

INVENTFUTURE.GLOBAL INNOVATION CHALLENGE

2026 STUDENT GUIDE



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WHAT IS THE INVENTFUTURE.GLOBAL INNOVATION CHALLENGE?

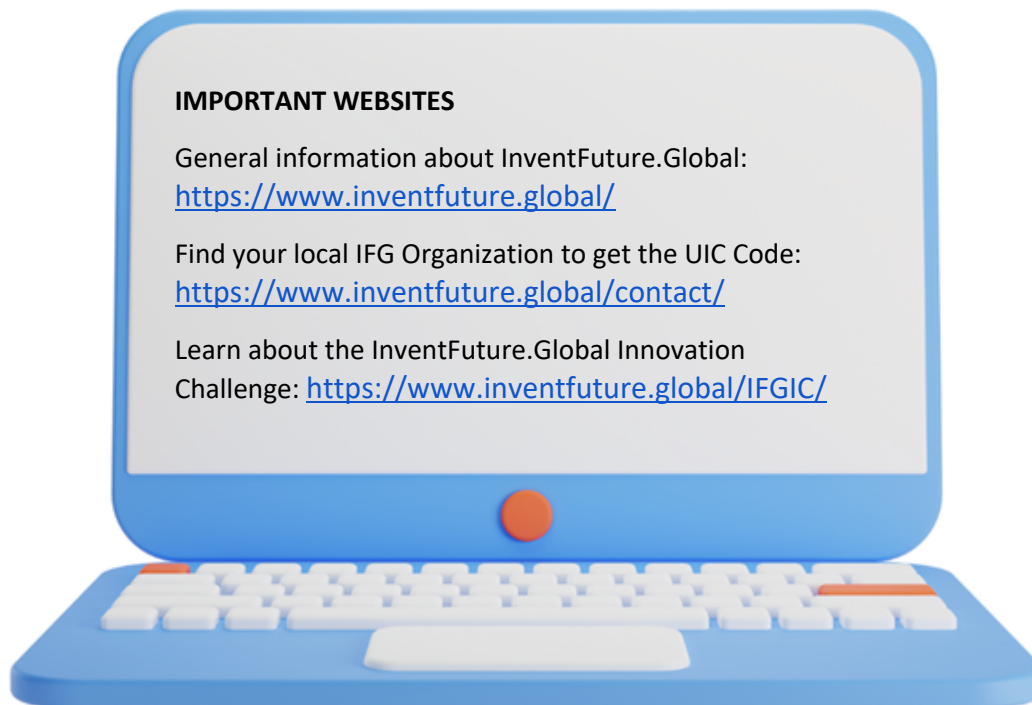
THE INVENTFUTURE.GLOBAL INNOVATION CHALLENGE (IF.GIC) is an annual challenge designed to provide students ages 5 to 19 from around the world a place to share, compete, and be celebrated for their brilliant innovations, inventions, and design programs that solve problems are regularly held in countries across the globe and InventFuture.Global now offers students an amazing opportunity! Share your creativity beyond your country's borders ... the international community is waiting to see what you have achieved.

The InventFuture.Global Innovation Challenge is a two-round, virtual challenge.

- **Round 1:** All participants are included in Round 1 of the challenge. During this round, a panel of international judges independently reviewed the 1-minute project pitch video, logbook/journal, and 6-slide presentation and recommended entries to advance to Round 2 of the challenge.
- **Round 2:** Projects selected to advance to Round 2 of the challenge will be invited to present live, via the online Global Innovation Field Trip event to a panel of judges, peer innovators, a moderator and a global audience. *For more information see [Top Tips for Your Live Presentation](#).*

Join the top student innovators from all over the world and present your ideas and solutions to a global audience – register by **18 September** (but earlier is better) for the opportunity to participate in the live online InventFuture.Global Innovation Challenge to be held in October 2026.

Be a part of the solution! Questions? Please contact us at: IFGIC@InventFuture.Global



GETTING STARTED

The Invent Future Global Innovation Challenge (IF.GIC) is an annual challenge designed to provide students ages 5 to 19 from around the world with a place to share, compete and be celebrated for their brilliant innovations.

ELIGIBILITY REQUIREMENTS

Participating students:

- ✓ Must be a student ages 5 to 19. Note: this challenge is not intended for students enrolled in college/university, except students at a high school level who are also taking college courses.
- ✓ Must register as an individual or team of up to 3 students.
- ✓ Must have qualified to advance to the IF.GIC from an InventFuture.Global member organization or the Global Independent Innovator program.
- ✓ Must have created a unique innovation or significantly improved an existing innovation.
- ✓ May be registered to **represent one and only one innovation** in the 2026 IF.GIC.

TEAM REQUIREMENTS

- ✓ Individuals or teams are eligible to participate in IF.GIC.
- ✓ A maximum of three students may be selected to represent a team in this challenge.
- ✓ To be eligible, all team members must be between the ages of 5-19.



IMPORTANT PROGRAM DATES AND DEADLINE REQUIREMENTS

- **10 March** – Official start of IF.GIC program. InventFuture.Global organizations can now invite students to advance to the IF.GIC and provide each with an Access Code.
- **15 March** – InventFuture.Global website goes online. Students with an Access Code may now register.
- **18 September** – Registration Deadline – Registration and all materials must be uploaded. Nothing can be changed or accepted after this date. This is the final deadline for all student materials to be uploaded through the registration link [found on this page](#).

Student Interviews: Judges will be very interested in what you have done, and they **MAY** ask for a **live online interview** to gain more information from you about your project. You will have plenty of time options, but if you do not participate in the interview then judges may not have sufficient information to promote your project to the next level. Giving you and the judges more time to schedule this interview is another reason to register and upload all your materials long **BEFORE** the Deadline.

- **20 September – 6 October** - Round 1 submissions are reviewed by international IF.GIC judges.
- **7 October** - Students advancing to the Final Round are notified via email and posted [on this site](#). Semi-Finalists are notified that they will **NOT** be presenting at GIFT but are still eligible for awards and honors.
- **12 October** - All Finalists must have selected their choice options for GIFT presentation time.
- **17/18 October (Saturday-Sunday)** – InventFuture.Global Innovation Challenge live online presentations at the GIFT.
- **25 October (Sunday)** – Live, online Awards and Honors Celebration

Challenge deadlines may change or be extended with little to no advanced notice. [Keep up to date here](#).

WHAT IS AN INNOVATION?

HOW WE DEFINE INNOVATION

The Oxford Dictionary defines “innovation” as a new method, idea, or product.

We expand the definition to include significantly improved methods, ideas or products. By this we mean you could create an enhancement, change or addition to a current innovation that significantly improves that innovation or performs the same function in a different way. For example, a plain pencil is used to write, but a pencil with an eraser can both write and erase. While a pen performs basically the same function it does so in a different way. These are all innovations.



