Advancing Innovation in CTE

Next Steps Working Group
February 11, 2016
Why Challenges

Inspire new ideas, technologies and solutions

Democratize solutions and engage the public
Pay only for success and establish an ambitious goal without having to predict which approach is most likely to succeed.
Why Challenges

Reach beyond the “usual suspects” to increase the number of solvers tackling a problem and to identify novel approaches, without bearing high levels of risk.
Why Challenges

Bring out-of-discipline perspectives to bear
Why Challenges

Increase cost-effectiveness to maximize the return on taxpayer dollars
What We Heard

• State of technology in education
• Importance of career counseling
• Increasing access to CTE
• Perceived stigma of CTE
Prize Pool $225,000 + $250,000

**Purpose:** To conduct a prize competition to identify the best app that provides personalized career and education information to students while strengthening their relationships with school-based counselors.

**Outcomes:** One winning app and four finalist apps that can be used as models for further development or implementation.

**Important Dates:**
- Launched – October 7, 2015
- Finalists Selected – February 2016
- Winners Announced – Summer 2016
EdSim Challenge

Prize Pool $680,000 + ~$300,000

**Purpose:** To conduct a prize competition to identify 3D immersive simulations that can effectively deliver CTE instruction while establishing design standards for next generation education simulations.

**Outcomes:** One winning simulation and four finalists that can be used as models for further development or implementation.

**Important Dates:**
- Public Feedback – November 2015
- Open Submissions – Summer-Fall 2016
- Finalists Announced – Winter 2016
- Winners Announced – March 2017
Prize Pool $200,000 + ?

**Purpose:** To conduct a prize competition to transform existing CTE facilities, or create mobile innovation spaces, that integrate “making” using multidisciplinary approaches.

**Outcomes:** A cohort of CTE Makerschools that results in a library of models that can be implemented and adapted.

**Important Dates:**
- Launch – February-March 2016
- Cohort Announced – March 2016
- National Maker Faire – June 2016
- World Maker Faire – October 2016
• Visit EdPrizes.com
• Register for Email Updates
• Watch for the launch of the CTE Makeover Challenge
• Finalist for the Reach Higher Career App Challenge coming soon
• Think “Makerspace” in 2016
EdPrizes.com
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