STUDENT GUIDE

Young Trailblazers 2027

Pick a problem you care about. Try an idea. Measure what changes.

You don't have to be an expert to work on a real problem. Start small: choose one thing that bothers you at school or at home, test an idea for 2 weeks to 1 month, and see what changes.

Below are 21 challenges based on what Singapore is dealing with right now. Pick one, test it, and show how your idea could grow into a business or social enterprise.

The four themes

Each theme has its own colour on every page. Click a challenge title to jump to it.

SDG 12

Responsible Consumption and Production

How we buy, use and power everyday life.

1 Need or Want?
2 Beyond Single-Use
3 Zero-Waste Events
4 The Trip to School
5 Cool Without the Power Bill

SDG 4

Quality Education

How everyone gets the chance to learn and grow.

6 Getting Better Together
7 Learning for Everyone
8 A School Where You Belong
9 Learning Beyond the Classroom
10 Future Careers
11 Think First, Then AI

SDG 3

Good Health and Well-Being

How we stay healthy, safe and supported.

12 One Habit That Sticks
13 Real Friends, Real Support
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15 Hot and Hazy Days
16 Vape-Free, No Judgement

SDG 2

Zero Hunger

How everyone gets enough good food, from the farm to the plate.

17 Meals with Dignity
18 Meals Seniors Can Enjoy
19 Grow It or Go Local
20 Waste Less Food
21 From Peels to Products

How it works

1. Pick one challenge, and one group to help.
2. Come up with your own idea. The business example on each card is only a prompt: think of something people can use, like a product, a system, a space or a tool. Awareness posters alone won't be enough.
3. Test it for 2 weeks to 1 month and measure what changes. Feedback and pledges from real people make your case stronger.
4. Pitch it. Judges look at sustainability impact, innovation and your business plan.

Words you'll see

Impact: the change your idea makes, which you can count or measure.

Pledge: a promise to buy, use or support your idea.

Social enterprise: a business that aims to solve a social or environmental problem, not just make money.

SDG 12 Responsible Consumption and Production

How we buy, use and power everyday life.

1 Need or Want?

SDG 12

How might we help people choose needs over wants when buying clothes, electronics or other items?

Did you know	Singapore throws away over 206,000 tonnes of clothes and other fabric items a year, and only about 3% is recycled. Read more: Eco-Business
Pick one	**Students or Families**
Tips	*Pick one type of item, like sneakers or phone accessories.*
Business example	New system or process, such as a way to share, swap or rent things. New product, such as a tool that helps people pause before they buy.
Possible impact	Fewer impulse buys (things bought without planning), counted over 2 weeks to 1 month and compared with a normal week before you start. Ask 5 users what they think, and collect pledges or sign-ups from shoppers, shops or schools.

2 Beyond Single-Use

SDG 12

How might we reduce our use of single-use items at school or home (choose one, e.g. plastic bags, straws, paper, delivery packaging or utensils)?

Did you know	Packaging is about one-third of household waste, and a 10-cent deposit on drink containers started in April 2026. Read more: NEA
Pick one	**Households or Schools**
Tips	*Pick one item and one place.*
Business example	New system or process, such as a way to refill or return items. New product, such as a reusable version of one item.
Possible impact	Fewer of your chosen item in the bin, counted or weighed over 2 weeks to 1 month. Ask 5 users for feedback, and collect pledges from a canteen, shop or school.

3 Zero-Waste Events

SDG 12

How might we help event organisers reduce waste while keeping events enjoyable and convenient for everyone?

Did you know	Events create a lot of single-use waste, and Singapore has already piloted a zero-waste exhibition booth. Read more: Meetings & Conventions Asia
Pick one	**Households or Schools**
Tips	*Get your school's approval if the event is at school. You need a real event within your test time.*
Business example	New system or process, such as a way to reuse items from one event to the next. New product, such as reusable or modular event items.
Possible impact	Less waste at your event than at a past one, counted or weighed within 2 weeks to 1 month. Ask guests and organisers if it was still fun and easy, and find a club or centre willing to try it.

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■ SDG 12

The Trip to School

How might we help students choose greener ways to travel to and from school?

