

**WOMEN
mech**
Mauritius

In collaboration
with



TECH FOR ECOLOGY



Grade 7, 8 & 9

Open to Girls Only

REGISTRATION DEADLINE:
24 APRIL 2026



Scan to Register

Introduction

Women in Tech Mauritius, part of the global Women in Tech® movement, is committed to closing the gender gap and empowering girls and women in technology.

In collaboration with the Rajiv Gandhi Science Centre, we are launching the first edition of **Tech for Ecology**.

The Tech For Ecology is a project-based competition where students use technology to tackle real-world ecological challenge(s) that they face at school, at home or in the community.

Aim

The **Tech For Ecology** competition aims to raise awareness, inspire and engage young girls in the field of science and technology.

Objectives

- **Create Awareness & Inspire** – Encourage college girls to develop innovative solutions that address ecological and digital sustainability challenges.
- **Promote Innovation** – Foster creativity, teamwork, and environmental consciousness by exploring the intersection of technology and ecology.
- **Develop Key STEM Skills** – Strengthen presentation, critical thinking, and problem-solving skills through hands-on participation.

Topics

Participants must identify and solve an ecological issue within their school, home, or community using technology-driven solutions.

Participants will design a prototype (using any available platform, for example: Canva, Figma, Justinmind, MS PowerPoint etc.) that addresses sustainability concerns in a practical and imaginative way. Possible projects include:

- A **simple app** promoting eco-friendly habits
- An **informative digital campaign**
- A **prototype solution** for environmental conservation

The focus is on **using technology to create real impact**—either by raising awareness or providing actionable solutions.

Who can participate?

The competition is open to girls of Grades 7, 8, and 9 or equivalent from all secondary schools in the Republic of Mauritius. Participants can participate individually or in a team of three (3) to five (5) students' maximum under the guidance of one educator/mentor/parent/relative. Participants can register in the name of their school/club/organisation/group/family.

There is no limit on the number of entries from a school/club/organisation however a student can be part of only one project.

All participants/teams will be required to attend a workshop at the Rajiv Gandhi Science Centre.

Deliverables

- A Project Report (max 10 A4 pages including references), detailing the project concept, including objectives, ecological impact, design, implementation plan, and future development possibilities.
- A short Video (up to 3 minutes) including a project summary highlighting its core idea, target audience, ecological impact, and innovation.
- A working prototype demonstrating key features and user flow.

NOTE: Students are not expected to develop an app or website.

Assessment

- Innovation & Creativity (25%) – Originality and uniqueness of the idea.
- Ecological Impact (25%) – Effectiveness in addressing environmental challenges.
- Feasibility & Technical Execution (25%) – Practicality and soundness of the proposed solution.
- Presentation Quality (25%) – Clarity, persuasiveness, and overall quality of the submitted materials.

Prizes

Certificate of Participation to all participants.

FIRST PRIZE

Rs 15,000
Trophy

SECOND PRIZE

Rs 10,000
Trophy

THIRD PRIZE

Rs 5,000
Trophy

Rules and Regulations

1. Participation can be individual or in a team of maximum three (3) - five (5) students, under the guidance of one educator/mentor/parent/relative.
2. Participants may involve their classmates while working on the project but only the registered team members can present the project.
3. Participants may take the help of guides/mentors/scientists/resource persons/parents. The help received should be acknowledged in the Project Report.
4. Participants are encouraged to use open-source tools and sustainable resources whenever possible.
5. When human beings are involved, students should obtain their permission before publishing their names and photos in their project reports and/or presentations.
6. Students should always conduct experiments and surveys under the supervision of an adult or their supervising teacher.
7. Participation in the Tech for Ecology permits reasonable use of the names and photos of the participants, releasing the RGSC and Women in Tech Mauritius Chapter from any and all claims, liabilities and/or damage arising directly or indirectly out of their participation.

How to Participate

STEP 1: ONLINE REGISTRATION

Deadline: **24 April 2026**

Interested teams of 3-5 students have to register online at:

<https://forms.gle/MZDwJN58VMsZpATz7>

Website: rgsc.govmu.org



STEP 2: WORKSHOPS

Mid-May 2026 (in-person)

All teams are required to attend in-person and online workshops on digital sustainability, storytelling and presentation at the Rajiv Gandhi Science Centre.

STEP 3: WORK ON THE

PROJECT

May/June 2026

Students should work on project report and deliverables as outlined in the Deliverables section.

STEP 4: ONLINE SUBMISSION OF

PROJECT

05 June 2026

STEP 5: SCREENING AND ANNOUNCEMENT OF SHORT-LISTED TEAMS

19 June 2026

STEP 5: FINALS AND PRIZE-GIVING

26 June 2026

ADDRESS FOR CORRESPONDENCE

Director
c/o Mr Hemraj Ramsurrun
Rajiv Gandhi Science Centre, Old Moka
Road, Bell Village

Tel: 213 2773

Fax: 213 2726

Email: director@rgsctf.org, c.c
manager_elec@rgsctf.org

Website: rgsc.govmu.org

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