HOSTED BY KIDSPRENEURSHIP, SINGAPORE

Global STEAMIE Championship 2026–27

Where young innovators turn real-world problems into meaningful solutions.

Free registration | **Ages 8–17, worldwide** | **Grand Finale in Singapore**

An introduction for schools, educators, parents and education partners



Photo: Kidspreneurship students at an earlier event

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The Opportunity

Students learn a great deal in class. They need more chances to apply it to problems that matter.



Real-world problem-solving

Moving from textbook questions to open-ended challenges.

Creativity and innovation

Generating and improving original ideas.

Entrepreneurial thinking

Considering users, value, resources and sustainability.

Empathy and value creation

Understanding who is affected and why it matters.

Confident communication

Explaining ideas clearly and answering questions.

Future-ready portfolios

A tangible body of work students can build on.

The Global STEAMIE Championship empowers students to turn their ideas into solutions that create meaningful, real-world value.

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What is STEAMIE?

STEAMIE brings together academic knowledge with the way innovators and entrepreneurs think, create and solve problems.

S	T	E	A	M	I	E
Science	**Technology**	**Engineering**	**Art and AI**	**Mathematics**	**Innovation**	**Entrepreneurship**
Materials, energy and the natural world	Digital tools, apps and smart solutions	Structures, mechanisms and working models	Design, storytelling and intelligent tools	Numbers, patterns, measurement and data	New ideas or better existing solutions	Solving problems and creating value

Understand STEAMIE

STEAMIE expands the familiar idea of STEM into the capabilities children need to actually create change. STEAMIE stands for **Science, Technology, Engineering, Arts and Mathematics + Innovation + Entrepreneurship**. While STEAM helps students understand, explore and build, the **"IE" is what takes learning further. Innovation encourages them to imagine better solutions, and Entrepreneurship teaches them to turn those solutions into real-world value.**

Source: kidspreneurship.com/global-steamie-championship

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What Makes Global STEAMIE Different?

A progressive journey designed around learning, not only competing.



Real-world innovation

Projects start from a clearly identified real problem.

Portfolio-driven learning

Students build a tangible body of work, not just a certificate.

International participation

Open to students aged 8–17 worldwide.

Multi-stage mentorship

Briefing and mentorship support from the Regional Round.

Age-appropriate assessment

Three age categories with different expectations.

Global benchmarking

Students see their work alongside international peers.

Live pitching and feedback

Semi-finalists pitch live and answer judges' questions.

Singapore Grand Finale

Finalists present before an international jury.

Source: kidspreneurship.com/global-steamie-championship; Official Rules 2026–27

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Who Can Participate?

Students aged 8–17 from around the world, through their school or independently.

PARTICIPATION ROUTES

- **International schools**
- **Private schools**
- **Public schools**
- **Homeschooling networks**
- **Individual students**

Schools may register students as a cohort. Each student is registered individually.

THREE AGE CATEGORIES

Idea Explorers
Ages 8–10

Problem Solvers
Ages 11–13

Young Founders
Ages 14–17

Expectations and judging criteria are adapted to each age group, so younger students are assessed on what is appropriate for their stage.

Source: kidspreneurship.com/global-steamie-championship; Official Rules 2026–27

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Suggested Project Themes

Each individual or team chooses one primary theme under which their project is assessed.



Sustainability

Environment, conservation, waste, energy, food systems and climate.

A question to explore

“How could our school or neighbourhood waste less?”

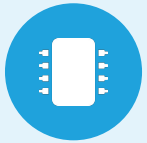


Community Impact

Accessibility, inclusion, education, safety and social challenges.

A question to explore

“Who in our community finds everyday life harder than it should be?”



Future Technology

Emerging technology, AI, automation, engineering and science.

A question to explore

“Where could technology remove a real frustration for people?”



Health and Wellbeing

Physical, emotional, social or community wellbeing.

A question to explore

“What makes it harder for students to feel well at school?”



Everyday Problem-Solving*

Practical improvements to familiar, everyday situations.

A question to explore

“What small daily annoyance could a clever product fix?”

