OVERVIEW

NXplorers is an innovative educational programme introduced by Shell Global. It equips young people with the tools and methodologies to tackle complex and interconnected problems within their communities, framed in the Food-Water-Energy Nexus. Students will apply Systems Thinking, Scenario Planning and Theory of Change to solve a problem in their communities.

The NXplorers club will be established in secondary schools as an extracurricular club activity. The duration of the NXplorers club content delivery is **eleven (11) weeks** during the period **September 2025 - January 2026,** followed by an Action planning and Prototyping phase during the period **February 2026 – May 2026** which culminates with students showcasing their projects in the NXplorers Competition carded for **8th May 2026.** An award ceremony will be held on 15th **May 2026**. Registered students are expected to agree to and abide by the NXplorers Terms and Conditions.

STRUCTURE OF PROGRAMME

PHASE 1: **Training the Teachers (Three-day event)**

This will occur during **Term 1** and will be executed over the course of 3 days.

PHASE 2: **NXplorers Workshop and Prototype Development**

Shell STREAM Facilitators will deliver the NXplorers content in **Term 1** and **Term 2**. The first session will be an orientation and introduction session for both the teachers and students.

Following this, there will be **seven (7)** weekly sessions in **Term 1** and **three (3)** sessions in **Term 2.** These sessions will be 1 hour long and delivered every week. The students will submit their tools on a weekly basis for review and correction.

Once all workshops are complete, the teams will enter into the preliminary round of competition where the top scoring group from each school will move forward to the preparation phase for the final competition. During this phase, teams will engage in prototype development, action planning, and work on their final presentation of tools and NXJourney.

PHASE 3: **Competition**

The final Competition will be person.

Each school is expected to have one team with 5 students or a **minimum of 3 students** participating in the final competition.

ELIGIBILITY:

- The NXplorers club and Competition is open to Secondary Schools within Trinidad. Participating schools will be selected by NIHERST.

- Registration is open to students between forms 1 to 6. Students that are under the age of 18 years at the time of the registration must acquire consent from his/her parents or legal guardian to participate in the NXplorers Competition.

- Persons who are currently employed, apprentices, trainees, or interns of any Shell group of companies are not eligible to participate in the Competition.
- Schools **must** have a maximum of 20 students (forms 1-6).
- Schools can have a **maximum** of 5 students from forms 5 and 6.
- Schools must be able to facilitate both online and in-person workshops.
- Schools must allow for 1 full hour to execute a workshop.

Note: NXplorers is a team competition, and students will be required to work in groups.

THE COMPETITION CALENDAR & GUIDELINES:

There are 3 stages in the competition. The guidelines and calendar below set out the key timings and deadlines for each stage of the Competition.

Venues

On location in participating school.

Note: Students are required to attend only 1 session per week at their school. Some sessions may also be scheduled to be delivered online.

Stage 1: Registration (25th August 2025 – 26th September 2025)

- **Each school** must complete and submit their NXplorers School Registration Form.

- Each school must have **all students** interested in participating in the club, **submit a student registration form.**

- Online registration begins 25th August 2025 and closes 26th September 2025.

    Late registration will not be considered.

Stage 2: Workshop & Submission (September 29th,2025 - January 30th, 2026)

- Facilitators from NIHERST will deliver the content via NXplorers workshops for registered schools, who will be guided through the NXthinking and Ideation processes in preparation for the competition.

- The NXplorers Competition judging criteria is a rubric assessing students' application of the NXthinking tools addressing their problem statements.

- Every competing team is required to submit their unique NXplorers project by **30th January 2026,** *after completing NXplorers workshops*. Late submissions will not be considered.

- Problem statements must be aligned to the Food-Water-Energy challenge.

- To receive a Certificate of Completion/Participation, students must meet the following criteria:

    o Students must attend all phases of the programme (explore, create, change).

    o Students can miss two (2) sessions but must send an email citing a valid reason for missing the sessions and must complete and submit the activity that they missed on their own time.

