enter multiple groups.

Sustainability and Governance of NXplorers Clubs

- Once the NXplorers clubs have been established in schools, with the careful guidance of trained NXplorers facilitators, the clubs can become sustainable in the long term.
- In the first cycle of the clubs the facilitators will teach the content, establish an internal structure among the students (president, vice president, etc.) and guide the teachers in developing a feasible supporting role unique to their situation. Club cycles will run with the academic year and culminate in a final competition held outside of exam periods.
- In the second cycle, the Facilitators will reinforce models that worked and adjust models that did not for each school. They will again teach the content and try to ensure that students from the previous year continue in the new cycle in order to start building continuity in the club and facilitate the natural sharing of knowledge and experience from student to student, which is key to both retention and growth. The cycle will again culminate in a final competition held outside of exam periods.
- By the third cycle, the roles in the clubs should be clear and bonds forged by sharing knowledge as well as the experiences gained through competing as a team should form a strong foothold for the NXplorers clubs within schools for years to come.
- It should be noted that success in the clubs depends on **minimal expectations of teachers.** This is based on the experience of *facilitators globally*. In order for the clubs to succeed Facilitators must deliver the content and must consistently monitor and offer guidance to both teachers and students.

Physical Programme Delivery

Eight (8) onsite locations:

Number of students



8 Secondary Schools

(100 club participants)& 45 competition participants)

*Participants from EAST,WEST,NORTH and SOUTH Fence line schools

Number of groups



8 Teams

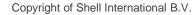
*Students from each school are encouraged to form teams 3-5 students.

Number of projects submitted



8 Projects

*Each school is required to have at least one team participate but can have multiple if they choose.



NXplorers Cycle 4 Framework (Secondary- Physical Delivery)



Stage 1 NXplorers Workshop

Introduction and overview to manage expectations about programme requirements.

Students participate in NXplorers workshops.



Stage 2
Develop Pitch &
Submit Ideas

At the end of the seven (7) workshops, students develop their pitch, submit problem statement and completed NXplorers tools.



Stage 3 NXplorers Final

Students execute presentations in finals for Shell Judges

Five (5) teams are selected for prizes (including special prizes)



Stage 4
NXplorers
Celebration Event

Finalists will attend award ceremony.

NXplorers Workshop Delivery Model- Secondary

7 sessions (1 hr/session)

SESSIONS 1 & 2	SESSIONS 3 & 4	SESSIONS 5 & 6
Orientation: NXplorers student expectations. Module 1: Welcome to NXplorers. Module 2: A New Way of Thinking Module 3: Introduction to Explore- What is the Issue? Problem Statement	Module 3: Explore- What's causing the Issue? Connections Circle Tool Module 4: Explore- Going Deeper Perspectives Circle Tool	Module 5: Create Scenario Planning Ideas and Preferred Future- What actions can bring about change? Scenario Planning Quadrant Tool Module 6: Ideation

NXplorers Workshop Delivery Model- Secondary

7 sessions (1 hr/session)

SESSIONS 7 & 8	
Module 7: Change- What actions can lead to our Preferred Future? Feasibility Funnel Tool Module 8: Change Planning & Persuading Persuasion Pyramid Tool	Module 9: Action Planning Module 10: Reflections & Next Steps

NXplorers Cycle 4 Implementation- Secondary School (Club and Competition) Summary Table

11th October 2023

*One session only

16th to 20th October 2023

23rd October 2023

29th January 2024

29th January 2024

29th February 2024

*One Day event

21st March 2024

Engage

Calls & Emails

Physical

Online (Zoom)

Physical

Emails

Online (Zoom)

Online (Zoom)

Physical

Physical

15th to 19th January 2024

2nd February 2024

23rd February 2024

23rd February 2024

Summary Table		
Items	Start Date	End Date
Stage 1 –		
NXplorers Cycle 4 Registration	26 th June 2023	18 ^h September 2023
Teachers' Training (3 days)	26th, 27th September 2023 (Physical)	29th September 2023 (Virtual)
Stage 2 – NXthinking Process		

Orientation and NXplorers Intro (1st Session)

NXplorers Workshops (2nd – 7th Session)

IPO& AutoCAD Training

Pre-Mentorship with STREAM Facilitators

NXplorers Competition (2-3 Judging Panels)

