techgirls»

We envision a society in which girls confidently lead in STEM entrepreneurship and contribute to their community and the economy.

We do this by championing Australian school girls using hands on experiential learning to transform their future, and encourage equity in the technology industry.

We help girls to get excited and connected with technology in a way that is meaningful and life-changing.

Our goal is to give every girl the opportunity to participate in Techgirls and realise their potential to lead.

Techgirls Competition Pack

The annual Techgirls competition is a 12-week STEM entrepreneurship program in Term 2 of school.

Girls work in teams with a coach and mentor to gain awareness of STEM careers, develop their business and technology skills, to grow their confidence with technology, and to enable them to make informed choices about careers in STEM.

Techgirls is about young people solving young people's problems and role modelling is key to supporting their interest in STEM.

This award-winning research and evidence-based program has created a ripple effect that will have positive long term implications for all of our digital futures.

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2022 Important Dates & Milestones
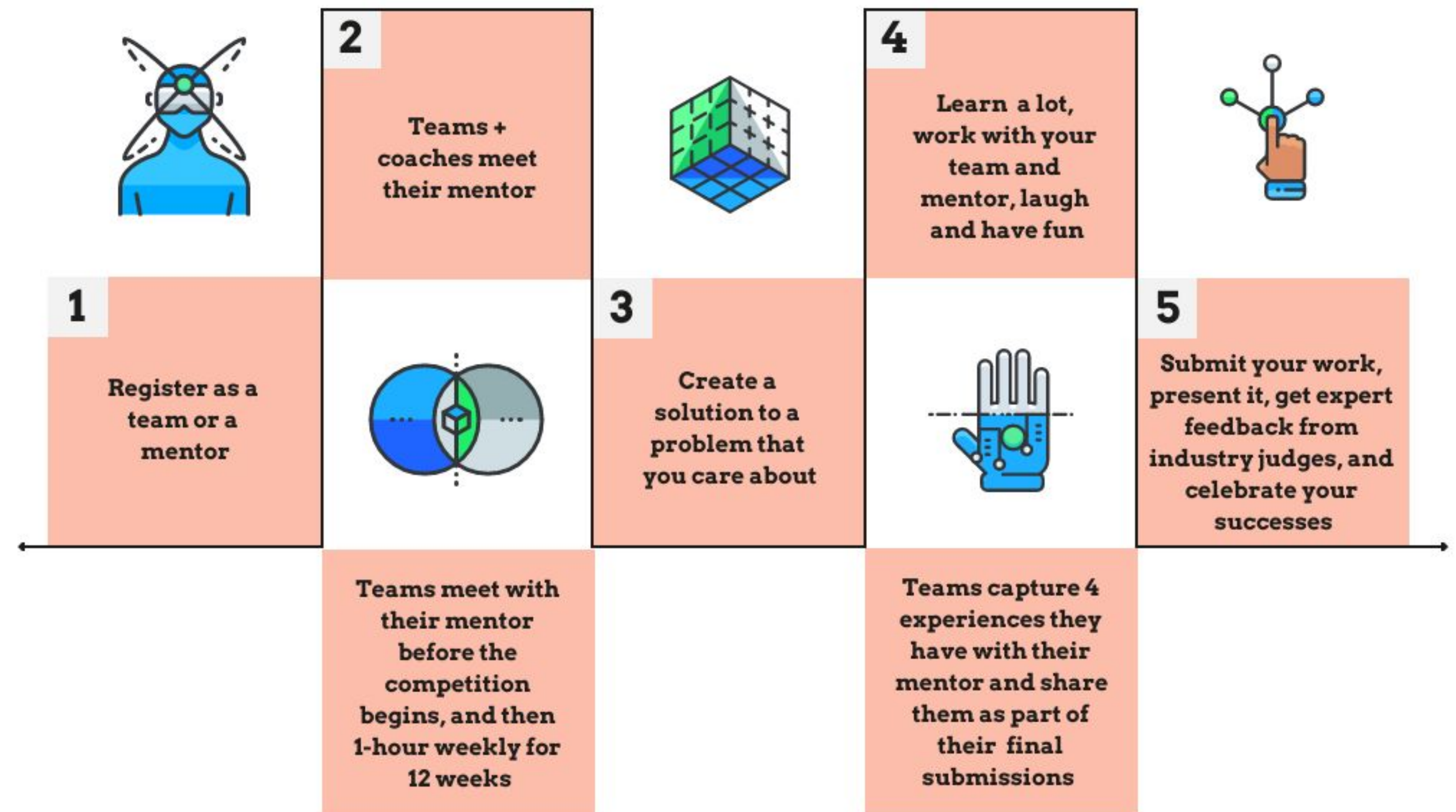
Important Dates