Further, you could also combine existing products to come up with a unique innovation. For example, a fork combined with a spoon to make a Spork.

Some examples of innovations: prototype, app, idea, social good program, service, process, AI agent, or yours could be different from these and we encourage you to apply.

INNOVATION SUBMISSION REQUIREMENTS

- **Innovations from other programs/contests** - Innovators may, but do not have to create a unique innovation for the IF.GIC. They may show an innovation they created for another program or an innovation they have shown before at IF.GIC providing there has been significant improvement to the innovation.
- **Electronics** - The innovation may or may not be electronic or have electronic components.
- **The innovation works or theoretically works.** Please remember that it is not necessary for your innovation to work perfectly or for you to even have on hand all the necessary materials and components to make it work. For example, maybe you don't have all the parts already done or maybe you still need government approval to set up your innovation? The important thing is that you do know what you need, and that the science/plan/process is theoretically logical, correct and will work. Record your thinking in your logbook/journal/diary.



- **Pitch video** - A 60-second maximum length video pitch or commercial that can be shared with the judges and used to highlight your innovation on social media. This is your chance to get the attention of the judges and get them excited and interested in your innovation. *For more information see [60-Second Pitch Video](#).*



Important Note: Judges will be instructed to ignore anything beyond the first 60 seconds of the Pitch Video.

- **The story of your innovation** - Every innovation has a backstory which is the reason for its development and the path you followed to bring the innovation to some level of completion. The backstory for your innovation may be in a diary, journal, inventor's log or other narrative, of any length or style, BUT must be presented as one of the supporting documents formats for this challenge. *For more information see the [Logbook/Journal/Diary](#).*



- **Presentation document** - Each individual or team must develop a 6-page presentation that is required for the Round 1 judging event, and which can be used for the Round 2 judging event. The presentation is a maximum of 6 slides of project content. In addition to the 6 pages of project information and content, students may add one page in the beginning with the title and names of the presenters, one page at the end to thank anyone who helped and supported them and one page at the end for citations, if wanted. These extra pages beyond the 6 pages of project content are totally optional. *For more information see [6-Slide/Page Presentation and/or Your Live Verbal Presentation](#).*



Important Note: Judges will be instructed to ignore anything beyond 6 pages of project content.

PRIOR TO REGISTERING FOR THE IF.GIC

- Review the [IF.G Innovation Challenge Artificial Intelligence \(AI\) Use Policy](#) to ensure compliance.
- Create a Presentation Document of no more than 6 pages or slides of project content explaining what you have done, why you did it and what was the impact.
- Be ready to attach a logbook, journal, diary documenting your innovation process.
- Create a 60-second (or less) pitch video.
- Include a picture of yourself or the team which can be publicly shared on IF.GIC documents and files.
- Take a picture or create an image of your innovation which will be shown to the judges.

More information can be found under [Preparing Your IF.GIC Materials and Presentations](#).

REGISTER FOR THE IF.GIC BEFORE FRIDAY 18 SEPTEMBER

- Get your Access Code from your InventFuture.Global Organization.
- Click on the “Registration” button at: <https://inventfuture.global/IFGIC/>.
- Only one registration form detailing participant information for all members of the team.
- Participant’s information - includes FULL name, gender, age, city, state/region, country, parent name(s), and contact email for EACH member of the team.
- Project information - includes the name of your innovation, a description, the problem it solves and a summary of how it works.
- Upload your logbook, journal or diary.
- Upload your Pitch Video (No longer than 60 seconds).
- Upload a picture of yourself or team.
- Upload the image of your innovation, screenshot of a portion of the code, a partial diagram, or high-level outline of the idea.
- Presentation document - a presentation not longer than 6 slides or pages of project content, saved as PDF or PPTX.

Innovators who are selected to advance to the Final Judging Round will be invited to participate in Live Presentation Sessions via Zoom, on 17/18 October 2026 (Saturday-Sunday), where students will present their projects to a Panel of international judges and their student peers and will be evaluated based on the *IF.GIC Evaluation Criteria*.

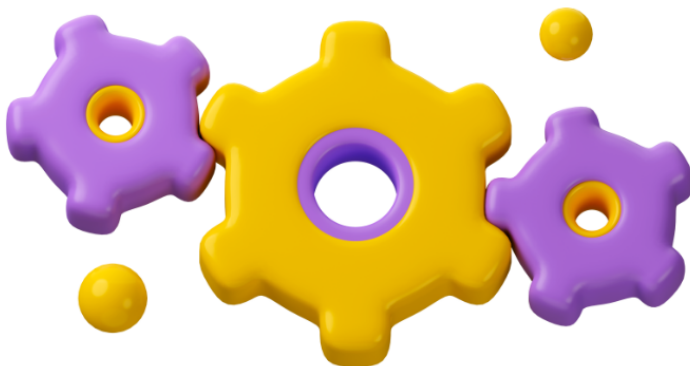


AFTER REGISTERING FOR THE IF.GIC

1. **CONFIRMATION:** After filling in the registration information and uploading the required files BEFORE **Friday, 18 September** you will receive an on-screen confirmation that your registration was complete. If you do NOT see the on-screen message, then something was not completed. Look for the error and fix it. You will NOT be able to leave the registration site with a partially completed form and then return later. You will also receive an email confirming the completed registration. Check your SPAM folder for this email.

Your registration will be reviewed by the IF.GIC Team, and any questions, concerns or omissions will be forwarded to you via email.

2. **OFF-LINE JUDGING:** The first round of judging occurs off-line, and you will receive an email by Wednesday, 7 October notifying you if you have been selected as a Finalist for the second round of judging. This second round occurs live at the Global Innovation Field Trip (GIFT) on Saturday/Sunday 17/18 October. If you are a Finalist, you will be asked to choose your presentation time at GIFT.
3. **GIFT SESSION CHOICES:** If you are a Finalist, by Monday 12 October you will need to have submitted your choices for a GIFT presentation session time.
4. **GIFT SESSION NOTIFICATION:** By Thursday, 15 October, you will be told which GIFT IF.GIC session you will be presenting at.
5. **GIFT PRESENTATIONS:** At GIFT Saturday/Sunday, 17/18 October, you will be giving your Final Presentation live to judges and the world watching GIFT.
6. **INVENTFUTURE.GLOBAL INNOVATION CHALLENGE AWARDS CEREMONY:** On Sunday, 25 October, the IF.GIC awards ceremony will be held live on Zoom & YouTube.



IF.G INNOVATION CHALLENGE ARTIFICIAL INTELLIGENCE (AI) USE POLICY



What Is the InventFuture.Global Innovation Challenge? The Global Innovation Challenge (IF.GIC) is an online international program for students ages 5 to 19. Students share their ideas, compete with others, and are recognized for their creativity and innovation. The IF.GIC is mainly about learning.