Source: Official Rules 2026–27, Section 7; *theme listed on website only

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Connecting Projects with the UN Sustainable Development Goals

Students can connect their chosen problem and proposed solution with one or more SDGs. The connection should be meaningful and clearly explained, rather than added only as a label.



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The Championship Journey

Five stages, from Registration to the Grand Finale

Individual only

Individually or in teams of 2–4 students



STAGE 1

Free Registration

Schools register cohorts; students may also register individually.

STAGE 2

REALQ Preliminary Round

An online assessment completed independently by every student.

STAGE 3

Regional / National Project Round

Shortlisted students develop and submit a structured innovation concept.

STAGE 4

Global Live Online Semi-Finals

A live online pitch before a judging panel.

STAGE 5

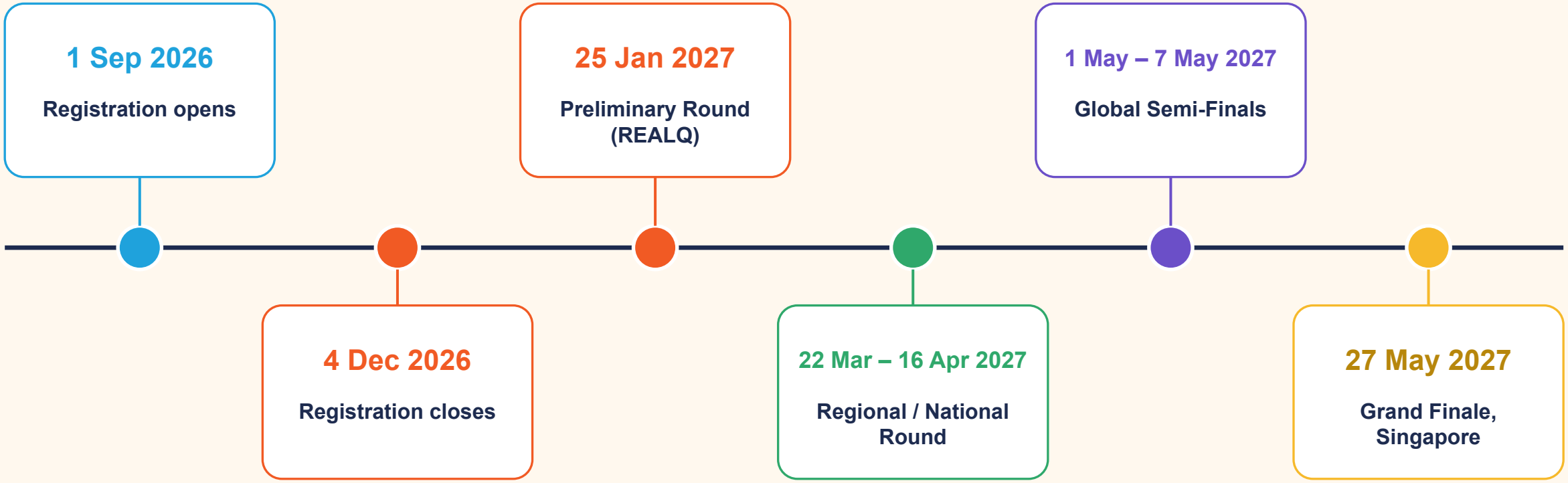
Grand Finale in Singapore

Finalists present before an international jury.

Progression at each stage depends on meeting the required competition standard.

Key Dates and Milestones

Plan ahead: registration closes on 4 December 2026.



Regional / National Round deadlines may be staggered by country or region. Dates may be adjusted by the organisers; any material change will be communicated to participants.

