



IDEA DESIGN FOR EVERY LEARNER CHALLENGE 2026

Do you have a creative idea that could help children and young people learn, communicate, play, or feel more included?

Furniture Design – Design a project such as sensory furniture, reading pods, flexible seating, calm spaces, or modular furniture.

Fashion & Wearable Products – Create sensory clothing, emotional regulation wearables, interactive garments, or wearable learning tools.

Sensory Products – Develop products that support communication, sensory exploration, emotional regulation, or multi-sensory experiences.

Toys & Learning Tools – Design toys, games, or educational tools that encourage learning, creativity, skill development, and engagement.

IDEA Design for Every Learner Challenge 2026 invites secondary school students across London to design innovative products that improve the lives of younger learners, including children with different learning needs and SEND.

Your design should help promote:

Creativity Inclusion Wellbeing Communication Learning Play

What Makes a Great Entry?

The strongest designs are creative, innovative, and focused on the needs of children. Students should consider inclusion, accessibility, safety, sustainability, practicality, and the potential for real-world impact when developing their ideas.

What You Need to Submit

Students must create a visual presentation consisting of one A3 presentation board and up to three presentation slides. These should clearly communicate the design through sketches, drawings, diagrams, images, and a brief explanation of how the product works.

Each entry must also include a Design Description and Mini Selling Proposal, presented as a one-page A4 PDF with a maximum of 300 words. This should explain the problem the design addresses, how it helps children learn, communicate, play, or thrive, and what makes the idea innovative. Students should also identify their target users or customers, provide an estimated selling price, and explain why people would choose their product.

Additional materials such as prototypes, models, videos, or mock-ups may also be submitted to support the design.

Choose One Design Category

Students should select one category for their design idea. You can create a **Furniture Design** project, such as sensory furniture, reading pods, flexible seating, calm spaces, or modular furniture.

Alternatively, you may choose **Fashion & Wearable Products**, including sensory clothing, emotional regulation wearables, interactive garments, or wearable learning tools.

You can also design **Sensory Products** that support communication, sensory exploration, emotional regulation, or multi-sensory experiences.

Another option is **Toys & Learning Tools**, such as educational games, interactive learning products, play-based learning resources, or creative learning toys.

The competition is open to individual students or teams of up to four members. Furniture Design is available to students in Years 7–9, while Fashion & Wearable Products is open to students in Years 10–13. Sensory Products and Toys & Learning Tools are open to eligible secondary school students entering the challenge.

Key Dates

The competition launches on **15 June 2026**, with student support webinars taking place on **23 June** and **30 June 2026**. Designs must be submitted by **24th July 2026**, after which entries will be judged during July and August. Winners and selected participants will be celebrated at the Awards and Exhibition event in **September/October 2026**.

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Why take part?

The competition offers exciting opportunities for students to showcase their creativity and gain recognition for their ideas.

Taking part in the challenge is a chance to develop valuable creative and problem-solving skills while making a positive difference. Students will strengthen their portfolios, learn design thinking, explore careers in design and architecture, and create innovative solutions that support children's learning and wellbeing. Participants will also become part of an inspiring international community of young designers and creators.

The **First Prize Winner** will receive a **£300 voucher**, a certificate, and the opportunity for their design concept to be considered for future development with IDEA. The **Second Prize Winner** will receive a **£150 voucher** and certificate, while the **Third Prize Winner** will receive a **£100 voucher** and certificate.

In addition, **five Honourable Mentions** will be awarded certificates of recognition. Every participant will receive a digital certificate celebrating their involvement in the challenge.

Good luck, we can't wait to see what you create!

IDEA Team