Your final invention is important, but what matters most is:

- How you think
- How you learn
- How you solve problems
- How your idea improves over time

What Judges Care About Most: Judges focus more on your process than just your final product. They want to see:

- How you found a problem
- How you created and improved ideas
- How you designed, tested, and improved your invention
- How you solved problems along the way

You should do most of the work yourself. Friends, parents, teachers, or other adults may help a little, but:

- They may support you
- They may encourage you
- They must not do the work for you
- You are responsible for building your idea from start to end, although you may use support and review along the way.



Using AI Is Optional: You do not have to use AI.

- Projects with AI or without AI are judged equally.
- You will not get extra points just for using AI.
- You will NOT lose points for not using AI.

If you decide to use AI, follow the AI Roadmap on the next page.

With appreciation to NextMinds for generously allowing us to build upon their AI poster in developing this policy.

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IF YOU ARE USING AI - THIS IS YOUR ROADMAP

1 - When you use Artificial Intelligence (AI):

You must clearly explain how you used AI in your logbook.

4 - AI should support your ideas but not replace your creativity or thinking.

- You are the team leader and the decision maker.
- Work with AI like a consultant or reference tool.
- Think of AI like a consultant or reference source that offers suggestions, not a teammate who builds the project.

7 - You may use AI to help with:

- Brainstorming ideas.
- Exploring possible solutions.
- Understanding difficult concepts.
- Improving how you explain your ideas in writing.

This is the same way you would treat information, ideas, or support from any human supporter.

2 - The Role of AI in the IF.GIC

AI can be used as a tool to help you learn, but it must not do the work for you.

5 - When using AI:

- You may ask AI questions.
- You may test AI's ideas.
- You may disagree with AI.
- You may change or improve AI's suggestions.



8 - Not Allowed Uses of AI - You may not use AI to:

- AI should not create the entire innovation without your direction.
- Replace your own thinking or decision-making.
- Create complete designs, code, presentations, or documents by itself.

3 - Think of AI as:

- A helper
- A tool
- A guide who gives suggestions

6 - If AI gives you good information:

- Write the information in your logbook.
- Explain what the information was.
- Explain what you decided to do:
 - Use it
 - Change it
 - Or reject it
- Explain why you made that decision, and how AI influenced or informed your thought process.

9 - It is important to remember that AI is not always correct.

You are responsible for checking facts and understanding how AI's answers informed your work.

Possible Student Interviews: Judges will be very interested in what you have done and they MAY ask for a short live online interview to gain more information from you about your project.

How Interviews Support AI Transparency: Optional student interviews may help Judges better understand how AI tools were used during the innovation process. During a short live conversation, students may be asked to explain their idea, key decisions, and where AI provided support.

The purpose of the interview is not to penalize AI use, but to confirm that the innovator understands the work they are presenting and that AI was used as a tool to support, not replace original thinking, learning, and authorship. Interviews help Judges fairly evaluate projects and confidently advance work that reflects responsible AI use and genuine student innovation.

You will have plenty of time options for the interviews, but if you do not participate in the interview then Judges may not have sufficient information to promote your project to the next level. Giving you and the Judges more time to schedule this interview is another reason to register and upload all of your materials **BEFORE the registration deadline of 18 September.**

Final Message to Students: IF.GIC supports using modern tools like AI in a responsible way. However, your project must clearly show:

- Your own ideas
- Your own effort
- Your own learning
- Your own growth as an innovator

You are the inventor. AI is just a tool.



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PREPARING YOUR IF.GIC MATERIALS AND PRESENTATIONS

All participants will submit the Round 1 Materials and Presentation through the online registration process and some participants will be selected to advance to Round 2 and will also have a live presentation with a panel of international judges and peer innovators.

This section offers requirements and tips for the materials you will upload and the presentation(s) you will deliver.

Materials/Presentations	Round 1	Round 2 (Finals at GIFT)
Image of Individual or Team	Required	not needed for this round
Image of Innovation	Required	not needed for this round
60-Second Pitch Video	Required	not needed for this round
Logbook/Journal/Diary	Required	Logbook/Journal/Diary (Judges will review before live event)
6-Slide/Page Presentation	Required	Innovators advanced to Round 2 will present to a panel of judges. You have the option to use your 6-Slide/Page Presentation to support your live performance presentation.

IMAGE OF INDIVIDUAL OR TEAM



Create a JPEG or PNG image of yourself or your team (max. file size: 512 MB).

IMAGE OF INNOVATION

Create a JPEG or PNG image of your innovation (max. file size: 512 MB). The purpose of the image is to enable judges to generally understand more about your innovation, but the image should NOT contain too much detailed information so that it damages your Intellectual Property rights. See [Protecting Your Intellectual Property](#).

Example images:

- Idea: a small portion of your blueprint, diagram, illustration, or outline of saved as a PDF
- App: screenshot(s) of a portion of your code as well as screenshot(s) of your user interface
- Prototype: picture(s) that does not show all the critical pieces
- Social-good program or service: high level business plan
- Process: process diagram/chart



60-SECOND PITCH VIDEO

VIDEO REQUIREMENTS:

- The video may NOT exceed 60 seconds. **Judges will be told to stop watching at 60 seconds.**
- You may create your video using whatever technology you have.
- If using a cell phone, capture the video in portrait, NOT landscape.
- You may edit your pitch video.
- Make sure to include the innovation name, name(s) of the innovator(s), the problem and the solution.
- You should be on the video telling your story yourself. Do NOT create a digital animation of yourself.
- You are required to speak English in your video NOT because English is a better language, but solely because English is a more globally understood language.
- How well you speak English does not matter. If you want, you can add captioning in English to the video to help people watching understand what you are saying.
- Make sure the video shares the problem you are addressing as well as the solution you have created.
- Save your video in one of these formats: **mp4, mov and avi** (max. file size: 512 MB).



TOP 10 LIST OF TIPS ON HOW TO MAKE A GREAT 60-SECOND PITCH VIDEO:

1. **Start with a Strong Hook:** Capture viewers' attention with a compelling opening statement or question that piques their interest.
2. **Focus on the Problem:** Clearly articulate the problem or challenge your product or service addresses. Make sure the problem is relatable and significant to your target audience.
3. **Introduce Your Solution:** Explain how your product or service solves the problem. Highlight the unique features/benefits that set it apart from competitors.
4. **Keep it Simple:** Avoid using technical jargon or complex language. Keep your message clear, concise, and easy to understand.
5. **Show, Don't Just Tell:** Whenever possible, demonstrate your product or service. Use visuals, animations, or real-life examples to illustrate its effectiveness.
6. **Highlight Key Benefits:** Emphasize the main benefits or outcomes that users can expect from using your product or service. Focus on how it improves their lives or solves their problems.
7. **Include Social Proof:** Share testimonials, case studies, or success stories from satisfied customers or clients to build credibility and trust.
8. **Call to Action (CTA):** End your pitch with a clear and compelling call to action. Encourage viewers to take the next step, whether it's signing up, visiting your website, or contacting you for more information.
9. **Practice, Practice, Practice:** Rehearse your pitch multiple times to ensure it flows smoothly and effectively within the 60-second time limit. Practice speaking confidently and naturally.
10. **Edit:** out any unnecessary or repetitive information to keep the pitch focused and engaging.