Preliminary Round: REALQ Assessment

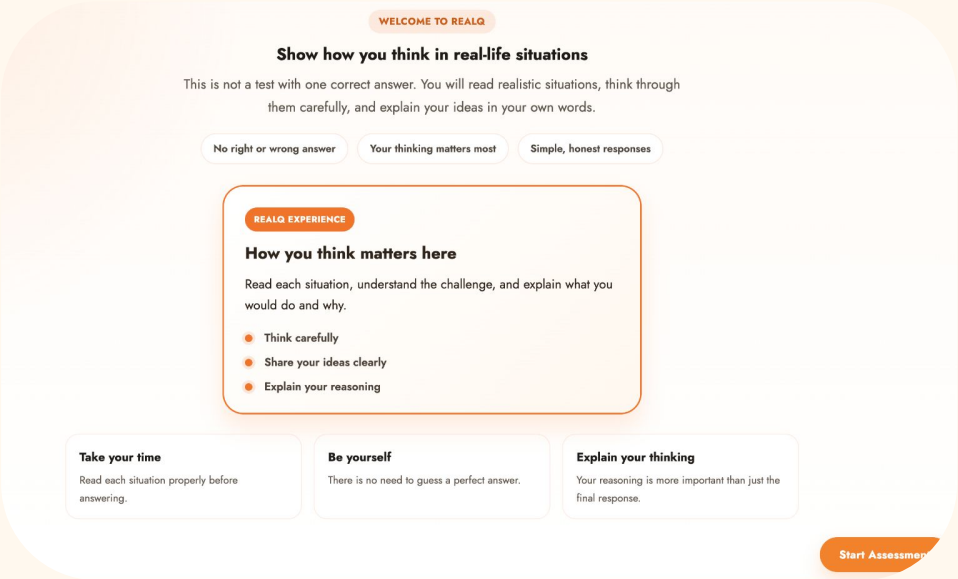
25 January 2027 · Completed online through the Kidspreneurship Digital Platform

Individual
Every student takes part on their own.

Online
An age-appropriate assessment on the platform.

Independent
Adults may help only with access and technical issues but not in answering

Real-world focus
Applying thinking to situations, not academic recall.



CAPABILITIES STUDENTS MAY DEMONSTRATE

- Problem awareness
- Creative thinking
- Empathy
- Reasoning
- Decision-making
- Value creation
- Real-world problem-solving

Schools will receive a sample REALQ example beforehand to familiarise students and educators with the style of assessment.

From the Regional Round Onwards

Shortlisted students turn a problem and solution into a structured innovation concept.

Individually or in teams of 2–4

The same team size applies across all age categories.

One team per student

Each student may join only one team and submit one concept per year.

A structured innovation concept

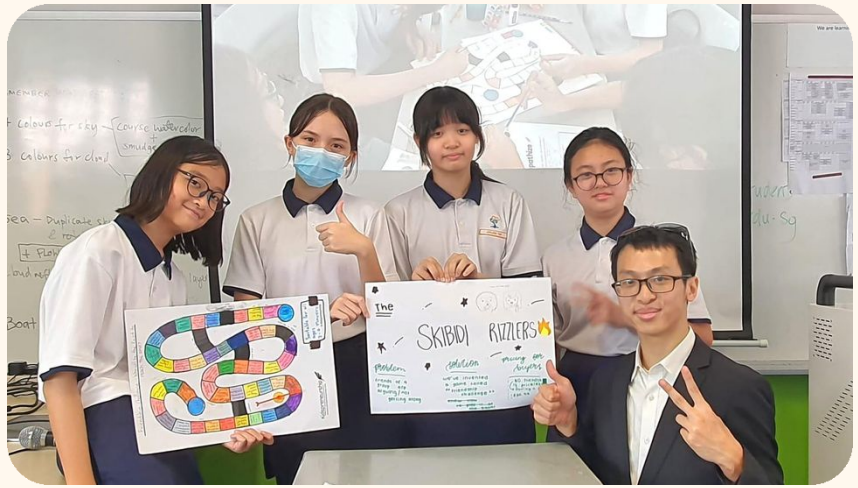
Students develop their problem and solution in depth.

Mandatory briefing and mentorship

An online session run by the Championship team Mid Feb.

Submission on the Kidspreneurship platform

Every team member uploads through their own account They will also receive AI assisted feedback and can improvise their submission based on the feedback.



PARTICIPATION FEE

SGD 20 · USD 15 · INR 1,500

Per shortlisted student, whether competing individually or in a team.

Payment does not guarantee progression to later rounds.

What Students Will Develop

The project journey mirrors how real innovators work.

