



U.S. Department of Education
Office of Career, Technical, and Adult Education
Division of Academic and Technical Education

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

Why Challenges

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

Reach Higher Career App Challenge

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

CTE Makeover Challenge

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

Takeaways

- 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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