Did you know	Transport is Singapore's third-biggest source of carbon emissions (the pollution that heats the planet), about 16% of the total. Read more: Civil Service College
Pick one	**Students or Families**
Tips	*Get your school's approval for surveys. Count trips before and after.*
Business example	New system or process, such as a way to group students who travel the same way. New product or space, such as safe parking or waiting spots.
Possible impact	Fewer trips by car or taxi, counted at the school gate over 2 weeks to 1 month. Ask users if they would keep going, and look for support from your school or a parent group.

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■ SDG 12

Cool Without the Power Bill

How might we help students and families stay cool using less electricity?

Did you know	Heat stress hit record levels in 2025, and 2026 is Singapore's Year of Climate Adaptation (getting ready for hotter, wetter weather). Read more: Eco-Business, MSE
Pick one	**Households or Schools**
Tips	*Get your family's or school's approval. Never ask anyone to stay in unsafe heat.*
Business example	New system or process, such as a routine that cools a room using less power. New product, such as low-cost shade or ventilation.
Possible impact	Less electricity used, read from the meter or bill, or fewer air-conditioning hours, over 2 weeks to 1 month. Ask people to rate how comfortable they feel (1 to 5), and collect pledges from households or schools.

SDG 4 Quality Education

How everyone gets the chance to learn and grow.

6 Getting Better Together

SDG 4

How might we help students improve in one basic area of learning (e.g. reading, writing, maths, or understanding sustainability issues)?

Did you know	Top-income households spend about four times as much on tuition as the lowest-income ones, so some students get less help. Read more: Singapore Urban Poverty Line
Pick one	**Students or Families**
Tips	*Pick one subject and one level. Find a small group of students to test with.*
Business example	New learning tool, such as a game or study kit. New system or process, such as a way to pair students so they help each other.
Possible impact	Higher quiz scores, before and after, over 2 weeks to 1 month. Ask learners if it is easier or more fun, and see if schools, parents or charities would pay.

7 Learning for Everyone

SDG 4

How might we make learning more accessible and inclusive for students who face one barrier (e.g. dyslexia, limited time or no help at home)?

Did you know	About 36,000 students in Singapore have special educational needs, and most are in mainstream schools. Read more: Aventis
Pick one	**Students or Families**
Tips	*Pick one barrier. Get a teacher's or parent's approval first.*
Business example	New learning tool, such as a resource that is easier to read, hear or follow. New system or process, such as a way to get help outside class hours.
Possible impact	Less time or effort to finish a task, timed before and after over 2 weeks to 1 month. Interview 3 to 5 learners or teachers (with permission), and see if a school or charity would back it.

8 A School Where You Belong

SDG 4

How might we make school a place where every student feels safe and included?

Did you know	8% of Singapore youths say they have no close friends. Read more: SG Youth Plan
Pick one	**Students or Families**
Tips	*Get your school's approval. Never name students. Focus on one main cause, like no safe place at recess.*
Business example	New space, such as a place at school that feels safe and welcoming. New system or process, such as a way to help students connect or ask for help privately.
Possible impact	Fewer students eating alone, counted by observation, plus before-and-after surveys over 2 weeks to 1 month. Collect anonymous feedback, and ask other schools or CCAs if they would pay for it.

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■ SDG 4

Learning Beyond the Classroom

How might we help students keep learning new skills outside the classroom?

Did you know	52% of youths worry they don't have the skills for a fast-changing world. Read more: SG Youth Plan
Pick one	**Students or Families**
Tips	*Pick one skill and one small group to test with.*
Business example	New system or process, such as a way for students to teach each other skills. New product, such as a short course or kit for learning a skill.
Possible impact	More skills started or finished, counted over 2 weeks to 1 month. Ask learners to rate what they gained, and collect sign-ups from clubs, schools or parents.

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■ SDG 4

Future Careers

How might we help students explore future careers, including green and AI-related jobs?

