

Future Transport Competition 2017

Students designed games or narratives about transforming transport.

Open to all schools in New Zealand / Aotearoa.

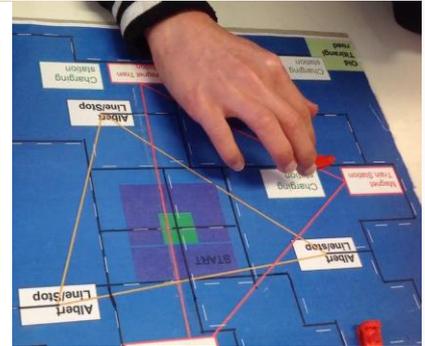
Teams: at least three students.

Prizes: Years 1-6, 7-10, 11-13.

Ran Terms 1-2. Entries online.



A glance at some top entries...



Response

Over 300 entries.

Half were games.

Half were narratives.

Years 7-10 had the highest take-up.

Types of entries

Games:

- Digital games made with software such as Scratch, Construct 2 and Unreal Engine.
- Board games. Students sent in videos showing the games being played.
- Card games.

Narratives:

- Videos: live acting, hand-drawn explainer style, animation, stop-motion.
- Digital presentations: Slides, Preso.
- Writing: creative writing and illustrated articles.

Feedback

Teacher responses to an online survey.

Q: Why enter?

“We wanted an authentic outcome ... addressing a real world issue with an audience beyond the classroom.”

“They were excited about having the opportunity to design something they felt would make a difference.”

“Great opportunity to look at future based issues in a local context around things that had relevance for the students. It was also creative and collaborative.”

“Co-operative, challenging and future focused learning.”

Feedback

Teacher survey
comments on
learning outcomes.

“The design process allowed them to bring in ideas, ask questions, make connections and then use their knowledge to create something new. It was a rich task that solved real life problems they felt passionate about.”

“High engagement.”

“They certainly were pushed and extended themselves, building on their skill set.”

“This competition made them consider their role as a global citizen and more so a member of Auckland.”

Students

Participants talk about their own learning from the competition.

“For this competition we have put in more effort than ever before.” (Year 9)

“It took quite a lot of effort actually. We worked at home and at school.” (Yr 3)

“The biggest thing was the experience of working together as a team.” (Yr 13)

“An opportunity to give back to the community and raise awareness.” (Yr 12)

“I think the future is going to head upwards in its own kind of way. I don’t think any of us can predict how it is going to go.” (Yr 9)

Judges

Top educators, game developers, TV newsreader, Police Inspector.

Judging criteria:

- Investigation
- Presentation
- Ideas
- Sharing
- Overall Impression

“We judges noticed the frequent use of design thinking, in which students were willing to test, fail and iterate.

“We saw clear involvement of peers, whānau, and school, and the competition clearly provoked a ripple effect in many communities.”

Karen Spencer, Chair of Judges



Why do?

Enable young people to think and act like citizens now and for the future.

Contribute to the NZ conversation around future transport.

New Zealand Curriculum vision

Contributors to the well-being of New Zealand.

Active seekers, users and creators of knowledge.

NZ Transport Agency value

A great journey is easy, safe and connected...one integrated land transport system that helps people get the most out of life and supports business.

Competition format

Designed with teacher reference group to support their curriculum work, not add to it.

The wider educational framing

“NZ Transport Agency competitions have provided an opportunity for school students to practice and develop capabilities in critical and creative thinking for citizenship when using the roads.”

Rosemary Hipkins, NZCER

From [*Nurturing citizenship: road safety as a rich context for learning.*](#)

“Students need a context where they have a voice and feel like they belong, matter and can make a difference.”

Pam Hook, education consultant

From [*Transport as a context for encouraging skilled and active citizenship.*](#)

Resources

www.education.nzta.govt.nz/competition

- Student guide
- Ideas bank with videos and articles
- Profiles of creative professionals
- Posters and teacher guide

“Thanks for the resources online and giving children the process of being curious, creating and sharing.... they followed this and look at the results.”

Jo Gormly, Warkworth Primary School

The competition asked students to:

- Investigate challenges and opportunities in transport in New Zealand.
- Create solutions, raise questions or explore possibilities for the future.
- Turn ideas into a playable game or narrative.
- Share ideas in school community, then enter online.

Winners

Six winning entries plus highly commended are published online.

www.education.nzta.govt.nz/competition

www.youtube.com/watch?v=9iMgt7yuGjE

