



GLOBAL•EDGE

GENERATION:ENTERPRISE
2026/27

WHO WE ARE

BY INNOVATORS, FOR INNOVATORS

Global:Edge is a pioneering educational initiative designed to shape the world's future leaders. With a strong foundation in the British education system, we provide a cutting-edge curriculum that is globally minded, while seeking to challenge outdated conventions and norms.

Through partnerships with British industry, academia (including leading Universities) and politics, we're not just preparing students for the world; we're **preparing the world for our students**. Join us in fostering a generation that is ready to lead, innovate, and inspire.



A GENERATION OF ENTREPRENEURS

Generation:Enterprise is a global enterprise and innovation challenge designed to give students the opportunity to think, create and present like real-world entrepreneurs. Open to schools worldwide, the programme guides students through the process of developing an idea, shaping it into a viable concept, and communicating it with clarity and confidence.

Underpinned by the **Global:Edge Framework**, Generation:Enterprise develops far more than business knowledge. It builds communication, resilience, problem-solving and adaptability – equipping students with the skills to succeed in any pathway they choose.

Students can take part as a **classroom project**, **enrichment activity** or **enterprise club**, supported by structured resources, live webinars and guidance throughout the competition. Working in teams, they will respond to a real-world challenge, develop and refine their idea, and create a compelling pitch for expert judges. The strongest teams will progress to the final round and be invited to celebrate their achievements at the global showcase.

FEEDBACK FROM SCHOOLS & STUDENTS

4.75 / 5
Overall value
to students

5 / 5
Ease of
implementation

100% would
recommend to
other schools

"The level of
creativity and ease
of applying was
fantastic"

"Students were
motivated and
engaged throughout"

A UNIQUE CHALLENGE FOR STUDENTS GLOBALLY



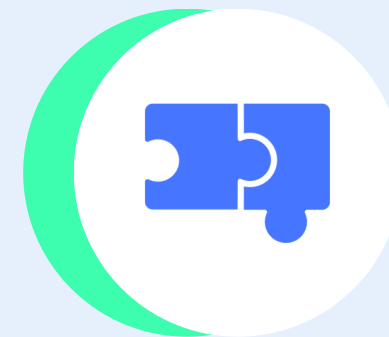
LEARNING WITH PURPOSE

Students apply classroom learning to a real-world enterprise challenge, turning ideas into practical, well-developed concepts. They build confidence by creating, testing and presenting something of their own.



SKILLS THAT GO BEYOND THE CLASSROOM

Generation:Enterprise develops communication, resilience, problem-solving and adaptability. These are skills students can carry into further study, employment and future leadership.



COLLABORATION AT THE HEART

Students work in teams, make decisions together and learn how to combine different strengths and perspectives. Schools gain an engaging experience that supports enterprise, enrichment and wider personal development.



A TRULY GLOBAL CHALLENGE

Students take part alongside schools from around the world. The experience culminates in the opportunity to share their work on an international stage and celebrate what they have achieved.

PREVIOUS WINNERS

Our previous winners impressed the judges with their creativity, teamwork and confident communication, demonstrating what young people can achieve when given the opportunity to think differently and bring their ideas to life...

PRIMARY

**ANNE HILL INTERNATIONAL
PRIMARY SCHOOL (VIETNAM)**

KINDNESS TICKET MACHINE



JUNIORS

**AIGLON COLLEGE
(SWITZERLAND)**

INNOVIBE



SENIORS

**BYRON COLLEGE
(GREECE)**

SKILLSWAP



WHO CAN TAKE PART?

ELIGIBILITY

- Open to COBIS member and applicant schools worldwide
- Each registered school participates as an individual school
- Entries must be submitted by a member of school staff
- All participants must be current students at the submitting school

AGE CATEGORIES

- **Primary:** Years 5–6
- **Junior:** Years 7–9
- **Senior:** Years 10–13

TEAM STRUCTURE

- Teams must include **2–6 students**
- Schools may enter one, two or all three age categories
- A discounted Whole School Entry is available

NUMBER OF ENTRIES

- Schools may submit up to **five teams per age category**
- Schools with more than five teams can run an internal selection process
- Optional guidance will be available to help schools select their strongest entries

HOW THE COMPETITION WORKS..

GETTING INVOLVED

- Schools register through the COBIS website
- Participating schools receive access to digital training resources and live webinars
- Resources can be used in lessons, enrichment sessions or as an enterprise club

ROUND 1

- Teams are given a challenge and develop an innovative solution
- Each team submits a 3-5 minute digital video pitch

FINAL ROUND

- Shortlisted teams receive feedback and optional coaching
- Teams refine their concept and respond to a new curveball challenge
- Finalists submit an extended pitch of up to eight minutes

GLOBAL SHOWCASE

- Finalists are featured during an international digital showcase
- Winners are selected by an expert judging panel
- Schools, students and invited guests can join the celebration online

KEY DATES

REGISTRATION

- **Registration closes:** Friday 16 October 2026
- **Invoice payment deadline:** Friday 30 October 2026

