



GEORGIA HIGH SCHOOL SUSTAINABILITY CONTEST

TEACHER RESOURCE GUIDE

Everything you need to bring The Repairability Lab and Pitch the Fix into your classroom.

This guide is one part of the CORSAIR Georgia High School Sustainability Contest Teacher Toolkit. It's designed so you can pick it up with no prior context and be ready to introduce the contest to your students the same day.

What's in the full Teacher Toolkit

- This Resource Guide — program details, both contest tracks, prizes, and an FAQ
- Student Presentation Deck — a ready-to-show slide deck introducing the contest
- Judging Rubric — scoring criteria for both tracks, ready to share with students
- Classroom Lesson Plan — a day-by-day plan for running either track in class
- Quick-Start One-Pager — a single-page summary for a fast overview or a bulletin board

PROGRAM OVERVIEW

Both tracks — Track 1: The Repairability Lab and Track 2: Pitch the Fix — run under a unified CORSAIR Georgia High School Sustainability Contest. Students register through a single portal, choose their track, and compete to win prizes for themselves and their schools.

Program at a Glance

Registration Opens	October 14, 2026, Noon
Submissions Due	February 19, 2026, 11:59pm
Entries Judged	February/March
Awards Ceremony	On or around Earth Day 2027
Sponsor	CORSAIR

Shared Program Elements

- Teacher Toolkit — this turnkey set of materials, built so any teacher can integrate a track into existing curriculum with minimal prep time.
- Unified Submission Portal — a single entry point for both tracks, covering school registration, team profiles, file uploads, and milestone check-ins.

CHOOSING A TRACK

Both tracks ask students to find a real repairability or sustainability issue in a CORSAIR product and propose a fix — but they end in very different kinds of work. Use the comparison below to help decide which track (or both) fits your class.

	Track 1 — The Repairability Lab	Track 2 — Pitch the Fix
Format	Teardown, audit, and redesign proposal	Sustainability pitch, Shark Tank–style
Best for	Students who like hands-on, technical, or methodical work	Students who think and communicate best on their feet
Core deliverable	Component audit, written design proposal, prototype/mockup, one-page repair summary	A 90–120 second recorded video pitch with one supporting visual
Written report?	Yes — audit notes and a one-page summary	No — the spoken pitch is the main deliverable

Team size and eligibility are the same for both tracks:

- Open to students enrolled in a Georgia public or private high school
- 1–4 students per entry, with one faculty advisor required per team
- Awards presented on or about Earth Day 2027

TRACK 1 — THE REPAIRABILITY LAB

Teardown, Redesign & Design for Service Challenge

The Challenge

Students deconstruct a CORSAIR product — physically, or through careful research and diagramming — and study how it's built. They then suggest one meaningful change that would help the product last longer, be easier to fix, or be kinder to the environment when it's done being used.

Design for Service (DFS)

"Design for Service" means thinking beyond the product itself to everything that happens around it — how it's used, fixed, and eventually retired. This contest asks students to think about a product's whole life, not just the moment it's unboxed.

The Three Phases

Phase 1 — The Audit

For their chosen product, students document each major part:

- What material is it made from?
- About how long does it last?
- Can an average person repair or replace it themselves?
- What happens to it at the end of its life — recycled, reused, or thrown away?

Phase 2 — The Proposal

Based on their audit, students propose one design change. For example:

- Swapping a part for a more recyclable material
- Changing a fastener to allow repair (e.g., screws instead of glue)
- A modular part (cable, switch, keycap) that extends the product's life without full replacement
- A standardized part that could be shared across products to make replacement easier

Phase 3 — The Repair & Service One-Pager

The goal of this phase is a single one-page summary of what happens to the product after it's sold. Students answer three questions:

- If this part breaks, can a customer fix it themselves? What would they need (tools, instructions)?
- If not, what should happen when it's returned — repaired, refurbished, or recycled?
- Rate the product's overall repairability from 1–10, and explain the rating in a few sentences (consider: how hard is it to open, what tools are needed, and how available are replacement parts). Recommended resource: the iFixit Repairability Scale at [ifixit.com/repairability](https://www.ifixit.com/repairability)

What Students Submit

- Component map or teardown diagram — hand-drawn, digital, or a physical teardown with labeled parts
- Audit notes covering materials, lifespan, repairability, and end-of-life for each major component
- Written or presented design proposal — the one change, why it matters, and its expected impact
- A prototype or mockup of the proposed change (3D-printed, built, or clearly diagrammed)
- The one-page Repair & Service summary

Judging Criteria

Criterion	What Judges Look For
Audit Rigor	Is the component analysis thorough, accurate, and well-documented?
Proposal Feasibility	Could the proposed change realistically be implemented?
Impact Reasoning	Is the claimed benefit clear and well-argued?
Communication	Is the work clearly presented and easy to follow?
Originality	Does the proposal show independent thinking beyond surface-level suggestions?

See the Judging Rubric document in this toolkit for the full scoring scale.

