



TO:

DISTRICT DIRECTORS

CES: FET TEACHING & LEARNING

CES: CIRCUIT MANAGEMENT

SERVICES SUBJECT ADVISORS

PRINCIPALS OF SCHOOLS OFFERING: TOURISM, HOSPITALITY AND CONSUMER STUDIES

NOTICE

SUBJECT: 2026 iNGAKITHI TOURISM SCHOOLS COMPETITION

1. KwaZulu-Natal Department of Education, in collaboration with the KwaZulu-Natal Department of Economic Development, Tourism & Environmental Affairs (EDTEA), invites all grade 10 and 11 learners in schools that offer Tourism, Hospitality, and Consumer Studies to enter the competition.
2. iNgakithi Tourism Schools Competition seeks to harness the love, creativity and invoke curiosity within our learners around tourism and how it relates to their own neighbourhoods.
3. **Objectives of the competition are to:**
 - Encourage learners to develop research, writing and oral advocacy skills
 - Provide learners an opportunity to conduct research in their neighbourhoods
 - Discover hidden gems in our own backyard thus promoting domestic tourism
 - Celebrate the culinary diversity of our neighbourhoods and making healthy lifestyle choices
4. **Competition theme - UNWTO Tourism Day 2026**

The World Tourism Organization (UNWTO) is the United Nations specialized agency which deals with the promotion of responsible, sustainable and universally accessible tourism.

Tourism Month is celebrated globally in September to highlight various tourism offerings and promotion awareness of tourism activities. It also provides a platform for the sector to reflect and honour its milestones in relation to the 2030 Sustainable Development Goals., World Tourism Day celebrations on 27 September 2026 which is inspired by the annual UNWTO

The 2026 iNgakithi Tourism Schools Competition aligns directly with the UNWTO World Tourism Day theme: *“Digital Agenda and Artificial Intelligence to Redesign Tourism”*, which means that tourism is changing because of technology. Technology is now a big part of tourism.

5. Competition guidelines

- These guidelines have been developed to offer support for tourism learners as they prepare their entries for the competition
- Guidelines for the **three (3) competition categories** are outlined below as follows:

5.1. GUIDELINES – GRADE 10 TOURISM - DRAWING CATEGORY

The Drawing Category is designed to:

- Encourage learners to discover and promote lesser-known tourism attractions in their local areas – “hidden gems”- through visual storytelling and basic tourism research in KwaZulu-Natal
- Foster place-based learning, research, creativity, and community pride

Learners will be expected to:

- Identify a hidden gem in their community (e.g., natural site, historical building, cultural activity, local craft tradition, or unique local service)
- Conduct basic research to understand its significance, current use, and tourism potential.
- Create a drawing that visually represents the hidden gem in an appealing way
- Write short motivation explaining why they have chosen this hidden gem, what makes it unique, and how it could be promoted for sustainable tourism

5.1.1 Elements of the Drawing:

1. **Title of Artwork:** A unique title that captures the identity or story of the hidden gem being illustrated.
2. **Identified Hidden Gem:** A lesser-known tourism attraction, cultural site, event, activity, or local product/service within the learner’s community.
3. **Drawing (Visual Representation):** A detailed, creative original drawing of the chosen hidden gem. Learners may use a pencil, coloured pencils, crayons, charcoal, ink, watercolours, or mixed media. Learners are encouraged to use unframed A3 paper.
4. **Research & Written Motivation:** Learners must conduct basic research on the chosen hidden gem through speaking to locals, elders, or tourist guides. Learners are also encouraged to visit the site to gather information and use local libraries, museums, and online resources. Learners must write 100-150 words, typed/handwritten, clear, concise explanation accompanying the drawing which includes why the learner chose the hidden gem, historical/cultural significance, and its potential to attract tourists to benefit the local economy.
5. **Labelling:** The back of the artwork must include the learner’s full name, school name, district & local municipality, subject teacher name, grade.