8th March 2022
International Women's Day
Open for registrations

22nd April 2022
Registrations Close

20th June 2022
Mid-season check - you should be halfway there!

August 2022
Online judging

Suggested Milestones

2nd May 2022
Get started with your idea and start **Module 1**

23rd May 2022
Finish research, start prototyping your app, begin **Module 2**

13th June 2022
Start planning your pitch & coding your app, begin **Module 3**

4th July 2022
Leave time to debug your app, finalise pitch and start **Module 4**

25th July 2022
Start preparing your deliverables for submission

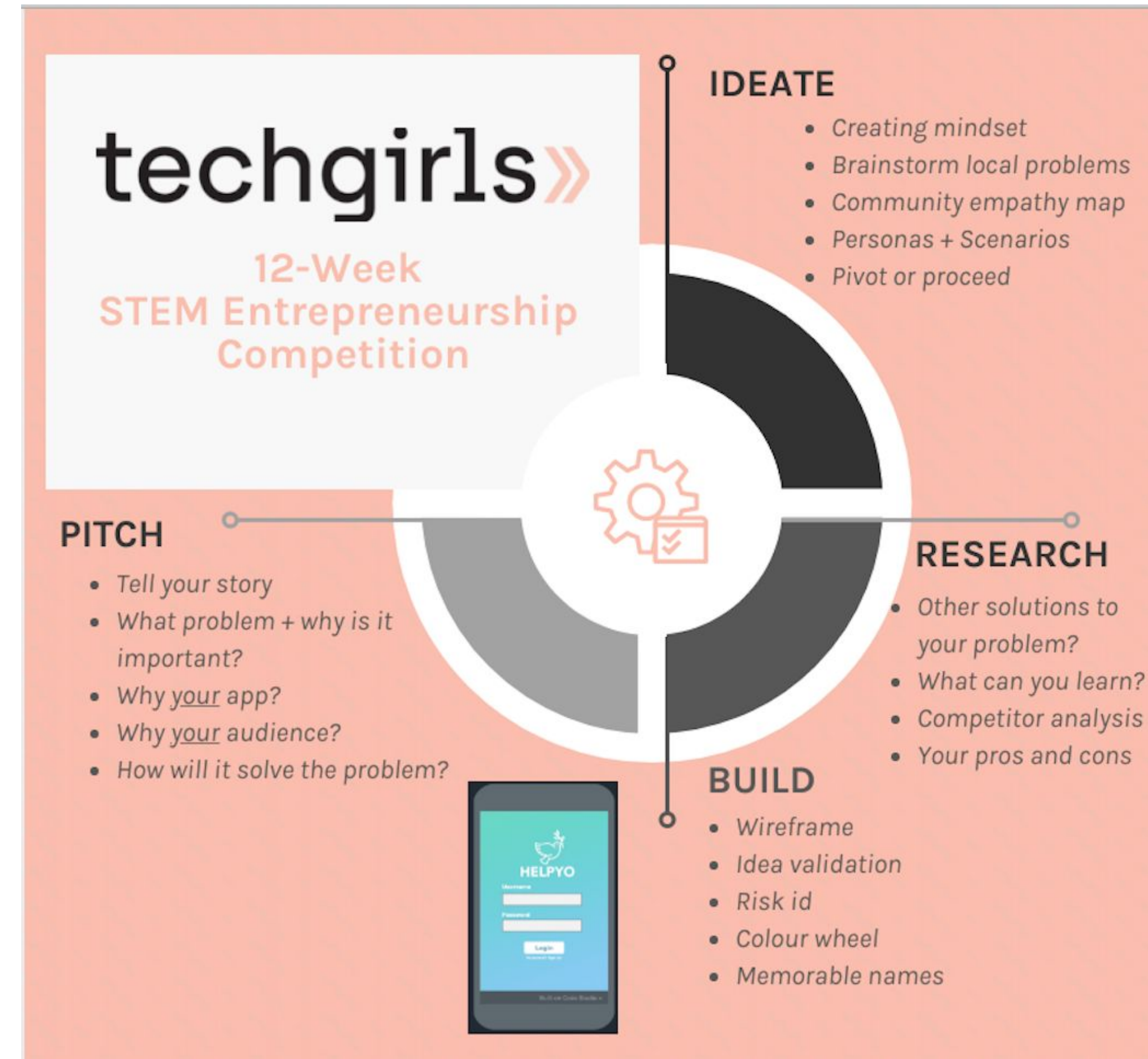**Fri 29th July 2022**
Submission Deadline
5:00 PM AEST

