Amazon Future Engineer | Learning Links Foundation | Global Learning Council | Villars Institute | mu gamma | Schoolnet — Learning for Life

QUEST 4EARTH 2026

YOUR IDEAS. OUR PLANET.

STUDENT HANDBOOK

Reimagine | Reinvent | Restore

Human Intelligence Meets AI for Sustainable Development

Turn a real problem in your school or community into an AI-enabled solution. Research, build and test with your teammate and teacher mentor. No prior coding experience is needed.

GRADES 8-12
Participating government schools

2 STUDENTS
One team, guided by a teacher

STUDENTS LEAD
Share research, building and presenting

Choose one primary challenge

Start with something you can observe locally. These are idea starters.

- **Climate Change**
  Help your school respond to heat or flooding.
- **Water Conservation**
  Spot leaks or reduce unnecessary water use.
- **Waste Management**
  Improve sorting, reuse or recycling.
- **Community Well-being**
  Make local support or services easier to access.
- **Air Pollution Control**
  Understand pollution patterns near school.
- **Biodiversity Conservation**
  Record and protect local plants and wildlife.
- **Sustainable Lifestyles**
  Help people choose planet-friendly habits.
- **Energy Conservation**
  Reduce wasted electricity in classrooms.

If Energy Conservation is missing from the registration form, ask your teacher to contact the organisers.

Your key dates | 2026

29 SEP	Registration closes	**19 OCT**	First submission
26 OCT	Top 100 announced	**2-6 NOV**	Masterclasses
16 NOV	Resubmission	**20 NOV**	Top 10 announced

22 DEC | GRAND FINALE — India Habitat Centre, New Delhi

Turn an idea into a solution

Human intelligence leads. AI assists. You make the decisions.

1

Notice and define

Observe a local issue safely. Ask who faces it and collect simple evidence. Finish this sentence: **"At [place], [people] face [problem], shown by [evidence]."**

2

Research and choose AI's job

Check reliable sources and keep their links. Decide exactly how AI will help: identify, predict, match or recommend. Explain what a person must still check or decide.

3

Build the smallest useful version

Create a prototype: an early version that demonstrates one useful task from input to result. Ask your teacher about approved tools. Clearly label simulated data and features.

4

Test, listen and improve

Try a normal case, an unusual input and a case where AI could be wrong. Get feedback, fix a weakness and record the change. Track one measure, such as litres or electricity saved.

5

Keep a project record

Save observations, sources, prompts, screenshots, test results and each person's contribution. Separate measured results from estimates and future goals. Both students should explain the work.

TRY THIS PROMPT WITH YOUR TEACHER

"We want to reduce [local problem]. Our evidence is [anonymous observations]. Suggest three simple solutions and where AI could help. State assumptions, risks and how we can test each idea. Do not invent facts."

Use AI responsibly

Protect privacy. Use anonymous or made-up sample data. Keep names, faces, passwords and private details out of public AI tools.

Check, credit and disclose. Verify AI answers. Credit sources and images. List AI tools used and explain what you checked or changed.

Use approved access. Ask your teacher which tools and accounts you may use. Follow age rules and school permissions.

Stay safe and fair. Use supervised observations. Avoid hazardous experiments. Test for unfair results; respect people and wildlife.

Show what you have learned

Prepare all three parts with your teacher. Suggested contents are below; follow the final portal requirements.

01 **AI-enabled prototype / solution**

Show one useful task working from start to finish. Include a working link or clearly explained simulation, safe sample inputs, the AI's role and known limitations.

02 **Demo video**

Explain the local problem and who it affects. Show the input and result, one test, and an improvement you made. Keep it clear and concise; let both students explain their work.

03 **Project documentation**

Include the problem, evidence, users, solution, AI role, testing, expected benefit, risks and next steps. Add sources, AI-use disclosure and each teammate's contribution.

Check the submission portal: confirm the upload steps, accepted files, video limits and deadline with your teacher. Aim to finish 2-3 days early and keep a copy of your submission confirmation.

Ready-to-submit checklist

- ☐ Our problem is specific, local and supported by evidence.
- ☐ We can explain why AI is useful and where a human checks it.
- ☐ Our prototype, video and document open on another device.
- ☐ We show a test, feedback and an improvement; estimates are labelled.
- ☐ We have removed private data and credited sources and AI tools.
- ☐ Both teammates understand the work and have practised the pitch.

JUDGING + YOUR PITCH

Judges look for: innovation, creativity, impact, feasibility and effective AI use. Detailed scoring will be announced by the organisers.

Pitch flow: explain the problem and evidence, show your solution and AI role, demonstrate it, then discuss tests, benefits, limits and next steps.

Need help? Start with your teacher mentor. Event information and updates: schoolnetindia.com/hackathon | events@schoolnetindia.com

Sources: official event webpage and Quest4Earth 2026 final Teacher Mentor Handbook. Updated 16 September 2026. Latest organiser notices and portal rules take priority.