EVENT DETAILS

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GRADES 4 - 5 JUST A MINUTE

JUST A MINUTE or JAM, is an impromptu speech where the speaker is supposed to express the idea(s) on the given topic, within the duration of a minute.

Through this event the students would be able to express their thoughts, ideas and feelings related to a topic / issue that moves their hearts and wishes to bring to light to the listeners, things that are oblivious to the common eye and mind.

Guidelines:

- Event Type: Individual
- Topic: Will be given on the Spot
- Number of participants from a school: 2
- Preparation Time: 2 minutes
- Presentation Time: 1 minutes

Judgement Criteria:

- Content
- Expression
- Fluency
- Presentation

Suggested Topics for reference

- Why do we need rules and laws?
- What can I do to create a peaceful environment?
- What makes someone a good leader?

(Note: These are suggested topics and similar but not the same topics will be given on the spot.)



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GRADES 4 - 5 POSTER BATTLE

POSTER is a useful means of making an announcement or appeal, advertising a product or bringing about awareness on any issue of public interest. A poster should be visually attractive and readable.

This event will help students to express their abstract ideas and thoughts using the powerful artistic medium.

Guidelines:

- Event Type: Team
- Topic: Will be based on the theme (SDG 16)
- Number of participants in a team: One team per school of 2 participants
- Preparation time: 15 mins
- Creation Time: 1.5 hours
- Students will have to carry a large size (4 feet x 3 feet) board / sheet, poster paints, brushes, palettes and other supplies.
- Only poster paints are allowed. Other mediums cannot be used.
- Tracing and use of stencils will NOT be allowed.
- No digital or physical reference of images will be allowed in the room.

- Relevance to the theme & message conveyed
- Originality of Idea
- Artistic composition & Creativity
- Craftsmanship



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GRADES 4 - 5 ROBOTICS

ROBOTICS is a beautiful amalgamation of mechanics, programming and logical thinking. With the dependence of the human race on technology and devices, and the infusion of Artificial Intelligence, it has become important for the upcoming generations to understand these elements from the very early years.

In this robotics competition, each task is meticulously designed to test the robots' technical proficiency, innovation, and ethical behaviour, while also fostering an understanding of the critical role of technology.

Guidelines:

- Event Type : Team
- Topic: Justice for Animals
- Number of participants in a team: One team per school of 2 participants
- Duration: 1 hour
- Each round: 5 mins
- Each team would have to participate in two rounds: manual controlled and automated (programmed).

For Manual Controlled Round

- While participating in this round, teams can use any micro-controller in their robots except those that are pre-built in the robotics kits.
- Teams will have to carry their own battery pack (Upto 12V DC). AC supply will not be provided.
- The robots will be operated via a wired remote control.

For Automated Round

- While participating in this round, teams can use any programmable microcontroller.
- Teams will have to carry their own battery pack (Upto 12V DC). AC supply will not be provided.
- Participants have to assemble their own gear mechanisms to complete the task. Purchased pre-Assemble mechanisms will not be allowed.
- Teams would also have to prepare a presentation that reflects their programming logic and flow of the programme which will be followed a QnA by the judges.

- Adhering to Time Limit (Completion of task before time will be awarded with bonus points)
- Stability of the robot
- Successful completion of the task
- Presentation of the Programming



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GRADES 6 - 8 DESIGNING DREAMS

DESIGNING DREAMS is an artistic representation of one's thoughts, ideas and feelings in the form of a sculpture.

Sculpture is an artistic form in which hard or plastic materials are worked into three-dimensional art objects. The designs may be embodied in freestanding objects, in reliefs on surfaces, or in environments ranging from tableaux to contexts that envelop the spectator.