September 2022
Winners announced + showcase events

www.techgirlsmovement.org

How it works

- Teams consist or 2-5 students from 7-17 years old. They can be of mixed grades and across different schools, and will register as a primary or secondary school team based on the eldest member.
- Each team needs a coach (a teacher/parent) to register them, and to be the contact point with Techgirls HQ and the team's mentor.
- Students may only be in one team. Each team is matched with a female STEM industry mentor to support them over 12 weeks.
- We expect teams will spend up to four hours weekly working on the project: 1hr with their mentor, 1hr meeting as a team, and 2hrs working solo.
- Each team receives a swag pack on registration and completion of the pre-survey. Students, coaches and mentors - please complete pre + post surveys

- Teams collectively sign a Statement of Agreement that they will:
  - be respectful of fellow team members, their coach, and their mentor
  - give all team members the opportunity to contribute equally and fairly and share the workload evenly
  - meet with their mentor at least 4 times over 12 weeks
  - align the problem they solve with the United Nations Sustainable Development Goals

- We at Techgirls HQ are here to help. We support teams, coaches and mentors to have the resources they need to be their best creative selves!

Design thinking in action

- The Techgirls Competition has four parts that fit together like a puzzle. First we find a problem in our local community we want to solve. Then we research how other people have tried to solve it, and document our ideas. Then we design and build a solution to the problem in the form of an app. Then we pitch our solution to the important problem we identified. Techgirls provides an easy to follow curriculum to achieve this via Blackboard Learn.

- At the end of 12 weeks, teams have a working prototype of an app, a business plan with all their ideas (we provide the template!), a demo video, and a 30 second pitch video to convince the judges that they have solved a worthy problem in an innovative way.

- After teams submit their entry against a judging rubric they receive real world feedback from our industry judges. Each entry is judged 3 times and the moderated feedback is sent to teams and mentors. We invite teams to pitch at in person showcase events (where possible) where we also announce state, regional, and national winners and award prizes.

- This program works for 2 reasons: teams choose the problem they want to solve, and young people appreciate the opportunity to have a voice, and to share it with an adult they don't know.

Weekly tips

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**2022 TECHGIRLS COMPETITION
12-WEEK CURRICULUM**

START

1 Get familiar with the program including schedules, milestones and deadlines. Meet your mentor.
2 - 8 May 2022

2 Do a team analysis. Brainstorm problems you might like to try to solve. Start your business plan.
9 - 15 May 2022

3 Clearly describe your problem, who it impacts and why it is important. Research it. Learn about coding.
16 - 22 May 2022

4 Brainstorm solutions to the problem and decide on one solution you will implement.
23 - 29 May 2022

8 Work on developing your app. Design your user interface and document how your app is to be used.
20 - 26 June 2022

7 Document how you will brand, finance, market and promote your app in your business plan.
13 - 19 June 2022

6 Describe how your app will work. Prepare your wireframe. Update your business plan. Start working on your app.
6 - 12 June 2022

5 Do consumer and trend research to see how others have tried to solve the problem. Ask what people think.
30 May - 5 June 2022

9 Plan your pitch and demo videos and learn how to film a convincing video. Keep coding your app.
27 June - 3 July 2022

10 Test your app on your target audience. Keep coding your app. Film your pitch and demo videos.
4 - 10 July 2022

11 Edit your pitch and demo videos. Finalise, test and debug your app.
11 - 17 July 2022

12 Finalise your business plan. Get your team photo. Prepare your submission!
18 - 24 July 2021

END

LAST DATE OF SUBMISSION: Friday 29 July 2022 5:00 PM AEST

- Ideally, teams meet their mentor in the first week of the competition to set up a regular weekly time to meet. Decide if you are able to meet in person or if it will be virtual. If virtual, you have a private and secure Techgirls Blackboard Collaborate room to use anytime. Check you can log in.