Stage 3: Prototype Development, Mentorship & Competition (9ᵗʰ March 2026 – 7ᵗʰ May 2026)

- The teams will be engaged by NIHERST Facilitators in prototype development from **9ᵗʰ February 2026 – 7ᵗʰ May 2026.** The final competition will take place on **8ᵗʰ May 2026.**
- Teams will be mentored by SHELL volunteers during the prototype development phase.
- All students are required to participate in an Intellectual Property workshop during this stage.
- The competition will crown a "NXplorers Champion", and the winning participants will be awarded attractive prizes.

INTELLECTUAL PROPERTY CLAUSE:

Any work done within this competition could be considered as intellectual property. As such all inventions made could be captured and shared using photos and videos. These photos and video materials could be shared for internal and external communications such as promotions, advertising, internet presence, TV, radio and press reports.

PRIVACY POLICY

All personal data provided by participants will remain secure and confidential at all times.

NXplorers Cycle 6 Implementation Summary Table Secondary Schools			
Items	**Start Date**	**End Date**	**Engage**
Stage 1 – Recruitment			
NXplorers Cycle 6 Registration	25th August 2025	26th September 2025	Calls & Emails, School Visits
Stage 2 – NXthinking Process			
Orientation and NXplorers Intro (1st Session)	29th September 2025	3rd October 2025	Physical
NXplorers Workshops	6th October 2025	30th January 2026	Physical
Submission of Final NXplorers Tools		30th January 2026	Mural
Preliminary Competition (Selection of 5 Finalists)	2nd February 2026	6th February 2026	Physical
Stage 3 – Mentorship & Competition			
Action Planning and Prototyping	9th February 2026	7th May 2026	Online/Physical
Mentorship (Shell Volunteers)	9th March 2026	7th May 2026	Online / Physical
NXplorers Competition (Shell Judges)		**8th May 2026**	Physical (TBD)
NXplorers Award Ceremony		**15th May 2026**	Physical

*Note that dates may be subject to change.

NXplorers Workshop Breakdown

Session 1- (29th September to 3rd October 2025)	Session 2- (6th to 10th October 2025)	Session 3- (13th – 17th October 2025)	Session 4- (20th – 24th October 2025)
Orientation: NXplorers student expectations. **Module 1:** Welcome to NXplorers. **Module 2:** A New Way of Thinking	**Module 3:** Introduction to Explore- What is the Issue? Problem Statement	**Module 3: Completing Problem Statement**	**Module 3:** Explore- What's causing the Issue? Connections Circle Tool
Session 5- (27th – 31st October 2025)	**Session 6-** (3rd – 7th November 2025)	**Session 7** (10th – 14th November 2025)	**Session 8** (17th – 21st November 2025)
Module 3: Completing Connections Circle Tool	**Module 4:** Create Futures. Create Scenario Planning Ideas and Preferred Future- What actions can bring about change? Scenario Planning Quadrant Tool	**Module 4: Complete Scenario Planning Quadrant** **Module 5:** Ideation	**Module 5: Complete Ideation** **Module 6**: Change- What actions can lead to our Preferred Future? Feasibility Funnel Tool
Session 9 (12th – 16th January 2026)	**Session 10** (19th – 23rd January 2026)	**Session 11** (26th – 30th January 2026)	
Module 7: Change Planning & Persuading Persuasion Pyramid Tool **Module 8**: Action Planning **Module 9:** Reflections & Next Steps	**Module 7: Complete Persuasion Pyramid**	**Module 7: Preliminary Trial runs**	

*Note that dates may be subject to change. Some sessions may be delivered online.

NXPLORERS COMPETITION PRIZES

1st place	**$16,500.00**
2nd place	**$13,500.00**
3rd place	**$10,500.00**

Special Prizes

Most Innovative	$1,500.00
Most Impactful	$1,500.00

Note: Cash prizes represent the total amount to be divided equally among team members. Prizes will take the form of Unit Trust Corporation (UTC) units.