



Samsung Solve for Tomorrow

Teacher guide: how to get started

The Samsung Solve for Tomorrow competition asks students to consider how science, technology, engineering, and math (STEM) can be used to create change in their communities. With the help of their teachers, students compete to win up to \$50,000 in prizes for their school, plus the opportunity to work with Samsung employees to develop their innovations. Through the Solve for Tomorrow competition, educators can teach Problem-Based Learning (PBL) by challenging students to find solutions in their communities.



Application details and guidelines

- Before you begin, visit solve.mit.edu/samsung to confirm your eligibility and review key dates, requirements, and application details.
- Talk with your students about issues they are passionate about — no problem is too big or too small. Consider using a design-thinking framework focused on empathy, creativity, and iterative development as your students brainstorm. See the Design Thinking Resources section below for helpful tools and activities.
- Once the application opens on September 30, 2026, and your team has selected a problem, visit solve.mit.edu/samsungsolvefortomorrow. You can apply to the competition by answering the five main questions below, each in 200 words or less.

1 What specific community challenge or issue are you planning to tackle?

2 What is your project and how will STEM be applied to address this challenge or issue?

3 Who will your solution serve and what steps have you taken to understand their needs?

4 What activities will you put in place to achieve your goals?

5 How will you define and measure success?

- Your solution may go through many iterations as your students test and refine the idea, but the problem you are solving should remain the same throughout the competition.
- Give yourself ample time to apply so you can handle any unexpected issues before the deadline.
- Once you apply, the fun begins! Get to work building your solution, gathering data, and iterating as you go.

Helpful tips

- Encourage your students' passions: the more they care about the challenge they're solving, the more engaged and invested students will be in the project.
- Pick a topic that's manageable for your team and realistic to execute within the bounds of the competition. Feasibility is included in the [judges' scoring criteria](#).
- Consider the audience you are developing a solution for and get their input as you work. Human-centered design is included in the [judges' scoring criteria](#).
- Leverage your local community. See if you can connect with your town government or other leaders in your area to get them invested in and excited about your students' project.
- Remember to back up any claims with facts and statistics.

What makes a strong project?

✓ Clear understanding of the issue or challenge

- A strong project starts with a specific, well-defined issue or challenge. Students should demonstrate that they understand the problem, why it matters, and who is affected.
- Ask your students: Can we clearly explain the challenge and why it matters? What research, data, or community perspectives support our understanding of the problem?

✓ Meaningful use of STEM

- Strong projects use STEM in a purposeful and innovative way. Encourage students to think creatively about how science, technology, engineering, and/or math can help them develop an effective approach that responds to the challenge they've identified.
- Ask your students: How does STEM help us address this challenge? What is innovative about our approach? Can we clearly explain how and why it works?

✓ Human-centered design

- Strong projects are designed with and for the people they aim to serve. Students should seek to understand the experiences and needs of their intended community and use what they learn to inform their project.
- Ask your students: Who are we designing for? What have we done to understand their needs? How has their input shaped our project?

✓ Feasibility

- Students should consider what it would realistically take to put their idea into practice, including the resources, knowledge, time, technology, or partnerships they may need.
- Ask your students: Could our idea realistically work? What would we need to develop, test, or implement it? What challenges should we plan for?

✓ Potential for impact

- A strong project has a clear vision for the change it hopes to create. Students should be able to identify who could benefit, what success would look like, and how they could measure progress.
- Ask your students: What do we hope will change as a result of our project? How will we know whether we're making a difference? What indicators might we measure?

Remember: Projects do not need to be in their final stages to be strong submissions. All stages are welcome. What matters most is demonstrating a clear understanding of the community challenge, a thoughtful STEM-based approach, and a plan to continue learning and developing the project.

Design thinking resources

You don't need to be a design-thinking or STEM expert to guide your students through developing their project. The following tools and resources can support teams as they determine their challenge, develop and test ideas, and communicate their project. These resources have also been shared in the [student guide](#).

- Practical guide for bringing [project-based learning to life](#) in the classroom.
- An [introduction to design thinking](#).
- A short article on how to [draft an effective problem statement](#).
- [Downloadable worksheets](#) for idea exploration, including 'how might we?' prompts.
- The [Five Why's](#) activity to get to the root cause of the problem.
- Tips for [crafting an effective elevator pitch](#).
- A [rapid prototyping toolkit](#).
- [Avoid these common mistakes](#) when prototyping.
- Tips for how to [prototype a service](#).

Digital tools to use in your classroom

AI:

- Google Gemini
- ChatGPT
- Microsoft CoPilot

Graphics:

- Canva
- Adobe Suite (Photoshop, Illustrator)
- Bitmoji
- Animoto
- Clipchamp

Collaboration:

- Samsung Note
- Figma
- Padlet
- Google Slides
- Trello

Additional resources:

- TinkerCad
- PhET
- Google Arts & Culture
- Kahoot
- Quizlet

Questions?

Visit solve.mit.edu/samsungsolvefortomorrow for competition details, key dates, Rules and Eligibility, and upcoming events and webinars.

Samsung and MIT Solve will offer virtual events throughout the application period to help educators and students learn more about the competition and strengthen their projects. Keep an eye on our [Support for Applicants](#) page for the latest opportunities.

Contact the MIT Solve Helpdesk at help@solve.mit.edu for support throughout the application process.

