

COMPETITION GUIDELINES

Background

In support of the mandate of the Ministry of Education of the Republic of Trinidad and Tobago, the National Institute of Higher Education, Research, Science and Technology (NIHERST) hosts the annual Teachers' Virtual Curriculum Competition, which showcases outstanding curriculum-aligned video lessons developed by educators across Trinidad and Tobago. For this revised edition, the competition adopts a forward-looking focus on Artificial Intelligence (AI) as an emerging and transformative tool in Science, Technology, Engineering and Mathematics (STEM) education.

The competition invites primary school teachers and secondary school STEM teachers to design short, engaging curriculum-aligned video lessons that demonstrate innovative and practical applications of AI to enhance teaching and learning. These lessons will serve as supplementary instructional resources for classroom and remote learning environments. This competition encourages creativity among educators while keeping participation approachable, practical, and aligned to everyday classroom realities.

The competition forms part of NIHERST's school-based intervention, *the Teach ME Project*, funded by the Ministry of Planning, Economic Affairs and Development through the Public Sector Investment Programme (PSIP).

Description

The Teachers' Virtual Curriculum Competition is an online competition open to all primary school teachers; and all secondary school teachers of Science, Technology, Engineering and Mathematics subjects in Trinidad and Tobago. Participants will develop curriculum-based video lessons that integrate AI concepts or tools in a clear, age-appropriate, and accessible manner. Lessons should highlight how AI can support understanding, problem-solving, creativity, or real-world applications within STEM subjects.

All registered participants will attend virtual training workshops facilitated by NIHERST to strengthen video presentation, instructional design, and effective technology integration. Selected finalists will receive additional one-on-one coaching to refine their submissions. As a result, finalists will produce high-quality videos, which will be accessible to primary and secondary schools and provided to the Ministry of Education for use on their online teaching platforms.

Aims

The competition aims to:

- Create a collection of short, high-quality STEM video lessons aligned to the primary and secondary school curricula.
- Encourage innovative and practical integration of Artificial Intelligence in STEM education.
- Support teachers in developing digital, pedagogical, and presentation skills.
- Provide engaging instructional resources for use in classrooms and online learning platforms.

Stages

The competition will run through the following stages:

No.	Stage	Deadline Date
1	Call for Participation (Launch)	May 8, 2026
2	Training (Virtual Workshops) for All Participants	June 26, 2026
3	Submission of Video Lessons by Teachers (Prelims)	July 20, 2026
4	Selection of Finalists in 2 Categories	July 27, 2026
5	Training (Individual Sessions) for Finalists	July 28 – August 4, 2026
6	Submission of Video Lessons by Teachers (Finals)	August 20, 2026
7	Selection of Winners	August 28, 2026

Call for Participation

NIHERST will issue an open Call for Participation via social media and official communication channels. All eligible teachers who register will be invited to participate in the virtual training workshops.

Training for All Participants

Virtual workshops will be delivered by specialist Facilitators with expertise in videography and Artificial Intelligence to guide participants on:

- Designing effective, curriculum-aligned video lessons;
- Communicating STEM and AI concepts clearly to students;
- Incorporating simple, meaningful AI applications into lessons; and
- Producing clear and engaging instructional videos.

Workshop recordings will be made available to all participants for reference.

Video Lesson Requirements

Participants are required to create a video lesson based on a primary or secondary school curriculum topic, in accordance with the workshop guidelines and competition rubric.

Each video lesson must:

- Be five (5) to fifteen (15) minutes in length;
- Be age-appropriate and curriculum-aligned; and
- Clearly integrate Artificial Intelligence in a way that supports learning outcomes.

AI Content Requirements

Each submission must incorporate **at least one** of the following elements:

- AI Concept Explanation

Introduce and explain an AI-related concept (e.g. pattern recognition, machine learning, automation, data analysis) using language appropriate to the target age group.

- Practical AI Application or Activity
Demonstrate or describe a simple, classroom-friendly activity, simulation, or project where students can interact with or explore an AI tool, model, or real-world application.
- Educational Value and Outcome
Highlight how the use of AI enhances understanding of the STEM topic, supports critical thinking, problem-solving, creativity, or real-world relevance.

Submission and Selection of Finalists

Participants will submit their video lessons according to the instructions provided by the project team. A panel of judges comprising representatives from the Ministry of Education and NIHERST will assess submissions using the competition rubric.

Finalists in each category will be invited to participate in a second stage of training and video refinement.

Individual Training and Final Submissions

Finalists will receive individualised feedback and coaching to enhance instructional quality, clarity, and production value during one-on-one sessions with the Facilitators. Session recordings will be made available to finalists for reference.

Final videos will be edited and resubmitted based on guidance and feedback provided by the Facilitators and panel of judges.

Selection of Winners

The judging panel will select the best video lessons in both the primary and secondary category. Winners will receive attractive prizes in recognition of their dedication, innovation, and creativity.

As a condition of acceptance, winners will be required to provide portrait photographs and video testimonials in accordance with NIHERST's promotional guidelines. Details of these requirements will be provided to winners following the competition results.

Prizes

A total of up to forty-five thousand dollars (\$45,000) in Gift of Units from the Unit Trust Corporation will be awarded to 1st, 2nd and 3rd place winners in each category.

Duration

The competition will take place from May 2026 to August 2026.

Outcomes and Sustainability

By the end of the competition:

1. A curated library of AI-enhanced STEM video lessons will be available to support teaching and learning.
2. Resources will be distributed to schools and shared with the Ministry of Education for use on national online platforms.
3. Teachers will strengthen their digital, instructional, and innovative teaching practices.
4. The competition will promote thoughtful, accessible integration of emerging technologies in education.

Secondary School Subjects that Fall Under the Umbrella of Science, Technology, Engineering and Mathematics

- Additional Mathematics
- Agricultural Science
- Animation & Game Design
- Applied Mathematics
- Biology
- Building and Mechanical Engineering Drawing
- Building Technology
- Chemistry
- Computer Science
- Electrical and Electronic Engineering Technology
- Environmental Science
- Food, Nutrition and Health
- Geography
- Green Engineering
- Human and Social Biology
- Industrial Technology
- Information Technology
- Integrated Mathematics
- Integrated Science
- Mathematics
- Mechanical Engineering Technology
- Physics
- Pure Mathematics
- Technical Drawing