SCHOOL PARTICIPATION PROPOSAL • 2027

Cyberline Inter-School Robotics & ICT Quiz Competition

Empowering Young Minds, Building a Smarter Uganda

THEME

Tech for Tomorrow: Harnessing ICT to Achieve Uganda's SDGs

Prepared for	The Headteacher, Director of Studies and Head of ICT
Prepared by	Cyberline Technologies (U) Ltd
Audience	Secondary Schools

Call or WhatsApp 0778012668 | info@cyberlineug.com | https://cyberlineug.com/inter-school.html

Innovative ICT Solutions for a Smarter Future

1 A Warm Invitation to Your School

Dear Headteacher,

Cyberline Technologies (U) Ltd is delighted to invite your school to take part in the inaugural **Cyberline Inter-School Robotics & ICT Quiz Competition 2027**, a multi-stage competition that gives secondary school students a national stage to show their ICT talent, solve real problems with technology, and win prizes that strengthen their school's computer lab.

3	5 + 2	All classes	1
Competition stages	Students and a teacher per team	Eligible classes	National grand finale

2 The Competition at a Glance

Who can enter	Secondary Schools
Student levels	All levels
Team	5 students and 2 teacher coordinators
Stages	Preliminary (School-based), Regional Rounds, National Grand Finale
Competition tracks	ICT Quiz Competition and ICT Innovation Projects, including robotics
Topics	ICT fundamentals, cybersecurity, internet technologies, digital citizenship, emerging technologies (AI and IoT), robotics, ICT in society
Top prizes	Laptops, tablets, interactive smart boards, robotics kits, trophies, medals and certificates.
Registration fee	UGX 250,000 per school

3 About Cyberline Technologies

Cyberline Technologies (U) Ltd is a Kampala-based ICT company delivering innovative technology solutions for education and business. Our guiding idea, **technology for education**, is the reason this competition exists: we believe digital literacy is a necessity, not a luxury, and that every student deserves a chance to build it.

Through this competition we are bringing practical, hands-on ICT experience into the school year, in a way that rewards effort and teamwork and supports teachers.

4 Our Objectives

- Promote digital literacy and strengthen ICT knowledge among secondary school learners.
- Identify and nurture young tech talent across Kampala and beyond.
- Build practical problem-solving skills through robotics, coding and design challenges.
- Encourage healthy academic competition and teamwork between schools.
- Help schools build modern ICT capacity through prizes and learning resources.
- Connect students with industry professionals and mentors.

5 Competition Structure

Stage	What happens	Proposed timing
Stage 1 School Preliminary	Orientation and school pre-visit by organizers.	Early Term 1 Academic, 2027
Stage 2 Regional Rounds	Theory and practical rounds. The top teams from each zone advance to the national finale.	Term 1, 2027
Stage 3 National Grand Finale	A live quiz, rapid-fire round, robotics and project showcase, and the awards ceremony.	End of Term 2, 2027

Exact dates and venues are confirmed to every registered school well in advance and are scheduled to avoid examination periods.

7 Protecting Your School Calendar

> **Learning always comes first**
> The competition is planned term by term around the Uganda secondary school calendar, so that teaching time is protected and students are never pulled away at critical moments.

- **Stage 1** (Regional) is an open crossfire quiz that is scheduled within an agreed window.
- **Rounds that need travel** are planned for weekends or low-pressure periods of the term, never examination weeks.
- **Finalists** receive study and project materials in advance, to help them prepare for the grand finale.

8 What Students Will Be Tested On

1 Computer fundamentals	**2** Programming and coding basics
3 Cybersecurity	**4** Internet technologies and social media
5 Digital citizen	**6** Emerging technologies (AI and IoT)
7 Robotics and practical problem solving	**8** ICT in society

9 ICT Innovation Projects and the SDG Tech-Box

Finalists go beyond answering questions. Teams of 2 to 5 students build a project in one of five tracks and present it to a panel of judges. Projects are encouraged to address a real challenge in Uganda linked to the UN Sustainable Development Goals.

