

CHIEF SECRETARY'S TOBAGO SECONDARY SCHOOLS' ART & FILM COMPETITION

DREAMING AND PAINTING SOLUTIONS (DAPs)

Dream it. Explore it. Create a solution.

Tobago's Strategic Development Planning Pathway (SDPP) charts a course for the island's development, with a vision of what we aim to achieve by 2045. At the heart of this pathway are **21 Development Agenda Priorities (DAPs)**, which focus on key areas for building a stronger, more sustainable and prosperous Tobago. Your challenge is to **choose ONE priority**, spot a real challenge or opportunity, dream of what could be different, and bring your solution to life through ART or FILM.

THE BIG QUESTION: What solution can you imagine for the Tobago you want to live in by 2045?

1 DISCOVER THE CHALLENGE

Look around Tobago. What problem, need or opportunity do you notice in your school, family, village or community?

2 DREAM OF WHAT COULD BE

Use your imagination. If the challenge were solved, what could Tobago look, sound and feel like in 2045?

3 PAINT OR FILM A SOLUTION

Bring your idea to life. Your solution can be practical, futuristic, symbolic, bold or unexpected - but make us understand it.

TURN YOUR IDEA INTO A STRONG ENTRY

FOR ART STUDENTS

Go beyond a poster. Use colour, shape, texture, symbols, people, places, contrast, movement or emotion. Ask: What image best expresses my solution?

FOR FILM STUDENTS

Build a story, not a speech. Use characters, places, interviews, sound and action. Ask: Whose story can show the problem and the change I imagine?

KEEP IT SIMPLE: Choose one DAP. Focus on one clear issue. Make it recognisably Tobagonian. Show a clear idea or solution. Make us think, feel or imagine something new.

The DAP is your starting point - not your script. Your creativity is the solution.

CHOOSE ONE DEVELOPMENT AGENDA PRIORITY (DAP)

Use the short description to choose a topic that matters to you. Then dream, paint or film your solution.

A. Growing Tobago's Economy How can Tobago create more value, opportunity and investment? CREATE: Imagine an industry, service or idea that helps Tobago grow.	H. Caring for Each Other How can Tobago better support people who need extra help? CREATE: Show dignity, care, community support and making sure no one is forgotten.	O. A Home for Everyone How can safe and affordable housing become more available? CREATE: Explore what home means or design housing for Tobago's future.
B. Learning for the Future How can education build skills, creativity and innovation? CREATE: Reimagine school, learning or a student idea that changes Tobago.	I. A Tobago Where We Feel Safe How can homes, schools, roads and communities feel safer? CREATE: Show people working together to prevent harm and build trust.	P. Living Well & Being Happy What helps people feel healthy, connected, fulfilled and hopeful? CREATE: Show what a good life in Tobago looks and feels like.
C. A Smarter, Digital Tobago How can technology and AI improve life and opportunity? CREATE: Show technology solving a real Tobago problem - or creating a new one.	J. Getting Around Tobago How can transport be safer, reliable and affordable? CREATE: Design a better journey, vehicle, route or transport experience.	Q. A Tobago for Everyone How can persons with disabilities be fully included everywhere? CREATE: Redesign a space, service or experience so everyone can participate.
D. Government That Works for Us How can public services be faster, fairer and more accountable? CREATE: Show a frustrating service transformed into a better experience.	K. Better Villages & Communities How can communities be cleaner, connected and easier to live in? CREATE: Redesign a familiar village, street or public space for 2045.	R. Our Culture, Our Creativity How can culture and heritage be protected while creating opportunity? CREATE: Reimagine a tradition, craft, rhythm, story or cultural business.
E. A Healthier Tobago How can healthcare become more modern, reliable and caring? CREATE: Imagine better care, healthier communities or the hospital of the future.	L. Making Space for Tobago's Future How can Tobago grow without losing quality of life? CREATE: Show how housing, traffic, services and nature can stay in balance.	S. Play, Sport & Possibility How can sport and recreation create health, careers and business? CREATE: Show an athlete, activity or sporting idea growing into something bigger.
F. Tobago's Voice & Future How can Tobago have a stronger say in decisions about its affairs? CREATE: Explore voice, identity, responsibility and decision-making.	M. Protect Our Island How can Tobago protect nature and prepare for climate change? CREATE: Imagine a solution for a beach, reef, forest, river or community at risk.	T. Sharing Tobago With the World How can tourism help communities while protecting what makes Tobago special? CREATE: Create a visitor experience that benefits people, culture and nature.
G. Jobs & Opportunities How can young people build meaningful careers in Tobago? CREATE: Imagine future jobs, careers or a reason for young people to stay and thrive.	N. Feeding Ourselves How can Tobago grow and produce more of its own food? CREATE: Reimagine farming, fishing, local food or a future food system.	U. Ideas Into Business How can Tobago businesses grow and turn ideas into opportunity? CREATE: Turn a local problem, talent or idea into a business solution.

DAPs = DREAMING AND PAINTING SOLUTIONS

Discover the challenge. Dream of what could be. Paint or film a solution.