



Submit Projects to Global Junior Challenge Seventh Edition

The Fondazione Mondo Digitale invites projects for the Global Junior Challenge Seventh Edition, an international competition rewarding the most innovative projects for the Education of 21st century and the Social Inclusion. The aim of the Global Junior Challenge is to encourage young generations and their teachers to use of the new technologies, exchange experiences and emulate successful initiatives.

The Global Junior Challenge is a unique opportunity for teachers and students to reflect on the significance of digital literacy, whilst exposing them with to the vast range of high quality solutions proposed by other youth from around the world. The Challenge rewards projects in all fields of youth education, not only those addressed at schools.

Project Areas

1. **Education for the 21st century:** Projects for users up to 10 years old, 15 years old, 18 years old, 29 years old; projects promoting ICT for environmental sustainability in collaboration with Legambiente; and projects using ICT to train youth to obtain initial job placement.
2. **Social Inclusion:** Projects promoting ICT for migrants and refugees integration.

Special Mention: Applications for civic and social innovation in collaboration with Euro-cities

Awards/Prizes

1. **The main GJC Award to winning project selected from among all participants:** Winners receive a bronze medal with the Etruscan wolf, the prestigious symbol of the foundation of the City of Rome.
2. **The President of the Italian Republic Award:** The six best projects on ICT-based educational innovation presented by Italian schools will receive an award offered by the President of the Italian Republic.
3. **The GJC Award for finalist projects from poor areas of the world:** This award is reserved to finalist projects from the poorer areas of the world that employ ICT to promote the reduction of poverty and increase social inclusion.

Eligibility Criteria

- The competition is open to schools and universities, both public and private, worldwide; public and private institutions and organizations; associations, cooperatives and other non-profit organizations; public and private companies; research centers; and individual citizens of any age.
- All projects that were still in operation as of 13 December 2013 and addressed to youth up to 29 years of age and which use new ICT technology for education and training.

Projects can be submitted Directly via the online form or by downloading the word document, completing it and sending it via email.

For more information, please visit [Global Junior Challenge](#).