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ExploraVision

ALL STUDENTS RECEIVE ENTRY PRIZES

Submission Deadline:
February 3, 2026 at 7PM ET

FREE TO ENTER

Toshiba/NSTA Exploravision for K-3 Coaches

The **Toshiba/NSTA ExploraVision science challenge** for K-12 students engages the next generation in real world problem solving with a strong emphasis on STEM. ExploraVision challenges students to envision and communicate new technology 10 or more years in the future through **collaborative brainstorming** and research of current science and technology. Beyond engaging students in problem solving, team-based learning, critical thinking, and communication skills, **ExploraVision** aligns with the **Next Generation Science Standards**.

OVERVIEW

ExploraVision is a science competition for K-12 students of all interest, skill, and ability levels. The competition encourages students to combine their imaginations with the tools of science to create and explore a vision of a future technology.

Students work in groups of two to four, and are guided by a coach and an optional mentor. Each team selects a technology that is relevant to their lives. They will explore the background of the current technology and then project into the future what the technology could be in ten years and determine what breakthroughs are needed and possible consequences of the new technology.

K-3 participants with Bill Nye and Mr. Fascinate at the 2025 ExploraVision Awards Weekend. Photo courtesy of @therealjaxphotography.

2026 Dates

FEB 3	MAR 9	APR 27	JUN 3-6
Project Deadline	Regional Winner Announced	National Winner Announced	ExploraVision Awards Weekend

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Through Toshiba's shared mission partnership with NSTA, the Toshiba/NSTA ExploraVision competition makes a vital contribution to the educational community.

PARTICIPANTS

Coaches

- Are required and must register
- Must be at least 21
- Must know at least one student on the team
- May enter an unlimited number of teams
- Should be a "guide on the side" but not perform work on the project

Mentors

- Optional
- Serve as a resource person but not perform work on the project

Students

- Full time K-12 students under the age of 21
- Enrolled in a public, private, parochial, home school, or virtual school in the United States (includes territories and DODEA) or Canada
- Only submit one project per year

PROJECT CATEGORIES

Primary Level (Grades K-3)

Upper Elementary (Grades 4-6)

Middle School Level (Grades 7-9)

High School Level (Grades 10-12)

HOW TO SUBMIT

1. Coach Registers at www.exploravision.org
2. Coach Registers Teams
3. Teams Complete Projects Online
4. Teams Upload and Submit Projects

PRIZES

For the Students

All students who submit a complete project
- Entry gift and certificate

Regional Winners:
- Chromebook, science-related gift, and certificate
- Ceremony at their school

National Winners:
- Expense paid trip to Washington, DC in June for each student and a parent/legal guardian
- 1st place - $10,000 savings bond (at maturity) for each student
- 2nd place - $5,000 savings bond (at maturity) for each student
- Plaque and medal

For Coaches and Mentors

All coaches and mentors receive a certificate of participation and entry gift if team(s) submit a complete project.

Regional Winners (coaches and mentors)
- Certificates and science gift
- Chromebook (coaches only)

National Winners (coaches)
- Expense-paid trip to Washington, DC in June
- 1 year NSTA membership

For Schools

- Recognition
- Banner (regional) and commemorative award (national)

"ExploraVision endorses STEM literacy by improving skills in the areas of critical thinking, deductive and inductive reasoning, and problem solving."
- Teacher, Grades 4-6

PROJECT COMPONENTS

K-3 students may create a storyboard using the template provided on our website or submit a project description. Teams submitting a Standard ExploraVision Project Format need the following components:

Abstract: A summary of the proposed technology and other relevant information submitted separately from the project description. 150 words max.

Project Description: Submitted as one document with each section clearly labeled. 11 pages max.

- Present Technology: Give an overview of the present form of the technology, including scientific principles involved in how it functions.
- History: Research and describe the history of the technology from its inception.
- Future Technology: Describe the team's vision for what this technology will be like in 10 or more years.
- Breakthroughs: Research and describe breakthroughs that are necessary to make the future technology design a reality.
- Design Process: Describe three alternative ideas or features the team considered for their project. Describe why the team rejected each feature and idea in favor of the ones in the submitted project.
- Consequences: Description of recognition that all technologies have positive and negative consequences including the potential positive and negative consequences of the new technology on society.

Bibliography: List all sources used in your research.

Sample Web Pages: Students must submit five sample webpages that communicate and promote their future technology. These can be hand drawn or computer generated on a web page form available on our website.