

National Schools Geology Challenge 2022:

Brief for Qualifiers

To enter the Schools Geology Challenge, you must make a submission to the Qualifiers by no later than **Friday 4th Feb 2022**.

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: <https://www.geolsoc.org.uk/geochallenge/enter>

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 6 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:

- Their scientific content and accuracy (50%)
- How effectively the topic is communicated to the audience (25%)
- Their creativity (25%)