

Secondary School Edition Winners

- **2025 Scottish Winners: [It could be you!](#)**
- **2025 UAE Winners: [It could be you!](#)**
- **2024 Scottish Winners: Team Evo Grip**

EvoGrip is a smart hockey stick grip with sensors that track performance data, like impact strength and distance, sending it to an app for AI analysis. With a solar-powered battery and wireless connection, it helps players improve, set goals, and compete, making hockey more engaging and modern for all skill levels whilst improving physical and mental well-being.
- **2024 UAE Winners: Team Hockey Pulse**

Their idea is a hockey training system combining Smart Cones and Smart Hockey Balls, connected through a mobile app. Smart Cones track metrics like speed and motion, while the hockey ball's microchip measures speed, spin, and trajectory, offering interactive, skill-focused training for all levels.
- **2023 Scottish Winners: Team Go Tree**

Their app idea centres on improving mental health through daily tasks and mindfulness activities, fostering a supportive environment for stress relief and self-esteem building for young people.
- **2023 UAE Winners: Team SERA**

Their idea was an AI-Powered Digital Wellbeing Assistant for Youth that uses Multimedia Sentiment Analysis, to provide a solution that combats cyberbullying, peer pressure, and negative content exposure across all major social media platforms.
- **2022 Scottish Winners: T1D Trailblazers**

The T1D Trailblazers from Robert Burns Academy, East Ayrshire developed a digital app that would empower players, parents and coaches to support teammates and young people living with diabetes manage their condition in a more effective and efficient way.
- **2022 UAE Winners: CHR squared**

CHR squared from The Westminster School Dubai. Their idea was a specialised mechanic badge called Ershaad, that was developed with the aim of providing support to young individuals on the autistic spectrum. This innovative device was

designed to interpret and analyse the various tones and expressions of individuals around the wearer, thereby facilitating a better understanding of their environment.

- **2021 Scottish Winners: You Wish, We Assist**

You Wish, We Assist from Marr College Troon developed a mental health app for young adults that allows users to set and achieve mental health goals as their winning idea. The app provides motivational messaging as well as breathing and yoga exercises to help improve their mental and physical wellbeing.

- **2021 UAE Winners: Mindful Mandates**

The Mindful Mandates from Pristine Private School Dubai developed a headband that aims to reduce visual and auditory hallucinations in schizophrenia patients as their winning idea. Sensors built into the headband will feedback brain activity with a paired application that notifies users of any abnormal activity.

- **2020: My Mood Buddy**

My Mood Buddy is a mobile application that aims to support young Scots with mental health issues manage their health and wellbeing. The app links users with a 'Mood Buddy' to help support them in managing their mental health. This companion can use the app to perform daily checks, while users can use it to keep a secure journal, personalise their content to reflect their likes, dislikes and overall mood and allows them to contact their 'Mood Buddy' when they need their support.

- **2019: Shake it up**

'Shake It Up' was an app that allowed pupils to pre-order their school lunch using a mobile phone. The Shake It Up app would be linked with Marr Colleges ordering system and pupil's Young Scot Cards - allowing young people to earn points and prizes for selecting healthy meals at lunchtime. The app would also link in with the school's house system allowing pupils to win points for their house team. Shake it Up hoped their idea would encourage other pupils to make healthier choices.

- **2018: FakeAway**

FakeAway was a healthy lifestyle app and social enterprise aiming to educate and promote the importance of healthy eating to young people. Customers could easily access and cook healthy alternatives to their favourite takeaways, from the comfort of their own home. The app aimed to provide a weekly shopping list, tailored to the user's personal budget and dietary requirements. The recipes were video aided and easy to make. The team's tagline was "FakeAway makes it easy and enjoyable to remain healthy and will help tackle the obesity epidemic in the UK. We are here to encourage our customers to eat healthy and feel good."

- **2017: Empower Fitness**

A unique primary school app 'Health Buzz' that promotes healthy living and fitness that would target all primary 7. Along with targeting the P7 pupils the team wanted to sustain and continue the use of the app into their homes, meaning families would

have the opportunity to contribute and get involved. The app sought to address three main factors of health, fitness and well-being. Allowing users in school and at home to create informal leagues where they compete with classmates or family to achieve health and fitness goals. All data was to be entered manually and results would be presented through an Olympic Medal system.

Primary School Edition Winners

- **2025 Winners:** [It could be you!](#)

- **2024 Winners:**

Go Auttie

Their idea is an app inspired by one team member's brother with autism, designed to support autistic children and teens. It improves communication, social skills, and emotional regulation through games, a diary, role-play scenarios, and calming tools. Guided by characters, it adapts for ages 4 to 17, promoting growth and well-being in an engaging way.

The Wax Cast

Their idea is the Wax Cast, inspired by the need to improve traditional casts for broken bones. It offers enhanced comfort, a waterproof design, and built-in X-ray technology. With hydrophobic layers, breathable spaces, and a Bluetooth-connected chip, doctors can monitor healing remotely, reducing the need for hospital visits. The eco-friendly design allows users to bathe, swim, and stay active, ensuring convenience and better healing.

The Walker Talker Bot

Their idea is a digital support system designed for children with cystic fibrosis, inspired by a team member's cousin with the condition. It includes apps for physio, exercise, meditation, medication, food tracking, and games, accessible via a robot or any digital device. The system promotes health and learning in a fun, interactive way reduces paper use through digital leaflets and offers online consultations to lower carbon emissions. Customisable for different ages, it aims to improve the quality of life for children while supporting sustainability.

- **2023 Winners:**

Cloud Walker

Their idea is the Cloud Walker, inspired by one team member's sister with cerebral palsy. It is an upgraded mobility aid featuring an iPad with apps for stretching, memory games, and drawing, designed to encourage movement and make physiotherapy fun. Some apps activate only when the walker is in use, promoting active engagement.