[Check out this video](#) for additional ideas on creating your 60-second pitch.

The goal of the pitch video is NOT to explain everything about your innovation, but to get people interested in learning more.

LOGBOOK/JOURNAL/DIARY

TOP TIPS TO MAKE SURE YOUR LOGBOOK/JOURNAL IS COMPLETE:

- Does your logbook/journal/diary clearly explain the design process from identifying the problem through testing and refining the innovation?
- Are the pages clear, detailed, & thorough?
- If something you did turned out to be wrong or you decided to do something differently, keep the old information in your logbook/journal/diary since it is still part of your innovation journey. There is nothing wrong with making a mistake as long as you correct it.
- Have you identified anyone who helped?
- Have you identified any materials used and how you obtained those materials?
- Is both the research and analysis clearly shown?
- This document can be any length or style, but must be in PPTX or PDF format



6-SLIDE/PAGE PRESENTATION AND/OR YOUR LIVE VERBAL PRESENTATION

IF.GIC PRESENTATIONS CONSISTS OF TWO PARTS:

1. A 6-slide/page project content presentation is required and will be reviewed by our judges in Round 1 along with your logbook/journal/diary and innovation image to determine which innovations will advance to Round 2.

To allow each project the same amount of review time by our judges, IF.GIC limits your presentation to a maximum of 6 slides of project content. However, in addition to the 6 pages of project information and content, you may add one page in the beginning with just the title and names of the presenters, one page at the end simply to thank anyone who helped and supported you and one page at the end for citations, if wanted. These extra pages beyond the 6 pages of project content are totally optional.

You may use Keynote, Google Slides, WPS, Prezi or any other program to create your slides, but after they are done, you **MUST** convert them to PPTX or PDF format files. You will only be able to upload PPTX (PowerPoint) or PDF (Adobe) files when you register. **(max. file size: 512 MB).**

2. If you advance to Round 2, your live presentation of your innovation story can be done with or without the use of your 6-slide presentation.



Below we have given you some guiding principles on how you might want to structure your presentation, followed by example slides. These can be used for your 6-slide presentation and/or your verbal presentation. Using them should assist you in covering all the details you wish to present.

TOP TIPS FOR YOUR 6-SLIDE PRESENTATION

Everyone has their own style, and you should use yours. Below are some suggested tips to help you.

- You will have 3 minutes to present and then 5 minutes for Q&A from the judges. At the end of that 8-minute mark, your presentation will be over. Use your time wisely.
- Plan what each slide will show so that you cover all you want to say.
- Your presentation should have a strong opening, closing and should keep your audience interested throughout.
- A mix of information and images will help keep your presentation interesting.
- Rather than long paragraphs of information, short, summarized information or even bullet points detailing the most important information will be easier for your audience to follow and understand.
- In a notebook draw up a plan. For example: Divide your slides into two halves. On one side you might add an illustration, picture or photo. On the other side you might add the high-level details you want to share.
- For very young innovators, parents/teachers are welcome to help prompt them as needed.
- For students with English language issues, an adult can assist them with translation. The adult will NOT give the presentation, but merely assist with translation from time to time, as appropriate.
- If you are presenting as a team:
 - At the start of the presentation, the person speaking should provide their name and the name of all teammates representing the innovation.
 - Where appropriate, teammates should help the student who is talking, by demonstrating or using the solution.
- This presentation is your opportunity to explain what you have done, why you did it, how you did it and what the result is. You will do great - remember you are the expert on your topic!
- Practice, Practice, PRACTICE! Practice really does make perfect.

Look at Example Slides 1 through 6 on the following pages to guide you further.

PROJECT
TITLE

Example Slide 1

INTRODUCTION & PROBLEM STATEMENT

Your Name

Your Age

City/Country

Share what you will be talking about, including:

- **The problem statement, why you chose this problem, who has the problem (identify your customer)**
- **A general description (protecting your intellectual property) of your idea to solve the problem**

Image or illustration
representing your
innovation



Your slides should have your unique look, colors, fonts and images. Just be sure they are, interesting, clear and easy to read.

PROJECT TITLE

Example Slide 2 FACTS

- Share what you discovered through your research
- Share statistics/data you collected
- Other important facts



Select the most important, impactful information that supports your selection of the problem.

Image or illustration supporting this slide

Image or illustration supporting this slide

PROJECT TITLE

Example Slide 3 YOUR SOLUTION

- A general description of your solution and how it solves the problem.
- Demonstrate your solution and compare it to others already available and how yours is/or could be better
- Future planned improvements
- Other information you feel is important



This is your opportunity to get others excited about your solution and how it is different from other solutions. Be creative!

Remember to protect your intellectual property by keeping your details general.

Image or illustration supporting this slide

PROJECT TITLE

Example Slide 4 CHALLENGES

Image or illustration supporting this slide

Image or illustration supporting this slide

- Describe the challenges you ran into and how you resolved them
- Share any user feedback or data you collected and describe if/how it changed your innovation

Image or illustration supporting this slide

Image or illustration supporting this slide

- Other information you feel is important



Highlight the most important information supporting the different iterations of your innovation.

Visuals keep your presentation interesting. Use as many photos or illustrations as you choose to. You are the expert!

PROJECT TITLE

Example Slide 5 ACTION

- Describe the actions either you (or others) have taken on this problem
- Describe what still needs to be done
- Add other information you feel is important



Action could include:

- Market research (size of your market)
- Speaking to industry specialists
- Brainstorming discussions
- Exploring ideas with teachers/facilitators friends or family interested in this topic
- Can you think of others?

image(s) or illustration that supports this slide

image(s) or illustration that supports this slide

image(s) or illustration that supports this slide

PROJECT TITLE

Example Slide 6 SUMMARY, THANK YOU & GOODBYE

- **List main points**
(could be one for each previous slide)
 1. main point...
 2. main point...
 3. main point...
 4. main point...
 5. main point...
- **If there is a call to action, share it here.**
- **Thank your audience and say goodbye.**



Use this last slide to engage your audience, seek any further help you may want and to invite questions.

image(s) or
illustration that
supports this
slide

TOP TIPS FOR THE LIVE PRESENTATION

If you are chosen to advance to Round 2 of the InventFuture.Global Innovation Challenge, you will be asked to present your innovation in a live round to a panel of judges and peers. To prepare for this, you will need to create a verbal presentation that represents your innovation story in the best way possible. When you are thinking about how you want to present this information, you could choose to follow the guidelines detailed in the 6-slide examples, you could choose to work from flashcards, or you could present just by memory - whichever way makes you comfortable.

