

# 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%)