

Schools

Geology

Challenge

## Brief for Qualifiers

To enter the Schools Geology Challenge, you must make a submission to the Qualifiers by no later than **Friday 30 January 2026**

For the Qualifiers, we would like you to:

1. Choose a geoscience topic.
2. Present that topic for an online audience.
3. Submit your entry via the website at: [www.geolsoc.org.uk/geochallenge](http://www.geolsoc.org.uk/geochallenge)

**3.** Your submissions **MUST** fit the following criteria:

- Your work should be suitable for a non-expert audience aged 16-24.
- If you are using video (including filmed presentations) the total running time must not exceed 3 minutes (either for one video, or the combined time of multiple videos).
- Submissions must be fully credited; when submitting your entry please name everyone in your team who was involved.
- You **MUST** use references where appropriate, either in video descriptions, captions, poster footnotes or similar\*

\*If you are creating content for social media but submitting privately, please note your references and where you would place them when submitting.

**1.**

Your topic can be anything you like! It could be tied in with your school curriculum or inspired by your own experience; it could be a case study, a concept, or phenomenon - as long as it's geoscience, we want to hear about it!

**2.**

Be creative in how you present your topic: you could create a presentation and film yourselves delivering it in class, or over zoom, or even turn it into a newsroom-style clip. You could document a coursework experiment via vlog, Instagram or TikTok\* - or turn it into a mini documentary!

Presenting a topic doesn't have to involve speaking - you could use visuals to communicate your topic, such as an infographic like our carbon posters, or a cartoon strip.

\* Submissions can be designed for social media, but uploaded privately or sent separately for privacy reasons.

Submissions will be judged according to:

- Scientific content and accuracy (50%)
- How effectively the topic is communicated to the audience (25%)
- Creativity (25%)