Earlier in this student guide we gave you some principles on how you might want to structure your 6-slide presentation. These can also be used for your verbal presentation, using them should assist you in covering all the details you wish to present.

- Speak clearly
- Look at the camera
- Engage your audience
- Watch your timing - you have 3 minutes to present. This means you have 180 seconds to cover all the important details of your innovation story, or about 30 seconds per topic. Some topics take more time than others. You need to work this out for your presentation, but we suggest:
 - 20 seconds on your Introduction
 - 20 seconds on your Facts
 - 60 seconds on Your Solution
 - 20 seconds on Challenges
 - 30 seconds on Action
 - 30 seconds on Summary, Thank You and Goodbye
- Be interested in any feedback or questions asked, they may help you improve your innovation.
- Practice, Practice, PRACTICE! Practice really does make perfect.



EVALUATION CRITERIA - GRADE BAND K-2 (AGES 5-7)

The Judges will be using the criteria below for evaluating the innovative work. You should make sure that through your presentation and supporting materials you address all the criteria. Note: Presenting teams will be evaluated based on the age of the oldest member of the team. Example – If a Team is made up of a 6-year-old and 10-year-old, the team will be judged at the 10-year-old level.

GRADES K-2 INNOVATION PITCH VIDEO (AGES 5-7)

- **Strong Opening** - Does the video start with an attention-grabbing statement or question?
- **Clear Problem Explanation** - Does the video clearly explain the problem the innovation solves?
- **Solution Presentation** - Does the video introduce the solution in an easy-to-understand way?
- **Use of Visuals** - Does the video show the innovation or use visuals to explain the idea?
- **Enthusiasm and Delivery** - Does the video show enthusiasm and confidence in presenting the idea?

GRADES K-2 INNOVATORS LOGBOOK/JOURNAL/DIARY (AGES 5-7)

- **Idea Growth** - Does the logbook show how the student's idea grew or changed over time?
- **Using Pictures and Drawings** - Does the logbook use drawings, pictures, or models to share ideas?
- **Problem Solving** - Does the logbook show how the student thought about and worked on challenges?
- **Sharing Details** - Does the logbook include enough details to explain ideas and the process?
- **Creative Thinking** - Does the logbook show unique or imaginative ideas?

GRADES K-2 INNOVATION 6-SLIDE PRESENTATION DECK (AGES 5-7)

- **Organization and Clarity** - Does the presentation flow well and clearly explain the project?
- **Creativity and Visual Appeal** - Are the slides visually engaging and creative?
- **Problem and Solution Explanation** - Do the slides explain the problem and how the idea solves it?
- **Use of Images and Examples** - Do the slides include images or examples to explain the project?
- **Enthusiasm and Presentation** - Do the slides reflect excitement and effort in sharing the project?

GRADES K-2 INNOVATION LIVE PRESENTATION (AGES 5-7)

- **Clarity and Confidence** - Did the presenter speak clearly and show confidence?
- **Problem and Solution Explanation** - Did the presenter explain the problem and their solution in an easy-to-understand way?
- **Visuals and Demonstrations** - Did the presenter use visuals or demonstrations to explain their idea?
- **Engagement and Energy** - Did the presenter keep the audience interested and excited about their idea?
- **Overall Presentation** - Did the presenter give a complete and organized presentation?

EVALUATION CRITERIA - GRADE BAND 3-5 (AGES 8-11)

The Judges will be using the criteria below for evaluating the innovative work. You should make sure that through your presentation and supporting materials you address all the criteria. Note: Presenting teams will be evaluated based on the age of the oldest member of the team. Example – If a Team is made up of a 6-year-old and 10-year-old, the team will be judged at the 10-year-old level.

GRADES 3-5 INNOVATORS PITCH VIDEO (AGES 8-11)

- **Strong Opening** - Does the video start with an attention-grabbing statement or question?
- **Problem Focus** - Does the video clearly explain the problem the innovation addresses?
- **Solution Presentation** - Does the video introduce the innovation and explain how it solves the problem?
- **Use of Visuals** - Does the video include visuals, demonstrations, or drawings to explain the idea?
- **Confidence and Engagement** - Does the presenter sound confident and engage the viewer?

GRADES 3-5 INNOVATORS LOGBOOK/JOURNAL/DIARY (AGES 8-11)

- **Idea Development** - Does the logbook show how the idea evolved or changed over time?
- **Use of Visuals** - Are drawings, diagrams, or models used to explain ideas clearly?
- **Problem-Solving & Challenges** - Does the logbook show an understanding of problems and solutions?
- **Detail and Explanation** - Does the logbook provide detailed explanations and thoughts on the process?
- **Creativity in Solutions** - Did the student show creative solutions or ideas?

GRADES 3-5 INNOVATORS 6-SLIDE PRESENTATION DECK (AGES 8-11)

- **Organization and Clarity** - Does the presentation flow logically and explain the project clearly?
- **Creativity and Visual Appeal** - Are the slides visually engaging and creative?
- **Problem and Solution Explanation** - Do the slides explain the problem and how the idea addresses it?
- **Use of Images and Supporting Details** - Do the slides include images and examples that enhance understanding?
- **Overall Presentation Quality** - Do the slides reflect effort, enthusiasm, and a polished presentation?

GRADES 3-5 INNOVATORS LIVE PRESENTATION (AGES 8-11)

- **Clarity and Confidence** - Did the presenter speak clearly and with confidence?
- **Problem and Solution Explanation** - Did the presenter explain the problem and solution in detail?
- **Visuals and Demonstrations** - Did the presenter use visuals or demonstrations effectively?
- **Engagement and Energy** - Did the presenter engage the audience and show enthusiasm?
- **Overall Presentation** - Was the presentation complete, organized, and easy to follow?

EVALUATION CRITERIA - GRADE BAND 6-8 (AGES 12-14)

The Judges will be using the criteria below for evaluating the innovative work. You should make sure that through your presentation and supporting materials you address all the criteria. Note: Presenting teams will be evaluated based on the age of the oldest member of the team. Example – If a Team is made up of a 10-year-old and 12-year old, the team will be judged at the 12-year-old level.

GRADES 6-8 INNOVATORS PITCH VIDEO (AGES 12-14)

- **Strong Opening** - Does the video start with an attention-grabbing statement or question?
- **Problem Explanation** - Does the video clearly explain the problem the innovation addresses?
- **Solution Presentation** - Does the video introduce the solution clearly and concisely?
- **Use of Visuals** - Does the video effectively use visuals or demonstrations to explain the innovation?
- **Delivery and Confidence** - Does the presenter communicate confidently and engage the viewer?