Did you know	91% of youths want a meaningful career, and about 40% see AI as a threat to opportunities. Read more: SG Youth Plan
Pick one	**Students or Families**
Tips	*Get your school's approval before inviting guests. Pick one group, like Sec 3.*
Business example	New system or process, such as a way to connect students with people at work. New learning tool, such as a kit or game for trying out a job.
Possible impact	More students trying a real career activity, counted over 2 weeks to 1 month, plus before-and-after confidence ratings. Interview students and the workers they meet, and ask schools or companies to pledge support.

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■ SDG 4

Think First, Then AI

How might we help students think through problems on their own before turning to AI?

Did you know	About 40% of youths see AI as a threat to opportunities. Thinking first, then using AI well, is becoming a key skill. Read more: SG Youth Plan
Pick one	**Students or Families**
Tips	*Get your teacher's approval and follow your school's AI rules. Pick one subject and one class.*
Business example	New learning tool, such as a routine or worksheet that builds thinking skills. New system or process, such as a way to plan when to use AI and when not to.
Possible impact	More minutes spent trying a problem alone, timed over 2 weeks to 1 month. Ask students if they feel more confident, and see if teachers or schools would pay for it.

SDG 3 Good Health and Well-Being

How we stay healthy, safe and supported.

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SDG 3

One Habit That Sticks

How might we help students build one healthy habit (e.g. enough sleep, daily exercise, less screen time or managing stress) and stick with it for 2 weeks to 1 month?

Did you know	30% of youths report mental health concerns, and stress is highest when moving between schools. Read more: SG Youth Plan
Pick one	**Students or Families**
Tips	*Get your school's approval. Pick one habit, one group and one number to track. Many apps exist, so find the gap. If you focus on stress, get a counsellor's advice and keep answers anonymous.*
Business example	New product or space, such as a tool or calm spot that makes the habit easier. New system or process, such as a routine or buddy system that helps students keep going.
Possible impact	Hours of sleep, minutes of exercise, screen time or stress ratings (1 to 5), logged daily over 2 weeks to 1 month. Ask users if it is easy to keep up, and collect pledges from schools, CCAs or parents.

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SDG 3

Real Friends, Real Support

How might we help students build real-life friendships and support, not just rely on AI chatbots?

Did you know	8% of youths say they have no close friends, and a digital world can make friendships weaker. Read more: SG Youth Plan
Pick one	**Students or Families**
Tips	*Get your school's approval and a counsellor's advice. Keep answers anonymous.*
Business example	New system or process, such as a way to help students meet and spend time together. New space or product, such as a place or game that brings people together.
Possible impact	More face-to-face activities joined, counted over 2 weeks to 1 month, and 1 to 5 ratings of feeling connected. Collect anonymous feedback, and see if schools or youth groups would try it.

14 Eyes Up, Walk Safe

■ SDG 3

How might we help pedestrians become more aware of potential hazards while they're walking or commuting?

Did you know	Road deaths hit a 10-year high in 2025, and seniors were involved in 75% of fatal pedestrian accidents. Read more: Singapore Police Force, Asia News Network
Pick one	**Students or Families**
Tips	*Get your school's approval for surveys. Observe from a safe spot, never on the road. Pick one busy spot, like your school gate.*
Business example	New product or design, such as a sign, marking or device that helps people stay alert. New system or process, such as a safer way to cross or wait.
Possible impact	Fewer people using phones while crossing, counted at one spot before and after over 2 weeks to 1 month. Interview 10 pedestrians, and ask schools or town councils for a support letter.

15 Hot and Hazy Days

■ SDG 3

How might we help students or families (choose one) stay safe and healthy on very hot or hazy days?

Did you know	Heat stress hit record levels in 2025. A new $5 million SG Eco Fund backs community projects that help people cope with heat. Read more: Eco-Business, MSE
Pick one	**Students or Families**
Tips	*Get your school's approval. If you help foreign worker families, partner with a group like HealthServe, which supports foreign workers. Test only in safe conditions.*
Business example	New product, such as a kit or gear that helps people stay cool or protected. New space or process, such as a shaded rest spot or a break routine.
Possible impact	More water breaks taken, or less time in direct sun, counted over 2 weeks to 1 month. Ask users if they feel safer and cooler, and collect pledges from schools or families.

16 Vape-Free, No Judgement

■ SDG 3

How might we help students stay vape-free, or quit, without feeling judged?

