Student Competitions

www.aussieeducator.org.au/resources/competitions.html

Throughout each year academic and other competitions and challenges are available for students and schools. These cover all curriculum areas from Language to The Arts. Some are run by subject organisations, some by governments, some by private organisations, some by international groups.

“Challenges”, such as the Premier’s Reading Challenges, are listed in a separate section.

For ease of presentation, competitions are listed in curriculum groups. Where specific levels are important, this is included. In some instances, the listing is broken into further sub-directories, e.g. Language → Writing, Spelling, Public Speaking, Debating.
Challenges

48 Eco-Film Challenge
A national short film competition designed to showcase how film can play a role in encouraging action relating to environmental, ecological and sustainability issues. But the real challenge lies in making a telling short film, in only 48 hours’. There is a student section as part of this.

Anzac Day Schools’ Awards
‘Designed to encourage initiative and creativity in the way that schools commemorate Anzac Day, with an emphasis on inventiveness balanced with tradition’.

Australian and New Zealand Brain Bee Challenge
‘Motivates young people to learn about the brain. Created to inspire students to pursue careers in neuroscience research. A test of knowledge about important facts concerning intelligence, memory, emotions, sensations, movement, stress, aging, sleep, Alzheimer’s disease and stroke’.

Australian International Model Solar Challenge
‘Tens of thousands of Australian high school and primary students have participated in this hands-on science program’. The Tasmanian Model Solar Challenge is only one state level challenge as part of this.
BackMeUp

‘BackMeUp is a video competition to help eliminate cyberbullying in Australia! If you’re 13-17, then get snazzy with your camera and enter the competition’.

Junior Landcare Challenges

Information about several challenges, all in the primary years. Some have restrictions relating to area and schooling form such as Distance Education.

First Lego League [Australia]

‘Every September, FLL releases a Challenge, which is based on a real-world scientific topic. Each Challenge has two parts: the Robot Game and the Project’. The Australian part of an international group found at The Challenge - FIRST LEGO League.
Mathematics Challenge for Young Australians
‘Targets the top 20 per cent of primary students in Years 5 and 6, and secondary students in Years 7 to 10’.

Money Stuff Challenge
‘Challenges students to be creative in researching and developing consumer messages using fun, interactive media and creative publicity that will appeal to their peers and quickly grab their attention. Open to NSW high school students in Years 8-10’.

MS Readathon
A Reading Challenge supporting a charity.
Four age groupings 0-6, 7-12, 13-17, 18 and Above. All details on their new site, including 60 Minutes for MS Readathon.
National Computer Science School Challenge

‘Online programming competition for high school students, run by the School of Information Technologies at the University of Sydney and NICTA. Unlike any other programming competition because we will teach you how to program as you compete’.

National History Challenge

‘Encourages students to use research and inquiry based learning to discover more about the past. Students from Primary years to Year 12, 19 years of age or younger in Australian schools’.

Science and Engineering Challenge

‘Designed to inspire students to study science and engineering at a senior level. Each challenge day, up to 250 students participate in a series of exciting competitive activities’. Details on the site.

Siemens We Can Change The World Challenge

‘The premier national environmental sustainability competition for grades K-12 students. Through project-based learning, students learn about science and conservation while creating solutions that impact their planet’.
Space Design Competitions Australia

‘Hosts a number of industry simulation experiences for school students. These combine elements of Science, Technology, Engineering and Mathematics [STEM], with an emphasis on teamwork, marketing, and human relations to provide a unique set of challenges for young people’. Linked to the Australian Space Design Competition [see Science section below].
STEM Video Game Challenge

‘The Challenge is open to upper primary and secondary school students. Students are encouraged to design, build and submit an original educational video game that includes science, technology, engineering and mathematics [STEM] content or themes’.

![Image of students working on computers]

The Science and Engineering Challenge

‘The Challenge is designed to inspire students to study science and engineering at a senior level. Each day the students participate in a range of exciting hands-on activities’. The Tasmanian Science & Engineering Challenge details are found here.

Yates Junior Landcare Challenge

‘You need to be 17 or under. Take a photo [no bigger than 2MB] that includes your Yates competition planter stake, write a short story [maximum 50 words] and upload them together to the gallery.'