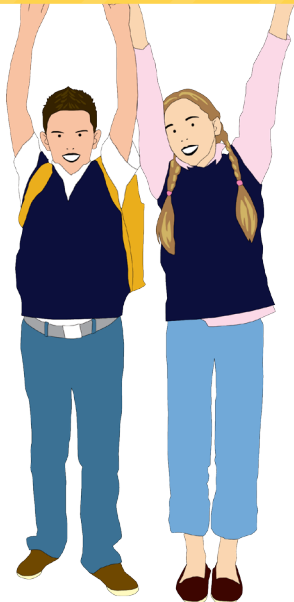


The actual challenge will be revealed to teachers and organisers one week in advance, so that they can read the materials beforehand if they wish. It should be kept secret from those participating until they start! There are eight age categories, but everyone – from primary pupils to senior managers – will be given the same core task. Any number of teams can be entered.

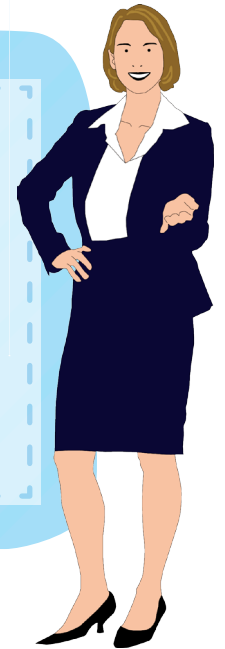
Register in advance

To participate, you must register your organisation in advance. You can register now by going to the Climate Week website www.climateweek.com/challenge or by emailing your organisation name and contact details to: challenge@climateweek.com



Choose a day and timing to suit you

You can run the Climate Week Challenge on any day during Climate Week (4-10 March 2013). You can choose to run the one-hour version, or the one-day version.



What happened in previous years



Pupils aged 7 to 11 at All Hallows School in Somerset invented a board game, Greenopoly, which showed how you can go green and make money.



Pupils aged 11-14 at Pool Business and Enterprise College in Cornwall invented The Fidget, a gadget that converts the energy of fidgeting children into electricity. Climate Week funded a team to spend time in a laboratory, where they made a working prototype that charges a mobile phone.



16-18 year olds at Prince Henry's Grammar School, Otley in West Yorkshire designed a supermarket fridge powered by the movement of the fridge door and energy from nearby sound levels. Climate Week arranged a workshop run by retail professionals to help the students develop their idea.



Staff at the Intellectual Property Office in Newport, Wales came up with an idea to convert multi-story car parks into havens for wildlife, where cars would be parked amongst the vegetation and animals.

To find out more visit www.climateweek.com/challenge or telephone 020 3397 2601