5.1.2 Entry Requirements:

- Province of KwaZulu-Natal
- Competition only open to Grade 10 Tourism Learners
- 3 entries per category per school
- Competition is closing on the **16th of June 2026**

5.1.3 Competition Rules for the Drawing Category:

- Complete the iNgakithi Tourism Schools Competition entry form
- Submit a copy of an original drawing on an unframed A4 sized paper
- Submit a written motivation of 100-150 words, typed or handwritten
- All drawing entries may be scanned, or clear pictures taken using cell phone cameras to ensure clarity & quality. Original drawings to be kept safe as they will be physically submitted if entry is shortlisted as a finalist
- Drawing to be submitted in a scanned PDF format
- All entries should be submitted electronically to **iNgakithiTSC@kznedtea.gov.za** and only electronic entries will be accepted
- Entries can also be submitted to Subject Advisors before the **8th of June 2026**

5.2 GUIDELINES – GRADE 11 HOSPITALITY: HOSPITALITY BUSINESS PITCH CATEGORY

The Hospitality Business Pitch Category is designed to:

- **Develop entrepreneurial thinking by developing a hospitality-based business idea** that:
- Reflects innovation, community impact, and sustainability. This task will simulate the real-world process of pitching a hospitality venture

Learners will be expected to:

- create an original mini business plan and pitch for a small hospitality enterprise (e.g., a food truck, pop-up café, or local guesthouse, etc.). The **mini business plan** should include the name, logo, and slogan, vision and mission, target market, menu concept or service offering, sustainable and local sourcing practices, and basic cost or start-up estimate.
- develop and deliver a pitch presentation (10 minutes) with visuals (e.g., poster, digital slides, or mood board) of their entrepreneurial venture

5.2.1 Elements of a Hospitality Business Pitch:

1. **Business Concept:** The concept should comprise of the name, theme, and type of hospitality venture (e.g., guesthouse, food truck, catering service).
2. **Vision & Mission:** The concept should include the purpose of the business and what it aims to achieve within the hospitality/tourism sector.
3. **Target Market:** The learners should be able to describe the primary customer (e.g., tourists, locals, youth, professionals).
4. **Service Offering or Menu Idea:** The learner must demonstrate key food/service offering or theme (e.g., vegan buffet, indigenous buffet, heritage foods, etc.).
5. **Sustainability Practices:** In keeping with the UNWTO World Tourism Day theme, learners should be able to describe sustainable practices that will be undertaken by the venture (e.g., eco-friendly packaging, sourcing local ingredients, waste reduction, energy saving, etc.).
6. **Brand Identity:** Learners are expected to develop a logo, slogan, colour scheme, and style for their business.

7. Marketing Ideas: Learners must demonstrate an understanding of how they would disseminate information about their offerings and services.
8. Basic Start-Up Cost Estimate: Learners must list and estimate costs that would take to start and run the business (e.g., equipment, supplies, setup costs, etc.).

5.2.2 Entry Requirements:

- Province of KwaZulu-Natal
- Competition only open to Grade 11 Hospitality Learners
- 3 entries per category per school
- Competition is closing on the **16th of June 2026 @ 16H00**

5.2.3 Competition Rules:

- Complete the iNgakithi Tourism Schools Competition entry form.
- Learners must deliver a ten (10) minutes pitch of their original business idea on a video recording.
- Prepare and submit visuals (e.g., poster, digital slides, or mood board) that will accompany the pitch.
- Presentation to be submitted in an Ms PowerPoint or PDF format
- Written business pitch summary (max 2 pages)
- All entries should be submitted electronically to iNgakithiTSC@kznedtea.gov.za and only electronic entries will be accepted.
- Entries can also be submitted to Subject Advisors before the **8th of June 2026**.

5.3 GUIDELINES – GRADE 11 CONSUMER STUDIES HEALTHY LIFESTYLE MEAL PLAN (FULL DAY) CATEGORY

The **Healthy Lifestyle Meal Plan Category** is a call to action encouraging young people of KwaZulu-Natal to Eat Smart and Live Well

- This category invites Consumer Studies learners to apply meal planning skills by designing a nutritionally balanced, budget-conscious, full-day meal plan tailored for a person living with diabetes

Learners will be expected to:

- choose a target individual or lifestyle (e.g., physically active teen, learner with food allergies, budget-conscious household)
- design a full-day meal plan which will include breakfast, lunch, dinner, and two (2) snacks.
- outline the nutritional breakdown for chosen ingredients, a sample recipe for one meal, costing estimate, food-based dietary guidelines reference.

5.3.1 Elements of the culinary competition:

1. Target Profile or Lifestyle: Learners must define for whom the meal plan is designed.
2. Full-Day Meal Plan: The meal plan must include five (5) eating occasions which include breakfast, mid-morning snack, lunch, afternoon snack, and dinner.
3. Nutritional Considerations: Learners must ensure the use of food-based dietary guidelines with variety, colour, nutritional value, and balanced inclusion of food groups.