- We encourage coaches and mentors to speak on the phone prior to the competition kick-off or in the first week to communicate expectations and discuss circumstances.

- We recommend teams set up a team Gmail account for all communications during and beyond the competition.

- Check Blackboard Learn each Monday to get the tasks, topics and updates for that week. Watch the short weekly video and work through the resources. Ask Techgirls HQ any questions you have.

- Join our weekly drop in sessions to ask live questions of our industry guests and our support team. Or watch the recordings as they will provide useful ideas for your projects.

- Mostly, don't get stuck. Reach out anytime. We are here to help you have a fun and educational STEM experience.

Mentoring

- All mentors have a valid Working with children check, and coaches will be present when teams meet with their mentor either virtually, or in person. We try to co-locate mentors and teams geographically where possible so teams can meet with their mentors in person.

- Mentors and the coach/team arrange a suitable time to meet regularly together. Mentors - be prepared that students may not have much flexibility on when and where to meet. Often they meet during their lunch hour or after school while they are all together as a team.

- Mentors are not expected to be experts in app development. Instead they are positive role models who guide the team to find solutions to problems they have in designing and developing their app. Mentors are also useful contacts for coaches beyond the competition and we find that teams, coaches and mentors often have long term professional relationships.

- Mentors will use their *Techgirls Mentor INSPIRE Cards* to guide and inspire their team through at least four meetings. Teams are required to document their learnings from these sessions as part of their final submission to judges.

- Peer mentoring is an option for mentors who would like to share the role. Find a colleague and register together, and we will match you with a team.

- Not all mentor matching experiences work out positively, unfortunately. Be prepared that you may be in the small percentage that gets unlucky this round to be matched with a team who are unable to meet their commitments in the program. If this happens, join as a judge.

- Our expectation is that mentors meet with their teams for 1 hour per week over 12 weeks. Some mentors give more and some less: it depends on how organised the team is, and how easy it is for them to get together at a time that suits the coach and mentor. Often teams take a couple of weeks to get into a rhythm of mentor meetings. Then you may meet them in 2 hour blocks over 6 weeks instead. Be flexible patient, and offer your availability.

Advice for coaches + mentors

- Get up to speed on the competition requirements and team dynamics early
- Closely monitor progress + milestones
- Start early and use the online resources
- Be mindful of the time you have available
- Spend time trying to develop your own skills
- Believe in your own capabilities
- Trust in the student's capabilities
- Share the coach role if possible

Learning from past teams

"Even though I hadn't done this work before, we worked through each activity as a team and learnt along the way."

"The finances - I had not been exposed to these areas before but now I understand I need them to bring my ideas to life."

"We had trouble doing our videos as we are all in lockdown and are unable to meet to do the pitch video. We ended up finding a fun and entertaining way to do it."

"I had a lot to learn in video editing but through the last couple of weeks of the competition, I learned much more about this."

"I think the element that I found most difficult was completing the business plan before the deadline!"

"Once we learnt that everyone in the team has different skills, we realised that when we work together we can all solve different parts of the problem."

"Two of us did the coding, one did the branding and visual design, and we had a project manager. It worked!"

Remember…

Work collaboratively. We need a team to innovate.

Fail fast and fail a lot. Learn from it.

Not all teams work out, but we always learn from the experience.

You don't need to know the solution, but learn how to find the solution,

Failure is key to creativity and success.

Done is better than perfect!

If I can see it, I can be it.

There are no bad ideas, only badly executed ones.

Surround yourself with others who have strengths that complement your weaknesses.

Learn from each other. We are better together.

Contact us

competition@techgirlsmovement.org

We have a student ambassador, technical mentors and administrative support available for you.

View previous pitch videos here:
https://techgirls.mediaspace.kaltura.com/

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YOU CAN DO THIS!