

Toshiba/NSTA ExploraVision

Overview and How to Get Started



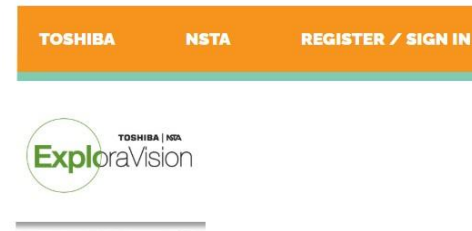
Why?

- Are you interested in STEM?
- Do you know any K-12 students interested in the future?
- Do you know any K-12 students who are looking for a coach?
- What is ExploraVision?



What are the overall steps to submit a project?

1. A coach registers on the Toshiba/NSTA ExploraVision website
www.exploravision.org



2. The coach registers the team(s) and submit(s) the project(s).
3. The team (2-4 students) works on their project with support from the coach. A mentor (serves as a resource for the team) is optional.
4. The coach submits the finished project by 7:00 PM EST February 3, 2026.



Who can be a coach?

1. A coach must be an adult at least 21 years of age that has an interest in STEM.
2. The coach of a team must know at least one student on the team.
3. Coaches may be one of the following: a teacher, coach, counselor, leader in a youth organization or a parent/guardian.
4. A coach cannot be a mentor for another team or be a judge during the competition year.



Requirements for students to compete

1. Any student who is younger than 21 years of age.
2. Students must be enrolled full-time in a school.
3. Students must live within the United States or Canada, U.S. territories or attend a DoDEA school abroad.
4. A student may only be on one team and submit only one project each year.
5. A student may not compete individually. A team is 2-4 students.
6. Any student who was a regional or national winner may compete with a new team.
7. NSTA employees or board members, ExploraVision judges and their respective families are not eligible to enter the competition.



Project rules

- Projects are to be the work of the students.
- Any project that has won a regional or national award with ExploraVision may not be resubmitted.
- Any project previously awarded a prize in a different competition may not be submitted.
- AI and ChatGPT may be used as a tool or resource for your project.
- All resources used in the project, including those generated by AI or ChatGPT must be included in the bibliography.
- For complete rules and regulations, download a PDF [here](https://www.exploravision.org/rules-requirements/).
<https://www.exploravision.org/rules-requirements/>



What is next?

- Take time to review the website to get ideas, lesson guides, timelines, view past winning projects, or videos from students, coaches, alumni and Bill Nye the Science Guy and much more.
- If the teams are in grades K-3 or 4-6, download the templates or look at the [Standard ExploraVision Project Format](https://www.exploravision.org/project-format/) that all grades may use.

<https://www.exploravision.org/project-format/>

- K-3 [storyboard template](https://www.exploravision.org/wp-content/uploads/2025/08/Year-34_Grades-K-3-Storyboard-Template.2.pdf),
https://www.exploravision.org/wp-content/uploads/2025/08/Year-34_Grades-K-3-Storyboard-Template.2.pdf
- 4-6 [presentation template](https://www.exploravision.org/wp-content/uploads/2025/08/Year-34_Grades-4-6-Presentation-Format-Template.pdf)
https://www.exploravision.org/wp-content/uploads/2025/08/Year-34_Grades-4-6-Presentation-Format-Template.pdf



Steps to help get started

1. Set up the teams

- Now that you know some of the requirements for Exploravision, the students can get started by choosing their team.
- Teams do need 2-4 students.
- Teams can be based on common interests, friends, location of where students live or even random assignment.
- Teams can be mixed grade levels.
- Based on the grade level, students may need help setting up a team.



Steps to help get started

2. Brainstorming

- Begin by generating ideas
<https://www.exploravision.org/how-brainstorm/>
- For younger grades, look around their current environment and point out different technologies – these do not need to be electronic!
- Older students should think more about problems in their community and identify a current technology that can be improved upon. Use of current news articles can often generate ideas.
- AI and ChatGPT may be used as a tool to help generate ideas. Check the website page. <https://www.exploravision.org/high-school-tips/exploravision-and-chat-gpt/> and the following YouTube video **[“Brainstorming process of the ExploraVision and ChatGPT”](https://www.youtube.com/watch?v=X_xlf_8cUtg)**
https://www.youtube.com/watch?v=X_xlf_8cUtg
- Encourage creativity – Explore A Vision



Steps to help get started

3. Research the Technology

- Teams need to write about the technology.
 - The present technology
 - The history of the current technology
 - The future technology
 - The breakthroughs needed for the future technology.
- Use the library, museums and utilize the Internet.
- Ask your mentor (if your team has one) for resources and ideas.
- Find an expert.



Next steps

4. Work on the project

- Choose a title
- Teams will still need to write about the design process and the consequences.
- Each team will need to write an abstract.
- Each team will need a bibliography.
- Each team will need to develop 5 sample web pages.
- Follow the STEM-azing newsletter for more help throughout the year.



Questions?

- Check the website
or
- Contact exploravision@nsta.org

