Meridian Innovators

DESIGN TODAY
SHAPE TOMORROW.

DESIGN TOOLKIT

Closing Date: Friday 7th November 2025

The KS2 winner will be announced in school at the end of the Autumn Term.

Download the workbook from the TPPS website to enter.

Introduction & FAQs

What is the competition about?

Every day, the world is being impacted by technology. Meridian Innovators is a competition which aims to challenge and inspire you to design creative & innovative technology solutions to problems in the world today.

How long does the competition last?

The competition will run twice per year - once during the Autumn Term and once during the Spring Term.

Can I work in a team?

Any children from KS2 (years 3-6) can enter as an individual or in a group of up to three people. All the names of people in your group must be included in the Workbook. In the winning teams, each team member will receive their own prize.

How many entries can my group submit?

Each group or individual who participates can only enter one design.

Can my design be for anything?

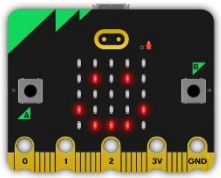
Each term there will be a new design brief, which will tell you about the theme. Whatever you design must fit the brief.

When and how can I submit a design?

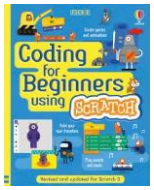
Only the WORKBOOK needs to be submitted. This can be done in two ways. It can be emailed to Miss Johnson and Miss Yeomans (computing leaders) through the school office - with the subject 'Meridian Innovators'. Alternatively, it can be printed out, given to your teacher, who will give it to Miss Johnson or Miss Yeomans.

What are the prizes?

1st Place: A Micro:bit



2nd Place: Technology Book



3rd Place: Inventors notebook & pen

Autumn 2025 – Design Brief

Brief:

This term, we would like you to come up with an idea for a piece of technology which is designed to be used in school by teachers or pupils. The design itself should be for a piece of physical technology or hardware (see examples on next page), rather than an app or piece of software. The purpose of your design should be to enhance and improve classroom learning somehow. For example, this could be by making it more engaging, accessible or personalised in some way.

Teachers

Pupils

To help you get started and to hopefully inspire some of your ideas, the table below shows a range of examples of home technology which are already being used by people today. The table shows you a selection of home technology currently available and gives a short explanation about what it is used for.

Home Technology Examples			
Smart boards 	**iPads** 	**Laptops** 	**Voice Recorders** 
Purpose: To make learning more engaging. **Summary:** Large interactive whiteboards, that has touch-screen display. It allows users to write on it, mirror laptop screens, display PowerPoints and display media such as videos and images to children.	**Purpose:** To make learning more accessible. **Summary:** Small computer tablets that allow individual pupils or small groups to access the internet, educational apps and other media more easily than when using a computer.	**Purpose:** To make learning more accessible and engaging. **Summary:** Computers for students which provide access to a vast array of digital learning materials.	**Purpose:** To make learning more accessible and personalised. **Summary:** These can help children develop confidence in their speaking abilities, improve pronunciation and encourage interaction by allow users to record and playback messages, sounds or music.
Virtual Reality Headset 	**Visualiser** 	**Digital Microscopes** 	**Programmable Robots** 
Purpose: To make learning more engaging. **Summary:** To provide an immersive learning experience where students feel like they are part of the learning and can visit different places while staying inside the classroom.	**Purpose:** To make learning more accessible. **Summary:** These project physical objects, documents or student work onto a large screen, making them visible to the entire class. This allows teachers to model learning processes and provide live feedback.	**Purpose:** To make learning more engaging. **Summary:** These magnify objects and capture images, displaying them on a computer or tablet screen. This technology teachers to easily share and exploration of microscopic details with children. For example, fostering scientific inquiry and observation skills.	**Purpose:** To make learning more engaging. **Summary:** These introduce young children to coding, sequencing, and problem-solving in a hands-on, engaging way. They foster computational thinking skills, spatial awareness and collaboration while providing a fun and accessible introduction to physical computing.

WORKBOOK

Names of group members (and class):

_____

_____

Name of your product:

_____

_____

Purpose: (Accessibility? Engagement? Personalisation? Other?)

_____

_____

How does your product work?

_____

_____

_____

_____

_____

_____

Labelled drawing:

Suggested labels:

- Different parts of the product
- What each part is made from
- How the product works

In-use drawing: