

ART EVENTS

VIBE CHECK

DANCE

A high-energy interschool dance showdown celebrating creativity, movement and stagecraft. This version focuses purely on choreography, music and live performance — no AI visuals or mapping.

What you should focus on

- **Clarity:** Make sure your concept, music choice and choreography clearly reflect the theme.
- **Choreography:** Strong formations, transitions, levels and movement vocabulary.
- **Timing & Sync:** Clean counts, tight group work and well-timed highlights (big moves, freezes).
- **Expression & Stagecraft:** Facial expression, energy, interaction with the audience and clear entrances/exits.

Details

- **Levels:** I (Grades 4–7), II (Grades 8–12)
- **Participation:** Group
- **Group size:** Up to 12 performers
- **Theme:** Open theme
- **Judgement criteria:** Creativity, choreography, stagecraft, overall impact, adherence to time limits
- **Duration:** up to 4 minutes

Rules & Guidelines

1. Any dance style or fusion of styles is allowed (contemporary, hip-hop, classical, folk, freestyle, etc.) as long as it fits the theme.
2. No AI-generated visuals or AI-generated music may be used. Pre-recorded music is allowed.
3. Props allowed but must be pre-declared and safe.
4. All media must be submitted 48 hours before the event. Music tracks should be submitted in .mp3 or .wav format.
5. Bring all necessary cables and adaptors.
6. Bring your visuals and soundscapes and necessary back-up files in a USB drive on the day of the event.

7. Teams are responsible for their own props and quick setup/clearance (max 2 minutes)
8. School-appropriate content only.

INDIE BLEND

Music

A live group performance blending Indian and western or any indigenous instruments and musical styles. Create original compositions or unique arrangements that bring the two traditions together.

What you should focus on

- **Balance:** Make sure Indian and Western/Indigenous elements support each other, not compete.
- **Arrangement:** Plan clear sections where instruments take the lead.
- **Tight ensemble:** Precision in rhythm and cues is essential.
- **Stage presence:** Visual coordination and confident delivery matter as much as sound.

Details:

- **Levels:** I (Grades 4–7) and II (Grades 8–12)
- **Participation:** Solo or Group
- **Group size:** Up to 8 performers
- **Theme:** Fusion of Indian and Western/Indigenous musical styles and instruments
- **Judgement Criteria:** Musicality, creativity in fusion, coordination, stage presence, and overall performance.
- **Duration:** Solo — up to 3 minutes | Group — up to 6 minutes

Rules & Guidelines

1. The performance must be entirely live, no pre-recorded tracks or karaoke allowed.
2. No lip-syncing permitted.
3. Original compositions or creative renditions of existing pieces are encouraged.
4. All performances must adhere strictly to the time limits.

PLOT LUCK - (Improv)

Improv

Improv (short for improvisation) is an unscripted, spontaneous performance where participants create scenes, characters, and stories on the spot in response to prompts. The focus is on quick thinking, creativity, and teamwork.

What you should focus on

- **Spontaneity:** Be ready to think fast and adapt.
- **Collaboration:** Listen to teammates, build on their ideas.
- **Humour & engagement:** Keep the audience entertained and involved.
- **Stage presence:** Confidence, voice clarity, and movement make a big difference.

Details:

- **Levels:** I (Grades 4–7) and II (Grades 8–12)
- **Participation:** Group
- **Group Size:** 3–6 performers per team
- **Theme:** Prompts will be given on the spot
- **Judgement Criteria:** Creativity, teamwork, quick thinking, stage presence, audience engagement, and overall impact
- **Duration:** Up to 7 minutes

Rules & Guidelines

1. No scripts are allowed — performance must be fully improvised.
2. Teams will receive their prompt at the registration counter.
3. No offensive or inappropriate language, gestures, or themes permitted.
4. Teams must stick to the time limit.
5. Props and costumes may be used if simple and safe, but not required.

OTAKU ODYSSEY

Visual Art

Hand-drawn anime character illustration showcasing original storytelling, expressive character design, and dynamic traditional medium techniques.