Project track	What teams create
Robotics Project	Design and build a functional robot to solve a local problem
Application Software Project	Desktop or mobile applications: educational, business or utility
Web Development Project	Functional websites: e-commerce, informational or school portals
Hardware Innovation	IoT projects, electronic devices and smart systems
Game Development	Educational or entertainment computer and mobile games

Example SDG themes

- **Agri-Tech:** weather and market-price tools for farmers (SDG 2, 13)
- **Health-Tech:** SMS reminders and health information services (SDG 3, 10)
- **Edu-Tech:** low-data learning platforms with past papers and quizzes (SDG 4, 5)
- **Civic-Tech:** tools to report school infrastructure problems (SDG 16, 11)
- **Green-Tech:** apps to report illegal dumping and map clean water points (SDG 6, 7, 13)

What finalist teams deliver

- A short concept proposal and storyboard
- A working prototype.
- A 10-minute live pitch to the judges, followed by questions and answers

How projects are judged (100 points)

Criteria	Points
SDG relevance and problem understanding	20
Innovation and creativity	20
Technical feasibility and design	20
Potential impact and sustainability	20
Presentation and teamwork	20

Support for finalists: a one-page project guide, a virtual workshop on Design Thinking for SDGs, and short mentorship sessions with local tech innovators.

10 Prizes and Recognition

Prize	Awarded to
Laptops	Top winning team(s)
Tablets	1st and 2nd runners-up
Interactive smart board	Best school
Robotics kits	Outstanding teams
Trophy	Winning team
Certificates and medals	All participating students and schools, plus outstanding teachers and coordinators

11 Benefits of Participating

Students

- Hands-on ICT and robotics exposure
- Confidence, teamwork and public speaking
- Contact with ICT professionals and mentors
- Certificates and awards for future applications

Teachers

- Certificates of recognition
- Awards for outstanding coordinators
- A chance to lead a winning ICT team

Schools

- A stronger ICT profile in the community
- Support for ICT clubs and the curriculum
- A chance to win lab equipment
- Networking with schools and tech companies

12 Registration and Investment

> **Registration fee: UGX 250,000 per school**
> One fee enters your team into every stage of the competition and includes the resources below.

What the fee covers

- Entry of your team into all stages of the competition
- Digital study packs and online practice quiz access
- Pre-competition masterclass and finalist workshop
- All question sets, judging and certificates

Transport to regional and national venues is arranged by each school. We share venue details early so that schools can plan. Payment instructions are provided on request by the Cyberline office on 0778012668.

13 How to Register

1. **Complete** the Official Registration Form that accompanies this proposal.
2. **Pay** the registration fee and keep your receipt.
3. **Submit** the form and proof of payment to edtech@cyberlineug.com or by WhatsApp on 0778012668 before the registration deadline.
4. **Select your team** of 5 students and 2 teacher coordinator.
5. **Prepare** using the study packs we send you.
6. **Compete** in the Stage 1 open cross fire quiz within the announced window.

14 Our Commitments

Cyberline Technologies commits to:

- Providing all official question sets and project guidelines
- Running a fair, transparent and secure judging process
- Sending registered schools timely updates and confirmed dates
- Presenting all prizes and certificates promptly after the finals

Safeguarding and consent. Student safety comes first. Schools confirm parental consent for participation and photography, and teacher coordinators accompany teams at every stage. Student information is used only for competition administration.

Rules and fairness. Full competition rules, including eligibility checks, tie-breakers and the appeals process, are issued to every registered school.

16 Join the First Edition

We would be delighted to have your school join this first edition. Together, let's build a generation of tech-savvy innovators who will shape Uganda's digital future.

Yours in advancing ICT education,

Cyberline Technologies (U) Ltd

Kampala, Uganda

Register your school today

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