Nxplorers Award Ceremony

Stage 3 -

NXplorers Pro (NXthinking Process: 7 weeks) Secondary School

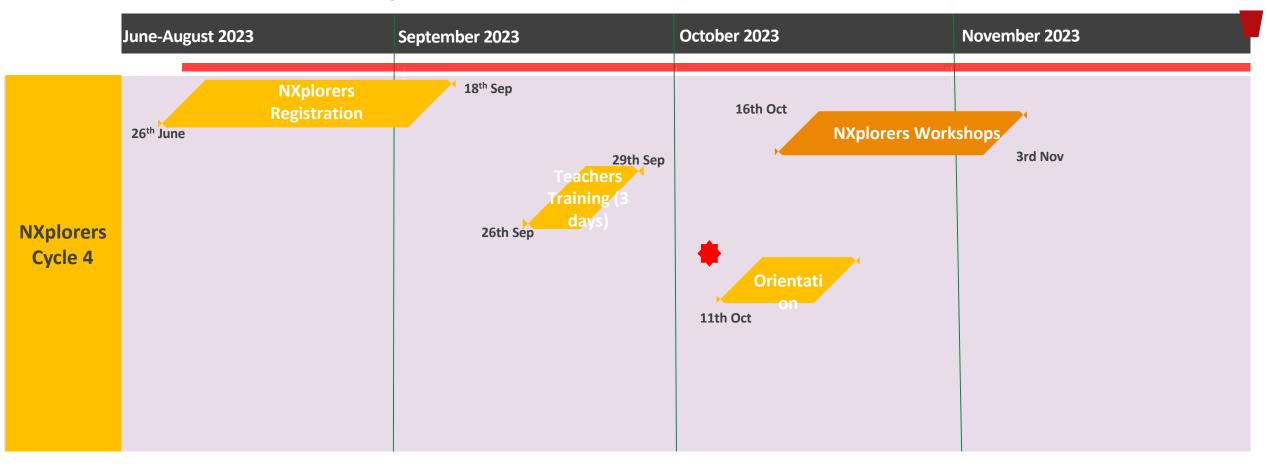
Content Delivery – Facilitation Workshops

Session	Date	Workshop Activities (45mins)
	26th, 27th (Physical) and 29th (Virtual) September 2023	-Teachers' Training (3 days)
1	11th October 2023 *One session only	-Orientation / Q&A (15 minutes) -NXplorers Introduction (45 minutes) (Virtual)
2	16th to 20th October 2023	-Problem Statement
3	23rd to 27th October 2023	-Connection Circle Tool
4	30th October to 3rd November 2023	-Perspective Circle Tool
5	6th November to 10th November 2023	-Scenario Planning Tool & Ideation
6	8 th January to 12 th January 2024	-Feasibility Funnel Tool
7	15 th to 19 th January 2024	-Persuasion Pyramid

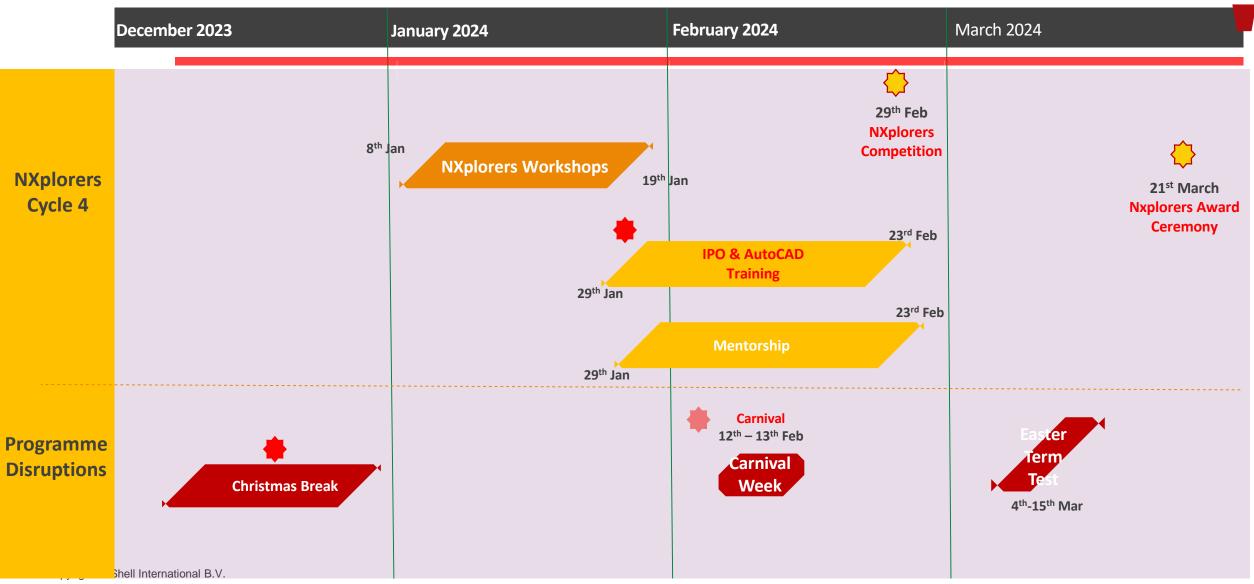
Note

1. General facilitation guide – 45mins per tool: Tool explanation and fun activities (15-20mins) and Tool write up (25-30mins).

NXplorers Club & Competition Timeline-Secondary School



NXplorers Club & Competition Timeline-Secondary School



NOTE: Carnival Week (12th - 13th February 2024) and Easter Term Test (4th - 15th March 2024).

Thank You for your time:)







Loading...

NXplorers starts September 2023