What you should focus on

- Design & Concept: Manga or Anime Characters. Original character styling with a distinct visual personality and backstory.
- Line Work & Shading: Clean ink work, fluid lines, dynamic hand shading, and strong depth.
- Visual Composition: Effective use of perspective, background elements, and balanced colour palettes.
- Expression & Posture: Evocative facial expressions and dynamic poses that convey action or emotion.

Details:

- Levels: Levels I & II
- Solo / Group: Solo
- Group size: 1 participant
- Theme: Cyberpunk Odyssey on
- Judgement Criteria: Originality, anatomical accuracy, shading/colour usage and line precision, thematic alignment, and overall aesthetic appeal.
- Duration: 90 minutes

Rules & Guidelines

1. Submissions must be 100% hand-drawn and created live during the competition; tracing, reference copies, printed templates, or pre-sketched artwork are strictly prohibited.
2. Participants will be provided with standard drawing paper and must bring all their own traditional mediums (graphite pencils, colored pencils, fine liners, alcohol markers, or watercolours).
3. Any use of digital devices, phones, tablets, reference photos, or AI-generated materials during the competition is strictly forbidden.
4. Spray paints, oil paints, and pre-cut stencils are not allowed.

ECO HUES

Visual Art

Traditional rangoli art made using only eco-friendly, biodegradable materials to celebrate sustainability.

What you should focus on

- Design & concept: Strong, meaningful composition that reflects a sustainable planet.
- Materials: Use only natural, biodegradable items — creativity with textures (flowers, pulses, rice flour).
- Neatness & finish: Clean edges and harmonious colour balance.
- Teamwork: Coordinate layout and time management with your team.

Details:

- Levels: Levels I & II
- Solo / Group: Group
- Group size: Teams up to 4 participants
- Theme: Sustainable Planet
- Judgement Criteria: Creativity, design, colour harmony, use of eco-friendly materials, and overall visual impact.
- Duration: 90 minutes

Rules & Guidelines

1. Only natural, biodegradable materials are allowed (flowers, pulses, rice flour, sand, etc.).
2. Each team will be provided a 3 m × 3 m workspace.
3. Plastic, glitter, synthetic paints, or foam are strictly prohibited.
4. Participants must bring their own eco-friendly materials for the rangoli.

NEST MASTER CHEF

EAT THE RAINBOW

Category: Grades 4–7 | Fireless Cooking

Challenge

Create an attractive and delicious **veg** dish/platter using **naturally colourful ingredients**. The final creation should showcase as many colours of the rainbow as possible.

Rules

1. Participants must prepare the dish **without using fire, stove, oven, microwave, or any heating appliance**.
2. The dish must contain **at least 5 different natural colours**.
3. At least **4 of the colours must come from fruits and/or vegetables**.
4. Artificial food colours are **not permitted**.
5. Participants may use pre-cooked ingredients such as bread, boiled pasta, etc., but **no cooking will be permitted at the venue**.
6. The dish must be assembled and presented **entirely during the competition**.
7. Participants may bring ingredients **washed, peeled and chopped**, but the final dish must be assembled at the venue.
8. Each team must prepare **one final presentation plate/platter**.
9. Participants must give their creation a **creative name**.
10. The dish must be **safe to eat and hygienically prepared**.
11. Participants must carry their own ingredients, plates, serving equipment and utensils.
12. **No ready-made complete dishes** may be brought and presented as the team's creation.
13. Maximum preparation and presentation time: **45 minutes**.
14. Participants must clean their workstation after the competition.
15. The judges' decision will be final.

AROUND THE WORLD – FIRELESS FOOD

Category: Grades 8–12 | Fireless Cooking

Challenge

Take the judges on a culinary journey! Create a **fireless dish inspired by a country or region of the world**, while demonstrating creativity, cultural understanding and excellent presentation.