Did you know	Schools and colleges referred 245 students to the Health Sciences Authority (HSA) for vaping in just three months of 2026. Read more: MOH
Pick one	**Students or Families**
Tips	*Get your school's approval and a counsellor's advice. Never ask students to name vapers or bring vapes to school.*
Business example	New system or process, such as a private way to ask for help. New space or product, such as a calm spot or kit that helps students cope.
Possible impact	More students asking for support, counted over 2 weeks to 1 month, plus anonymous before-and-after surveys. Ask a school counsellor to review the feedback, and see if schools would pay for it.

SDG 2 Zero Hunger

How everyone gets enough good food, from the farm to the plate.

17 Meals with Dignity

SDG 2

How might we help students from families in need get enough food without feeling embarrassed?

Did you know	Food is the biggest cost-of-living struggle for 55% of Singaporeans (2025 survey). Read more: MILI survey
Pick one	**Students or Families**
Tips	*Get your school's approval and work with school welfare staff. Never ask students to name themselves or others.*
Business example	New system or process, such as a quiet way to get meal support. New product or space, such as a pick-up point that feels private.
Possible impact	Fewer students skipping meals, shown by anonymous before-and-after surveys over 2 weeks to 1 month. Ask students and welfare staff if it feels respectful, and look for pledges from sponsors, parents or former students.

18 Meals Seniors Can Enjoy

SDG 2

How might we help seniors get nutritious meals that are easy to chew but still taste good?

Did you know	About 15% of Singapore's seniors find swallowing hard, and soft food can be unappetising. Read more: SilverStreak
Pick one	**Students or Families**
Tips	*Get the senior's and caregiver's approval. Check for allergies and choking risk.*
Business example	New product, such as a new food or snack that is easy to chew. New system or process, such as a way to prepare or serve meals that seniors enjoy.
Possible impact	More of each meal finished, shown by weighing leftovers over 2 weeks to 1 month (with permission). Ask seniors to rate the taste (1 to 5), and see if families or eldercare centres pledge to buy.

19 Grow It or Go Local

SDG 2

How might we make it easier to grow food or choose local produce (choose one) at home or in school, despite limits like time, sunlight, space or cost?

Did you know	Local farms supply only about 8% of the vegetables Singapore eats (about 25% for eggs and seafood). Read more: SFA
Pick one	**Households or Schools**
Tips	*Get approval before testing at school. Pick one: grow or buy local. Fast-growing sprouts and herbs work best.*
Business example	New product, such as a grow kit or local-food box. New system or process, such as a way to share growing space or buy from local farms.
Possible impact	More plants grown or local items bought, counted over 2 weeks to 1 month. Ask users if time, space or cost still stops them, and see who pledges to buy.

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SDG 2

Waste Less Food

How might we help families and students waste less food (choose one place: at home or in the school canteen)?

Did you know	Singapore wasted 790,000 tonnes of food in 2025, and only 18% of it was recycled. Read more: NEA
Pick one	**Households or Schools**
Tips	*Pick one place. At home, get your family's approval. In the canteen, get approval from vendors and school operations managers.*
Business example	New system or process, such as a way to plan, share or store food better. New product, such as a tool that helps people serve or keep the right amount.
Possible impact	Less food waste, weighed before and after over 2 weeks to 1 month. Ask 5 users or vendors if it works, and see if a canteen or school would pay to try it.

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SDG 2

From Peels to Products

How might we turn fruit and vegetable waste (e.g. peels, leftovers, imperfect produce) into useful products?

Did you know	Singapore recycled only 18% of its food waste in 2025, and the National Environment Agency (NEA) is funding ways to turn it into new products. Read more: NEA
Pick one	**Households or Schools**
Tips	*Pick 1 or 2 types of waste. Get a store's or family's approval to collect them. Selling food needs a licence, so use taste tests for now.*
Business example	New product, such as something useful made from food scraps. New system or process, such as a way to collect and reuse scraps.
Possible impact	Waste collected and products made, both weighed over 2 weeks to 1 month. Get 1 to 5 ratings from 10 tasters, and ask a stall or café to try a small test batch.