GRADES 6-8 INNOVATORS LOGBOOK/JOURNAL/DIARY (AGES 12-14)

- **Innovative Thinking** - Does the logbook showcase new, innovative ideas and solutions?
- **Process Documentation** - Does the logbook clearly document the process, successes and setbacks?
- **Technical Understanding** - Does the student demonstrate an understanding of technical concepts relevant to the invention?
- **Prototyping and Testing** - Did the student test their ideas or create prototypes, and document results?
- **Reflection and Improvements** - Does the logbook reflect on changes made to improve the idea?

GRADES 6-8 6-SLIDE PRESENTATION DECK (AGES 12-14)

- **Organization and Flow** - Does the presentation flow logically and effectively communicate the project?
- **Visual Design and Engagement** - Are the slides visually engaging and thoughtfully designed?
- **Problem and Solution Explanation** - Do the slides clearly explain the problem and how the solution addresses it?
- **Use of Supporting Details** - Do the slides effectively use images, data, and examples to enhance understanding?
- **Overall Professionalism and Presentation** - Do the slides reflect professionalism and effort?

GRADES 6-8 INNOVATORS LIVE PRESENTATION (AGES 12-14)

- **Clarity and Confidence** - Did the presenter speak clearly and confidently?
- **Problem and Solution Explanation** - Did the presenter explain the problem and how their solution addresses it?
- **Visuals and Demonstrations** - Did the presenter use visuals or demonstrations effectively?
- **Engagement and Energy** - Did the presenter engage the audience demonstrating enthusiasm for their project?
- **Overall Presentation** - Was the presentation complete, organized, and professional?

EVALUATION CRITERIA - GRADE BAND 9-12 (AGES 15-18)

The Judges will be using the criteria below for evaluating the innovative work. You should make sure that through your presentation and supporting materials you address all the criteria. Note: Presenting teams will be evaluated based on the age of the oldest member of the team. Example – If a Team is made up of a 6-year-old and 10-year-old, the team will be judged at the 10-year-old level.

GRADES 9-12 INNOVATORS PITCH VIDEO (AGES 15-18)

- **Strong Opening** - Does the video begin with a compelling hook to grab attention?
- **Clear Problem Explanation** - Does the video articulate the problem being addressed effectively?
- **Solution Presentation** - Does the video effectively present the innovation and its benefits?
- **Use of Visuals** - Does the video make effective use of visuals or demonstrations?
- **Professionalism and Confidence** - Is the video polished, and presenter is confident and professional?

GRADES 9-12 INNOVATORS LOGBOOK/JOURNAL/DIARY (AGES 15-18)

- **Originality and Innovation** - Does the logbook show an original approach to solving the problem?
- **Complexity & Technical Depth** - How complex and technically advanced is the idea?
- **Design & Prototyping Process** – Is the logbook a well-documented design and prototyping process?
- **Critical Thinking & Problem-Solving** - Does the logbook show the student's ability to think critically about challenges and solutions?
- **Professionalism & Communication** - Is the logbook presented in a professional, well-organized manner?

GRADES 9-12 INNOVATORS 6-SLIDE PRESENTATION DECK (AGES 15-18)

- **Organization and Flow** - Does the presentation flow logically and effectively communicate the project?
- **Visual Design and Engagement** - Are the slides visually engaging and professional?
- **Problem and Solution Depth** - Do the slides provide a detailed and impactful explanation of the problem and solution?
- **Use of Data and Supporting Evidence** - Do the slides include relevant data, images, or examples to support the project?
- **Professionalism and Delivery** - Do the slides reflect a professional and polished presentation?

GRADES 9-12 INNOVATORS LIVE PRESENTATION (AGES 15-18)

- **Clarity and Confidence** - Did the presenter speak clearly, confidently, and professionally?
- **Problem and Solution Depth** - Did the presenter effectively explain the problem and the solution?
- **Use of Visuals and Supporting Evidence** - Did the presenter use visuals, data, or demonstrations to support their project?
- **Engagement and Audience Interaction** - Was the presenter engaging and interesting?
- **Overall Professionalism and Delivery** - Was the presentation polished, professional, and impactful?

FREQUENTLY ASKED QUESTIONS

Here you can find the answers you need to be prepared for the competition, but if you do not see an answer to your query, please email IFGIC@InventFuture.Global

Q: Am I eligible to participate in the InventFuture.Global Innovation Challenge?

A: The IF.GIC is open to students still enrolled at school (or homeschool) from ages 5 to 19. See [Eligibility Requirements](#).

Q: How do I qualify to participate in the IF.GIC?

A: Participating students must be in grades K to 12 (or the equivalent) and have qualified to advance to the IF.GIC from an InventFuture.Global member organization or the Global Independent Innovator program. See [Eligibility Requirements](#).

Q: When does registration open and close?

A: Registration for IF.GIC 2026 opens on 15 March 2026 and closes on **Friday 18 September 2026, but you really want to register as soon as you can.**

Q: May we enter as a Team?

A: A team of up to three students can participate in the competition. By using the grade of the oldest team representative, your team will be judged against other teams as well as individual inventors. You may participate as an individual or as part of a team, but not in both categories. See [Eligibility Requirements](#) and [Team Requirements](#).

Q: How do we register a Team?

A: One member of the team will register all the team members at the same time as well as uploading the required files. Please make sure that you have all the information about all the team members and the files ready. You will NOT be able to partially register and then finish the registration later. **See Register for the IF.GIC before Friday 18 September.**

Q: What is an IF.GO - InventFuture.Global Member Organization?

A: Innovators are selected to advance by the IF.GO (InventFuture.Global Member Organization) in your country.

Q: How do I know if there is an IF.GO in my country?

A: Visit this page to learn more: <https://inventfuture.global/IFGIC/>. If you do not have a IF.GO in your country, contact IFGIC@InventFuture.Global for help with your direct submission.

Q: What is an Access Code?

A: An Access Code is a code number issued to entrants by the IF.GO which will allow you to register for IF.GIC. Apply to the IF.GO in your country to get your Access Code.



Q: Is there a maximum length of the innovation title?

A: Yes, the innovation title should be short and interesting, but no more than 6 words long.

Q: What happens if the pitch video is longer than 60 seconds or the presentation is more than 6 pages?

A: The judges have been instructed not to watch anything beyond 60 seconds or read anything of project content after 6 pages.

Q: There are 3 members of our team. Do all 3 have to be part of the video pitch and the live GIFT presentation if we are selected as Finalists?

A: The video pitch and the live GIFT presentation are important parts of the entire innovation presentation and so, yes, **ALL** the members of the team are expected to participate in both events.

Q: I have 2 great innovation ideas. Can I present both of them at IF.GIC?

A: You can only present one innovation at IF.GIC. We know it may be difficult to **CHOOSE BUT** decide which one you think is best and use your Access Code to register and present that **ONE** innovation.

Q: Is there a specific format for the names of students and how they should be written at registration?