ROUND 1

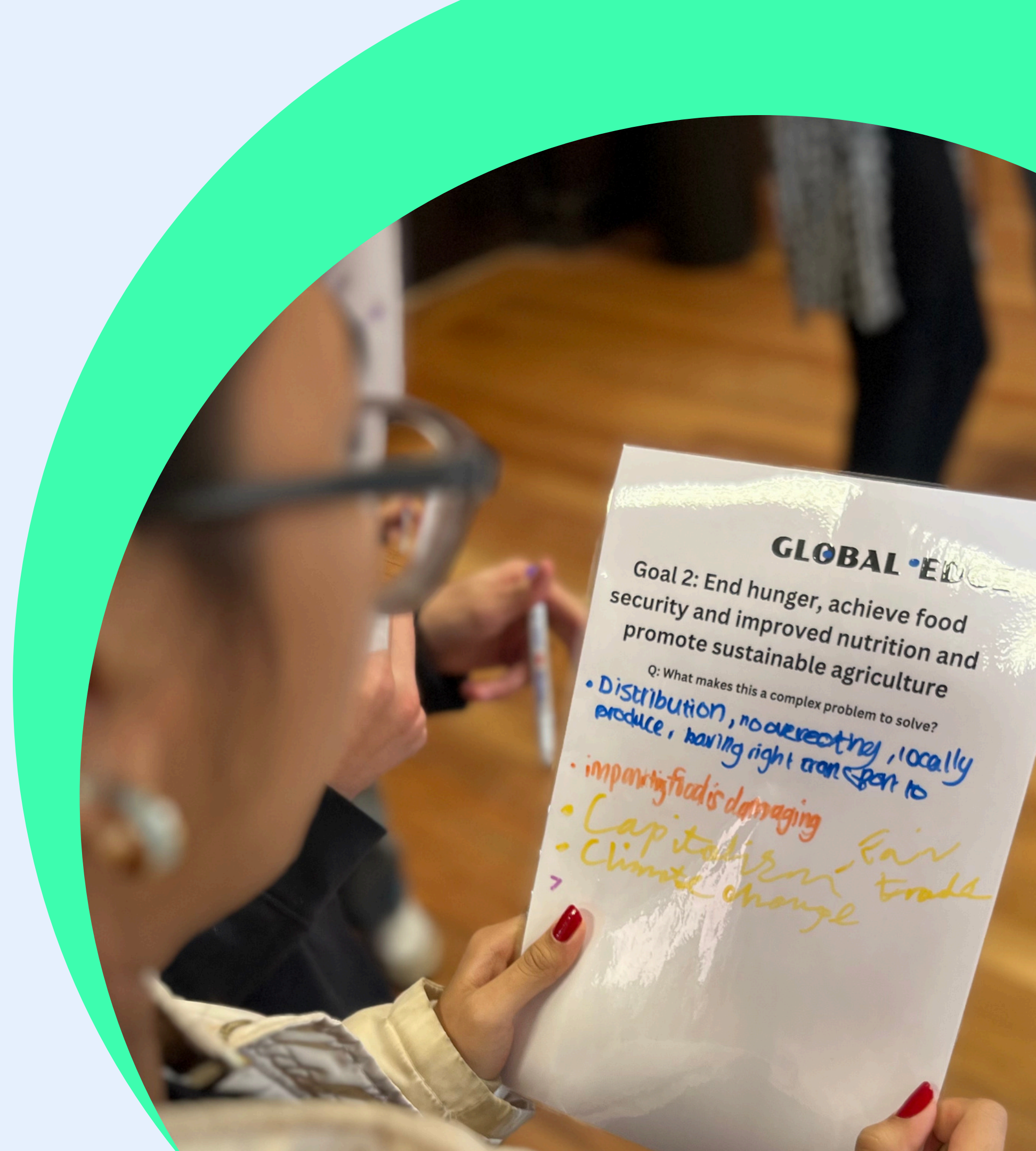
- **Competition begins:** Monday 26 October 2026
- **Submission deadline:** Friday 11 December 2026

FINAL ROUND

- **Final Round opens:** Monday 4 January 2027
- **Final Round closes:** Friday 29 January 2027

GLOBAL SHOWCASE

- **Final Showcase and Results:**
Wednesday 10 March 2027



ENTRY FEES

STANDARD FEES

- Primary: £180
- Junior: £240
- Senior: £300
- Whole School Entry: £600

SMALL-SCHOOL FEES

- Primary: £120
- Junior: £180
- Senior: £200
- Whole School Entry: £400

SMALL-SCHOOL ELIGIBILITY

- Small-school rates apply to schools with fewer than 200 students enrolled in total



GIVE YOUR STUDENTS THE OPPORTUNITY TO THINK BOLDLY, WORK COLLABORATIVELY AND PRESENT THEIR IDEAS ON A GLOBAL STAGE...

**Register your school and help your students turn
their ideas into something extraordinary.**

Register via the COBIS website

For school enquiries: hello@globaledge.org.uk

For COBIS support: students@cobis.org.uk



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