TRACK 2 — PITCH THE FIX

A Sustainability Pitch Challenge

The Challenge

Students spot one repairability or sustainability issue in a CORSAIR product, design a fix, and pitch it on video along the lines of a Shark Tank presentation. This track is built for students who think and communicate best on their feet, not on paper. There's no full audit or written report; the focus is a sharp, well-argued pitch.

Why This Matters

A great sustainability idea only matters if someone can convince others to act on it. This track builds the same product-life-cycle thinking as Track 1, but centers the skill of making a clear, persuasive case — the same skill it takes to get a real design change approved inside a company.

The Three Steps

Step 1 — Find the Issue

Students pick one CORSAIR product and identify a single, specific problem related to repairability, durability, or end-of-life impact. Examples:

- A part that's glued shut when it could be screwed
- A component that wears out fast but can't be replaced on its own
- Packaging or materials that are hard to recycle

Step 2 — Design the Fix

Students sketch or mock up one realistic change that solves the problem. It doesn't need a working prototype — a clear sketch, diagram, or 3D model is enough, as long as the idea is specific and believable.

Step 3 — Pitch It

Students deliver a 90–120 second pitch (recorded on video) covering:

- The problem, in one or two sentences
- The fix, explained simply
- Why it matters — the impact if this change were made
- One supporting visual (a slide, sketch, or prop) alongside the pitch, but the spoken pitch is the main event

What Students Submit

- A 90–120 second pitch submitted as a video
- One supporting visual (slide, sketch, or diagram of the fix)

Judging Criteria

Criterion	What Judges Look For
Clarity of Problem	Is the flaw specific, real, and easy to understand?
Feasibility	Could the proposed fix realistically be made?
Impact Reasoning	Is the benefit of the fix clearly and convincingly argued?
Delivery	Is the pitch confident, well-paced, and engaging within the time limit?

Originality	Does the idea go beyond an obvious or surface-level fix?
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See the Judging Rubric document in this toolkit for the full scoring scale.

PRIZES & RECOGNITION

CORSAIR, SCUF, and Elgato gear for students, schools, and advisors, sourced from Revival series products where possible.

Grand Prize (per team member)

Track 1 — The Repairability Lab	Track 2 — Pitch the Fix
Corsair/Scuf Brand Bundle: gaming chair, Galleon keyboard, NightSword mouse, mouse mat, headset, Scuf controller, and a CORSAIR bag/backpack. Approximate value up to \$1,700 per team member.	Elgato Creator/Streamer Bundle: Stream Deck, Facecam, Wave Microphone, Key Light, and a Teleprompter. Approximate value up to \$1,200 per team member.

1st and 2nd Place (both tracks — same prize structure)

Place	Prize	Approx. Value / Team Member
1st Place	Gaming chair, keyboard, headset, mouse, mouse pad	Track 1: up to \$1,350 · Track 2: up to \$800
2nd Place	Headset, keyboard, mouse, mouse pad	Track 1: up to \$700 · Track 2: up to \$700

Winning School (Grand Prize)

- Lab grant — a CORSAIR bundle plus a Corsair Vengeance PC for the school's lab or STEM program
- Recognition — a plaque and a feature on CORSAIR's social channels

Approximate value: up to \$6,600 (Track 1) · up to \$3,850 (Track 2)

Faculty Advisors

- CORSAIR Gear Pack — headset, mouse, mouse pad, keyboard, Corsair/Elgato chair
- Classroom stipend — \$500 gift card for grand prize advisors; \$250 gift cards for 1st and 2nd place advisors
- Recognition — plaque and certificate at the awards ceremony

Approximate value: up to \$1,850.

GETTING STARTED — A CHECKLIST

1. Read this guide and skim both track briefs to decide whether to run one track or both.
2. Present the Student Presentation Deck to introduce the contest.
3. Have students form teams of 1–4 and recruit one faculty advisor per team.
4. Register your teams once the submission portal opens (dates TBD — see Program at a Glance).
5. Use the Classroom Lesson Plan to structure your class time around the chosen track.
6. Share the Judging Rubric with students early so they know how their work will be scored.
7. Submit each team's entry through the portal before the submission deadline.

FREQUENTLY ASKED QUESTIONS

Does Track 1 require physically taking apart a product?

No — the brief allows students to complete the teardown "physically, or through careful research and diagramming," so classes without spare hardware can still fully participate.

How many students can be on a team?

1–4 students per entry, with one faculty advisor required for the team, in both tracks.

Who is eligible to enter?

Any student enrolled in a Georgia public or private high school.

Can students enter with any CORSAIR product?

The briefs don't name a required product — students choose a CORSAIR product to study for their audit (Track 1) or their pitch (Track 2).

When are entries due and judged?

Submission and judging dates are still TBD at the program level; awards are presented on or about Earth Day 2027. Check with your program contact for the latest dates before you plan your unit.

Where can students learn to rate repairability?

Track 1 points to the iFixit Repairability Scale (ifixit.com/repairability) as a recommended resource for the final rating.

KEY CONTACTS & RESOURCES

CORSAIR Georgia High School Sustainability Contest program contact: [add name / email]

iFixit Repairability Scale: ifixit.com/repairability

For toolkit questions or updates to dates and portal links, check with your Corsair program coordinator.