A: There is a lot of variety in the ways people around the world write their names, so we will use the names you give us at registration. In whatever format or order you write the names when you register, that will be the way we will list the names on the certificates and other documents.

Q: Is it important to show myself in the 60 second pitch video or I can animate and edit it to explain my innovation idea?

A: The purpose of the video is to give you actual experience in giving a presentation yourself. You should be on the video telling your story yourself. Do **NOT** create a digital animation of yourself. The quality of your spoken English is **NOT** important. If you want, you can have captioning in English on the video.

Q: I submitted my invention registration to IF.GIC last week. I also got an e-mail from Global Innovation Field Trip (GIFT). Should I also submit an application to GIFT, or is it a different thing from IF.GIC?

A: This may be a little confusing, but IF.GIC and GIFT are two different programs, although some of the same people are involved in both.

- ❑ IF.GIC is an actual competition with awards and honors for students who give a great presentation about their great innovations as determined by our international panel judges.
- ❑ GIFT is not a competition, but an international showcase of student innovators. At GIFT students will also present to a global audience the innovative things they have done and created, but there are no judging or awards.
- ❑ What makes this confusing is that the final round of IF.GIC presentations take place during the October GIFT.
- ❑ If you are registered for IF.GIC, you will be participating in the initial round of IF.GIC judging **after 18 September. If, for any reason, you are not selected to participate in the Final round**, then you can register for GIFT and give your innovation presentation there.
- ❑ In either case, whatever happens, you will be able to present your innovation to a global audience, and you will be very happy and proud of your accomplishment.

Q: Do I have to do anything else after I have registered for IF.GIC and gotten the registration confirmation?

A: If you are officially registered for IF.GIC, there is nothing that you need to do right now. As we get closer to the registration **deadline of 18 September**, we will be sending **ALL** the registered students, including yourself, more information about the schedule and what you will be doing at each part of the program.

Q: I am confused about the schedule. What happens in the First Round? What happens in the Second Round?

A: To make this contest affordable and inexpensive so that everyone can join, **ALL** the activities in the IF.GIC are done on-line with the internet. You do not have to travel anywhere.

- **Before the 18 September registration** deadline all the registration materials should be uploaded. An international panel of judges will review all the materials uploaded and select some innovations as finalists.
- On 7 October, the finalists will be notified that they are finalists, and they will have until 12 October to select the choice of which time to give their live presentation at the October Global Innovation Field Trip. Semi-Finalist will also be notified and while they will NOT be giving a live presentation at GIFT, they will still be eligible for awards and honors at the ceremony on 25 October.
- During 17/18 October, all the finalists will be given an opportunity to give a live presentation to a different panel of international judges. During this live session, the judges will be able to talk to and ask questions of the presenters.
- On Sunday 25 October, there will be a live, on-line celebration session where all the honors and awards will be announced.

Q: What prizes, awards and honors will be given at the InventFuture.Global Innovation Challenge?

A: In addition to the pride of representing your country in a global competition, InventFuture.Global secures a variety of opportunity awards and honors for young innovators that provide them continued opportunities to develop their skills. Learn more by visiting <https://www.inventfuture.global/IFGIC/>.

Q: How do I know if my registration is complete?

A: You will receive an email with final information confirming your entry. If you do not see your confirmation, then please check your SPAM folder. If, after 48 hours, you still do not see your confirmation, please write to IFGIC@InventFuture.Global with your name, country and the title of your project.

Q: Can I make changes to my registration once I have sent it in?

A: **All registrations must be completed by 18 September 2026. However, if you have registered early** and you find that you must change something important in your registration data or the files you uploaded, then you will have to completely re-register and let us know that you are doing that. IF.GIC Administration will then ignore your prior first registration.

Q: What happens at a Presentation Session?

A: There are up to 10 projects and at least 2 judges at each 60-minute session. Each student or team gives a 3-minute live presentation (using their PowerPoint, PDF file or video demonstrate their innovation). After this, 5 additional minutes are used for questions from the Judges and other attendees.

Q: Do I need to prepare everything by myself?

A: Yes, you (and/or your team) are responsible for preparing all your content. However, if you got help from any external source, including a teacher, parent or friend, you must acknowledge the help you received. For example, maybe you needed assistance in creating a PowerPoint presentation, or a blueprint or you got advice on how to wire a circuit and so on. This acknowledgement must be noted in your live presentation as well as your logbook/journal/diary.

Q: Is my Logbook/Journal/Diary Important?

A: Innovation is NOT a sudden one-minute event, but rather a long process of work, experimentation, evaluation and redesign. The Logbook/Journal/Diary is the documentation and story of your journey in that process, and it is very important that you can show people what you did and why you did it.

Q: Do I have to use PowerPoint to create the presentation?

A: No. You may use Keynote, Google Slides, WPS, Prezi or any other program to create your slides, but after they are done, you MUST convert them to PPTX or PDF format files. You will only be able to upload PPTX (PowerPoint) or PDF (Adobe) files when you register.

Q: May I use AI in my Research and Presentation?

A: This is meant to be YOUR innovation. You may use AI to help with some research aspects, but the actual design and creation of the innovation and the presentation about it are supposed to be your work and your work alone. You must acknowledge the help you received from using AI and it must be noted in your live presentation as well as your journal. *For more information see [IF.GIC Artificial Intelligence \(AI\) Use Policy](#).*

Q: How can I make sure the Judges or Hosts can operate my uploaded file/s?

A: Judges will be able to open and operate files uploaded as PPTX or PDF. Do NOT use any other format or website links.

Q: How do I protect my IP – Intellectual Property?

A: PROTECTING YOUR INNOVATION - It is sole responsibility of the creator(s) of their Innovation to determine whether their innovation requires protection, what type of protection it may require. It is the sole responsibility of the creator to contact the appropriate legal professionals to secure any or all protection they deem necessary.

Intellectual Property Concerns - Anytime you decide to share your idea or innovation, if you have a scientific discovery or invention that could lead to a Patent or any other intellectual property protections, it is best to check your country's patent law before publicly sharing your idea. It is important to understand the intellectual property laws in your country if you have any plans to bring your product to market in the future. When presenting, be cautious about sharing the specific details of what you made and focus on sharing the general operation and benefits of your product.

Q: What do I need to include in my Presentation Slides?

A: The slides should highlight key points of the innovation process of your innovation. You have 3 minutes to make your live presentation and may use no more than 6 slides of content material. See [6-Slide/Page Presentation](#).

Q: What are the judging criteria?

A: Entries will be scored using the following judging criteria: See *Evaluation Criteria for grades level [K-2](#), [3-5](#), [6-8](#) and [9-12](#)*.

- Innovation Process
- Innovation Impact
- Communication

Q: What happens at the Final Event?

A: At the on-line Global Innovation Field Trip on Saturday/Sunday, 17/18 October, the IF.GIC Finalists will give live presentations to an international panel of Judges while the world is watching on Zoom and YouTube. You will be notified if you are a Finalist after the First Round of off-line judging. If you are selected as a Finalist, more information will be sent to you about this event.

