

BILLION FOUNDERS LAB / IMPACT CHALLENGE

The Billion Founders Impact Challenge.

A ten-week social impact competition for students in Grades 8 to 12. Pick a problem you can name, build a real solution, test it with real people, then defend the evidence live.

STARTS 5 DECEMBER 2026 · SATURDAYS 11:00 AM TO 12:00 PM EST · SOLO OR TEAM

At a glance

WHO	Students in Grades 8–12, entering alone or in a team
WHEN	Ten weeks from 5 December 2026; Saturdays, 11:00 AM to 12:00 PM EST
WHERE	Live online masterclasses, mentoring and presentations
ENTRY	USD 90 regular · USD 60 early bird

The standard: the work must end in one of two outcomes: she got the job, or she got her first customer.

One guided competition journey

Seven live masterclasses build the portfolio for every participant. The eighth is exclusively for the top 10.

01 • DISCOVER

Identifying social problems

What social problem is worth solving?

You finish with: Problem statement

02 • UNDERSTAND

Understanding people and systems

Why does the problem exist?

You finish with: Problem research brief

03 • CREATE

From problem to solution

What could be done differently?

You finish with: Solution concept

04 • BUILD

Building the venture

How could the solution work in practice?

You finish with: Venture model and prototype

05 • TEST

Testing and iterating

Does the solution address the problem in practice?

You finish with: Validation report

06 • MEASURE

Measuring social impact

How will the venture create and measure real change?

You finish with: Social impact framework

07 · PITCH

The art of the social impact pitch

How can the venture be communicated effectively?

You finish with: Final pitch deck and pitch

The ten weeks

Weeks 1–7 · Venture development

Move through the first seven masterclasses. Research the problem, build the model and prototype, test assumptions, define impact and prepare the pitch.

Week 8 · Semi-finals

The top 10, selected before Week 8, present for three minutes and answer two minutes of questions.

Week 9 · Finalist masterclass

The same top 10 attend the eighth live masterclass, exclusively for them, before the grand finale.

Week 10 · Live final

The same top 10 present for five minutes and answer five minutes of questions from the judging panel.

Your venture portfolio

- Problem statement
- Problem research brief
- Solution concept
- Venture model and prototype
- Validation report
- Social impact framework
- Final pitch deck and pitch

What judges look for

Judges assess the quality of the problem definition, community and stakeholder understanding, solution, feasibility, social impact, validation evidence and live communication. The emphasis is on evidence and a workable solution, not presentation polish.

AI tools are allowed and encouraged; ghost-building is not. Finalists demonstrate their work live and answer unscripted questions. If you cannot explain it, you did not build it.

What every entrant receives

Seven live masterclasses

A guided route through seven live masterclasses for every entrant.

Mentor office hours

Structured feedback while the venture is being built and tested.

Top 10 live rounds

The top 10 attend the semi-final, eighth live masterclass and grand finale.

A venture portfolio

Seven connected outputs showing how the thinking and solution developed.

Judged feedback

Direct feedback on the solution, the evidence and the final pitch.

A completion record

A record of the work completed across the competition journey.

Entry

REGULAR ENTRY	EARLY BIRD
USD 90	USD 60
Per builder	Per builder, before the early-bird deadline

Build With. Not For.