4. Sample recipe: Learners must develop a recipe for one of their dishes from the plan (include ingredients, method, yield, serving size)
5. Costing Estimate: Learners are expected to price meals based on local shops or markets (can use per person or per portion format)
6. Sustainability Insight: Learners may include tips on reducing food waste, choosing seasonal foods, indigenous ingredients, or eco-friendly packaging.
7. Learners are to be assessed on one element of the menu (lunch) based on the menu submitted to include an ingredient (*yangakini / your area*) that distinguishes you from the rest.

5.3.2 Entry Requirements:

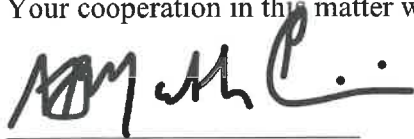
- Province of KwaZulu-Natal
- Competition only open to Grade 11 Consumer Studies Learners
- 3 entry per category per school
- Competition is closing on the: **16th of June 2026 @ 16H00**

5.3.3 Competition Rules:

- Complete the iNgakithi Tourism Schools Competition entry form
- Learners must submit a handwritten or typed A4 document (max 3 pages) which is easy to read, and well-organised.
- Nutritional information, costing, and recipe must be clearly outlined
- Learners are encouraged to use and submit a visual layout or a chart or food illustrations
- Entry to be submitted in an Ms Word or PDF format
- All entries should be submitted electronically to iNgakithiTSC@kznedtea.gov.za and only electronic entries will be accepted.
- Entries can also be submitted to Subject Advisors before the: **8th of June 2026**

6. COMPETITION DATES & ENTRY FORM

- The competition will commence on the 4th of May 2026 and close on the 16th of June 2026. All entries should only be submitted electronically to: iNgakithiTSC@kznedtea.gov.za on or before the 16th of June 2026
 - All learners entering the competition should use the **iNgakithi Tourism schools' competition-Entry Form 2026/27** which will be emailed to all Services subject advisors before the 4th of May 2026
7. Kindly share this information with schools that offer Tourism, Hospitality and Consumer Studies in their curriculum.
 8. Your cooperation in this matter will be highly appreciated.



BA MAKHATHINI
DIRECTOR: CURRICULUM GRADES 10-12 DIRECTORATE

Date: 24 April 2026



KWAZULU-NATAL PROVINCE

**ECONOMIC DEVELOPMENT, TOURISM
AND ENVIRONMENTAL AFFAIRS**
REPUBLIC OF SOUTH AFRICA

iNGAKITHI TOURISM SCHOOLS COMPETITION

2026/2027 ENTRY FORM

TOURISM DEVELOPMENT: TOURISM EDUCATION & AWARENESS

KZNEDTEA

www.kznedtea.gov.za

**INGAKITHI TOURISM SCHOOLS COMPETITION - ENTRY FORM 2026/27****UNWTO WORLD TOURISM DAY 2026 - THEME: "Digital Agenda and Artificial Intelligence to Redesign Tourism"**

Tick the relevant entry category:

- Drawing Category
- Hospitality Business Pitch Category
- Healthy Lifestyle Meal Plan Category

Name of School:**Name of School Principal:****Tel/Cell Number:****Name of your District:****Municipality -****Town/City -****Location -****Ward -****Contact Details of the School:****Address:****Tel/Cell Number:****Email Address:****Name of Tourism Educator:****Cell Number:****Email Address:****Name & Surname of Tourism Learner:****Gender:****Grade:****Name of Guardian:****Learner/Guardian Cell Number:**



To enter iNgakithi Tourism Schools Competition, you must agree to the following:

I agree and would like to declare that all the work that I am submitting to enter this competition is my original work. This includes all the drawings, videos, presentations, posters, mood boards, meal plans, and charts have been developed by myself. All contact details provided on this form will be used by the Department of Economic Development, Tourism & Environmental Affairs (Edtea) for the purposes of this competition. I understand that my entry becomes the property of the Edtea.

Signature of Learner:	Signature of Educator:
Date:	Date:

Please complete, sign and email your entry form with related submissions to:

Email: iNgakithiTSC@kznedtea.gov.za on or before the **16th June 2026**

Date Received by Edtea:	Entry Number:
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