Q: When is the Award Ceremony?

A: The InventFuture.Global Innovation Challenge Award Ceremony will be held live on Zoom on Sunday, 25 October. Everyone around the world is invited to watch this exciting live celebration of student innovation. The link for the celebration will be posted on the www.InventFuture.Global website.

Q: Need some encouragement?

A: Go here <https://www.facebook.com/watch/?v=3214008025506677>

If you have any additional questions, please contact us at: IFGIC@InventFuture.Global

PARTICIPANT AGREEMENTS AND GUIDELINES

HONEST COMMUNICATION

- Be in compliance with this Code of Civility
- Be accurate (where they state facts)
- Be genuinely held (where they state opinions)
- Be in compliance with applicable law in any country from which they are posted
- Respect Yourself and Others

We require that all G.I.C. participants treat other people with respect. Any use of Communication Services (see the [Code of Civility](#)) to threaten, harass, stalk, or abuse others using these services is unacceptable and is strictly forbidden. All contributions are expected to:

We reserve the right to remove content that advocates or encourages expressions of violence, bullying, general cruelty, bigotry, racism, illegal activity, hatred, or profanity. This includes content that is deemed inappropriate, offensive, or that violates guidelines in the Terms of Service or the Code of Civility. Falsely impersonating an IF.GIC employee, agent, manager, host, or any other person other than yourself, is forbidden.

PROTECT YOUR PRIVACY

We caution you against sharing unnecessary personally identifiable information during the Zoom challenge (such as home address or personal contact information), which may be inadvertently obtained by others or, in rare instances, used for illegal or harmful purposes. Talk to your coach, parent or the IF.GIC staff if you have a question or concern.

NON-DISCRIMINATION POLICY

The IF.GIC continuously addresses issues of diversity and multiculturalism and is committed to engaging in actions that create inclusive communities, increased diversity, and the elimination of discrimination. The

IF.GIC prohibits discrimination on the basis of race, color, ethnicity, religion, sex, national origin, age, ancestry, disability, status as a veteran, sexual orientation, marital status, parental status, and gender identity or expression in all its programs and activities.

CODE OF CIVILITY

As part of our commitment to making the IF.GIC and its related social media channels a great place to meet and interact with others who have a passion and commitment to science, technology, engineering, math, innovation and entrepreneurship, you agree to abide by this Code of Civility. By participating on the Site and social media community, you give your commitment to abide by this Code when contributing to all IF.GIC resources and programs, including, but not limited to, profiles, team pages, chats, posts and comments, emails, social media sources, etc. ("Communication Services"), and to help create a positive experience for all the community's users.

We reserve the right in our sole discretion to eject or ban any user from participating in the InventFuture.Global Innovation Challenge (IF.GIC), the Site or social media community who behaves in a manner deemed inappropriate or offensive, or who violates the guidelines of this Code of Civility. The IF.GIC and its partners and service providers are not responsible for any user-created content or other activities.

PROTECTING YOUR INTELLECTUAL PROPERTY

It is the sole responsibility of the creator(s) of their innovation to determine whether their innovation requires protection, what type of protection it may require. It is the sole responsibility of the creator to contact the appropriate legal professionals to secure any or all protection they deem necessary. Anytime you decide to share your idea or innovation, if you have a scientific discovery or invention that could lead to a

Patent or any other intellectual property protections, it is best to check your country's patent law before publicly sharing your idea. It is important to understand the intellectual property laws in your country if you have any plans to bring your product to market in the future. When presenting, be cautious about sharing the specific details of what you made and focus on sharing the general operation and benefits of your product.

RELEASE AGREEMENT

By registering your child, you grant permission for your child to take part in the InventFuture.Global Innovation Challenge and verify agreement with the following Innovation World photography/filming release:

Without expectation of compensation or other remuneration of any kind, now or in the future, on behalf of my registered student, I as guardian do hereby give consent, permission, and authorization to InventFuture.Global, including its parent, affiliates, subsidiaries, successors, members, directors, officers, principals, partners, and agents, to use their name, image and likeness, including all rights, title and interest therein, for InventFuture.Global's use in whatever form (digital, web-based, hard-print or otherwise) and for whatever purpose in perpetuity. InventFuture.Global's use includes, without limitation, any advertising, video footage, recording, publication, website, radio, digital media, print media, or other promotional marketing or media activities, as well as, all film, motion picture and television rights (e.g., free television, pay television, basic cable, subscription, video-on-demand, pay-per-view, syndication, digital streaming, and all other methods of transmission delivery systems and formats). Both my registered child and I as their guardian, hereby further release InventFuture.Global from any and all claims or disputes, including damages in any form, for libel, slander, right of publicity, invasion of right of privacy, trademark infringement or false endorsement, breach of contract, or any other tortious claim or personal right associated with InventFuture.Global's use of said name, image and likeness, and further, hereby acknowledge that InventFuture.Global shall have no obligation to use said name, image or likeness.

This consent is given in perpetuity and does not require prior approval. By completing online registration and paying the non-refundable registration fee, I hereby grant my child permission to participate in the InventFuture.Global Innovation Challenge (G.I.C.) hosted by InventFuture.Global. I have been thoroughly informed of the rules and requirements of the IF.GIC. I

understand and consent to my child being in virtual contact with Innovation World employees and volunteers for the purpose of evaluating and advising my child's project. I hereby release InventFuture.Global and any of its officers, directors, employees or sponsors, from responsibility and liability for any damage, injury or illness that my child may sustain as a result of or in any way connected to my child's participation in the InventFuture.Global Innovation Challenge and, further, waive any and all rights to assert any claims against InventFuture.Global for any damages allegedly sustained as a result of my child's participation in the InventFuture.Global Innovation Challenge.

BEHAVIOR AGREEMENT

- I understand and agree that my child's behavior with regard to their participation in the InventFuture.Global Innovation Challenge is my responsibility. I will instruct my child in proper behavior and ensure that they respect and adhere to the Code of Conduct, which include the Participant Community Guidelines and the following:
- The content of my child's project submission in the InventFuture.Global Innovation Challenge shall be age appropriate and non-discriminatory.
- My child's InventFuture.Global Innovation Challenge project submission must be of a nature where it cannot cause harm to property, animals, my child or other children, and any other adults.
- Plagiarism, defined as when an author attempts to pass off someone else's work as their own, of any type and format, is strictly prohibited.
- In the event of (a) behavior problem(s) regarding my child's participation in the InventFuture.Global Innovation Challenge or failure to adhere to the Participant Community Guidelines, I understand that I will be contacted to correct any problem or issue. In the event a problem or issue cannot be corrected, I recognize my child will no longer be allowed to participate in the InventFuture.Global Innovation Challenge for the remainder of the event year.