

Interactive IMPACT Project

TeenEagle's Interactive IMPACT Project competitive event aims to truly test the understanding of our resources and the ability to present one's ideas. Judged by a panel based on our Project Rubric, this event accounts for 20% of the overall score in the Global Finals events of TeenEagle.

How it works:

The goal is to take the main theme of the BOOK resource for your TeenEagle age category and create a project that shows its importance and value, and make an IMPACT on your judges and peers.

These projects are:

- **Interactive** - meaning people can watch, read, play, move through, touch, etc. your project, do something with it, and learn something from it.
- **Team-based** - teams can be from 1-10 members, all from the same school or different, but must be in the same TeenEagle age category.
- **Theme-based** - The main theme of your TeenEagle age category book resource is the main goal of what you need to convey in your project.
- **Briefed** - One month prior to your Global Finals event, all teams must submit a 60-second video, showing their team members, explaining the concept behind their project. The project is not yet shown, only outlined.
 - All videos will be uploaded to our portal, and other Eagles will vote on "Most Likely to Succeed" - This stage comes with a prize for the team members.
- **Built/Created** - The project itself is totally up to you and your team. It can use any medium you wish, but you must create it. Eagles will have some time to fix/set up projects before the panel, but you must make your project at home/your school before arriving.
 - If your project requires specific materials, you can reach out to TeenEagle prior to your event to see if we can supply you with them.
 - If your project is too physically large to bring with you, or was an event or action you did back at home before coming, you may take video and pictures on a poster board to the event and present that way.
- **Presented** - Eagles, as a team, will present their projects to our judges panel and other viewers during the Project Viewing at the Globals event. Each project will have a section and as judges walk around, Eagles will explain the concept, have viewers try it out, get their point across and explain why their project is powerful and impactful.
- **Judged** - Our judges use a 5-category rubric to score all projects. Details on the scoring are available [here](#).

Projects can be anything, but please see the following samples for some ideas to help the creativity flow!

Let's say our book's main theme was combating global warming. You could choose to do a project like these outlined below:

An original song to make listeners hear and **FEEL** your point, performed live

A PSA Video showing Earth's future if pollution continues unchecked

A mobile or terrarium showing the greenhouse effect in action

A game where players make environmental choices that could end in destruction

An art piece depicting the horrors of a future destroyed by climate change

An interactive carbon footprint calculator, operated by users based on their actions

No matter what you decide, the way you present and explain your project is most vital. It's your task to make your audience hear you, understand you and be impacted by your project.