Guidelines:

- Event Type: Team
- Topic: Embodiments of Peace
- Number of participants in a team: One team per school of 2 participants
- Preparation Time: 15 minutes
- Creation Time: 1.5 hours
- Student is to create the entire sculpture in the given time from scratch.
- Material to use: Clay (any type: as per the idea and concept)
- Dimensions: within 1 foot x 1 foot (max). The size may be smaller but not larger than the mentioned dimensions.
- The materials required for sculpture making must be brought in by the participant (including clay & base). Only newspapers, plastic mats and work stations would be provided at the venue.

- Design & Construction
- Creativity
- Quality of Construction (Neatness & Precision)
- Adherence to Specifications



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GRADES 6 - 8 KED KOMBAT

KED KOMBAT is an atypical debate that will help the students to connect with the world beyond competition. Every school debates, once for and against the motion. The team will have 1 hour to research the argument with full access to the internet. After each round the interjectors would ask questions during the rebuttal.

Guidelines:

- Event Type: Team
- Topic: Will be given on the spot
- Number of participants in a team: One team per school of 3 participants (For / Against / Interjector)
- Participants would have to bring their own devices for research.
- Participants are not permitted to read from a previously prepared script, however, they can prepare short notes and use citations.
- The order of speech will be decided on the spot by draw of lots. The speakers who initiate both the motions will get two extra minutes each to close up the debate after all the speakers have finished their turn.
- Each speaker will get two minutes to speak. At the end of one and half minutes, a warning bell will be rung. The final bell will be rung at the end of the second minute. The speaker, exceeding the time limit, will be penalised.
- The speakers will address the chair only. Un-parliamentary language, personal comments are not allowed; the matter should be limited and relevant to the topic only. Such violations may lead to disqualification.
- Marks awarded by individual judges will be added up for each speaker; and then for each team.
- Each speaker would have to respond to 2 questions (maximum) posed by the interjectors. Interjectors will be given the opportunity to ask questions by the moderator.
- Students will be given 30 minutes for preparation.

- Subject Matter
- Diction, Pronunciation and Intonation
- Language
- Delivery and Presentation
- Quality of questions (by interjector)



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GRADES 6 - 8 NUKKAD NATAK

NUKKAD NATAK is a flagship event of Dramatics where you enrapture the audience around you. It is a drama performed on streets to create social awareness about burning issues / topics. This team event will enable the students to present a skit performance in front of a crowd.

Guidelines:

- Event Type: Team
- Topic: The Alternate Realities of Justice and Strong Institutions (With evolution of the human race, the justice systems have evolved as well, leading to variations in perspectives and realities further giving birth to what one call the grey truth)
- Number of participants in a team: One team per school of 7-10 participants
- Duration: 8 minutes
- Language: Bilingual
- Students must carry the props and their own instruments.
- Any team displaying content that is offensive or controversial may lead to disqualification.

- Crowd interaction
- Script
- Teamwork
- Props



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GRADES 9 & 11 DESMOS STUDIO

DESMOS is a tool for graphing calculators which has an intuitive interface and powerful graphing capabilities making it the go-to tool for Mathematics enthusiasts and students alike. It supports functions and inequalities and can graph exponents and logs, trigonometric functions, pre-calculus and calculus problems and even statistics and probabilities.

The event DESMOS STUDIO will allow young mathematics enthusiasts to create art and design on the spot by applying their knowledge on mathematical figures and functions in DESMOS.

Guidelines:

- Event Type: Team
- Topic: Will be given on the spot
- Number of participants in a team: One team per school of 2 participants
- Duration: 1.5 hours
- Digital Platform: DESMOS
- Only 2D figures to be created

Judgement Criteria:

- Number of mathematical figures
- Complexity of mathematical equations
- Artistic composition and creativity
- Relevance to the theme

Additional Information:

- https://www.youtube.com/watch?v=eByCSeaBEH0
- https://help.desmos.com/hc/en-us/articles/4406040715149-Getting-Started-Desmos-Graphing-

Calculator#h 01HSTWT4QGE8CCPQH2G6JSFSDM