1. **Identify a real problem**
2. **Understand the people affected**
3. **Conduct research**
4. **Generate possible solutions**
5. **Build a prototype or concept**
6. **Test and improve**
7. **Consider value, feasibility and impact**
8. **Prepare and deliver a pitch**





Adults may advise and ask questions. The work must reflect the students' own thinking and effort.

Prototypes from earlier Kidspreneurship cohorts

What Makes a Strong Project?

Judges look for why a solution matters and who benefits, not only what students created.

The problem

- Problem understanding and relevance
- Empathy and user understanding

The solution

- Creativity and originality
- Innovation and solution quality
- Feasibility

The value

- Research and validation
- Business and value-creation thinking
- Social or environmental impact

The students

- Communication and presentation
- Student ownership

The exact expectations and the weighting of each criterion may differ by age category. The official judging framework guides all evaluation and will be shared ahead of the submission.

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Age-Wise Judging Focus

The same journey, with expectations that grow with the student.

Idea Explorers

Ages 8–10

- Idea clarity
- Creativity
- Empathy

Problem Solvers

Ages 11–13

- Problem-solving
- Logic
- Basic business thinking

Young Founders

Ages 14–17

- Execution
- Scalability
- Impact
- Financial thinking

These are high-level focus areas. The complete judging framework guides official evaluation at each stage.

Source: kidspreneurship.com/global-steamie-championship

The Live Pitch Experience

At the Global Semi-Finals, students present their innovation live online and respond to judges.

5 min

Maximum pitch time, strictly observed

~15 slides

Recommended maximum for the pitch deck

2 min

Up to two minutes for judges' questions

Bring the idea to life Slides, illustrations, prototypes, models or live demonstrations are all welcome.

Everyone knows the whole project Only registered team members answer questions, so each student should understand every part of the project

Have a backup ready Keep a copy of the presentation and be ready to continue without multimedia.



Kidspreneurship students pitching at an earlier showcase

Finalists go on to present before an international jury at the Grand Finale in Singapore.

Awards and Recognition

Recognition for strong thinking, meaningful impact and clear communication.



AWARDS

Global Winners
3 in each age category

Regional Winners
recognised by region

Most Innovative Idea
special award

Best Social Impact
special award

Best Pitch
special award

WHAT WINNERS RECEIVE

- **Cash prizes for the top winner in each category**
- **Exclusive three-month mentorship**
- **Global exposure and recognition**

Finalists also present their work before an international jury at the Grand Finale in Singapore.

How Schools Can Participate

A simple pathway for schools, with students in charge of their own work.

1 **Register**
Register the school or student cohort before 4 December 2026.

2 **Share details**
Provide the required student information, for login details.

3 **Onboard**
Support students to access the Kidspreneurship platform.

4 **Prepare**
Use the sample REALQ example to familiarise students with the format.

5 **Enable**
Help shortlisted students with logistics, devices and access.

6 **Empower**
Encourage student ownership at every stage of the project.



Guide, don't do. Teachers and parents may advise and ask questions, but must not create the project or provide assessment answers on a student's behalf.

Bring Your Students to the Global Stage

Registration is free. Give your students the chance to identify a problem they care about, build a solution and share it with an international audience.

REGISTRATION CLOSES
4 December 2026

kidspreneurship.com/global-steamie-championship

enquiry@kidspreneurship.com



Sources and Notes

Official Rules & Regulations	Global STEAMIE Challenge 2026–27 (PDF). Primary source for stages, dates, eligibility, fee, themes, judging considerations, pitch requirements and student ownership.
Championship webpage	kidspreneurship.com/global-steamie-championship. Source for age categories, age-wise judging focus, awards, differentiators and REALQ duration.
United Nations	The 17 Sustainable Development Goals, sdgs.un.org/goals. Goal names and colours reproduced as editable tiles.
Photographs	Kidspreneurship programme photographs from earlier cohorts and events, not Global STEAMIE Championship participants.

All details are subject to the Official Rules. Kidspreneurship may adjust dates, formats or procedures and will communicate material changes through official competition channels.