Rules

1. Each team must select **one country or region** as the inspiration for their dish.
2. The dish must be **vegetarian** and have a **clear connection to the chosen cuisine/culture**.
3. The connection may be through:
 - Traditional ingredients
 - Flavours
 - Presentation
 - Food traditions
 - A reinterpretation of a traditional dish
4. The dish must be prepared **without fire, stove, oven, microwave or any heating appliance**.
5. Pre-cooked ingredients may be brought from home, but **no cooking will be permitted at the venue**.
6. Ingredients may be washed, peeled and chopped beforehand.
7. The **final assembly, preparation and plating must happen at the venue**.
8. Participants must prepare **one signature dish/platter** for judging.
9. The dish must contain **at least 5 major ingredients**.
10. Participants must provide a small **"Culinary Passport"** explaining:
 - Country/region chosen
 - Name of the dish
 - Cultural inspiration
 - Key ingredients
 - How their creation connects to the cuisine
11. Participants are encouraged to **reinterpret rather than simply reproduce** an existing dish.
12. The dish should demonstrate a balance of **flavour, texture and presentation**.
13. Maximum preparation time: **60 minutes**.
14. Teams must bring their own ingredients, utensils, plates and serving equipment.
15. Participants must follow food-safety and hygiene practices.
16. Workstations must be cleaned before leaving.
17. The judges' decision will be final.

TECH EVENTS

DRONE DASH- (Drone Obstacle Race)

Details:

"Drone Dash is an exciting obstacle challenge where teams navigate their own drones through gates, hoops, and tunnels, testing speed, precision, and control. Bring your drone, gear up, and get ready to race against time!"

Levels: Level I & II (Up to 2 participants)

Instructions:

- All participants must bring their own drone to take part in the competition.
- Ensure your drone is fully charged and in proper working condition before arrival.
- Teams are responsible for carrying any accessories or attachments required (e.g., propeller guards, landing gear, sticks for balloon popping, etc.).
- The organizers will not provide drones; only the obstacle course and event setup will be arranged at the venue.
- Safety gear such as goggles and helmets is mandatory during the event.
- Participants should test and be familiar with their own drones prior to the competition to avoid technical delays.

Judgement Criteria:

Speed, avoiding obstacles, Fair play & adherence to rules, Teamwork & control skills

KICKBOT ARENA- (Robo Soccer)

Details

Build and control a robot that can play soccer! Your robot will try to score goals while defending its own side.

Team Guidelines:

- Teams of **2 students**.
- Each team must bring **one robot** to compete.

Levels: Level I & II

Robot Requirements:

- **Size limit:** The size limit can be found on the landing page
- **Power:** Only battery-powered bots allowed (no wall plugs).
- **Control type: Autonomous** (programmed) **or remote controlled**
- **Allowed parts:**
 - LEGO, Arduino, Raspberry Pi, VEX, or other DIY kits are welcome.
 - Wheels, tracks, or legs allowed (must be safe and stable).
- Only **one robot per team** on the field at a time.

The Playing Field:

- Robot
 - Length × Width × Height: 15 cm × 15 cm × 15 cm (max)...
 - Weight: ≤ 1.5–2 kg (including battery)..
 - Drive... 2-wheel differential drive or 4-wheel drive (DC motors or geared motors)...
 - Control... Can be wired or autonomous (or remote via Bluetooth/Wi-Fi... But it's better to keep it wired for L1, L2 and autonomous for L3)....
 - Kicker Mechanism (this is optional)... A small solenoid or spring-loaded lever for kicking the ball....
- Field Dimensions...
 - Field Size... 150 cm (L) × 90 cm (W)...
 - Goal Post Size.... 20 cm (W) × 15 cm (H)...
 - Center Circle... Radius 15 cm...

Match Rules:

- Match time: **1 minute per game.**
- 1v1 format (one team vs another).
- Teams switch sides after each match. (4 matches)
- **Kick-off** from the center to start.
- Robots must stay within the field boundaries.
- No flipping, damaging, or trapping opponent bots.
- Only the robot may touch the ball (no hands or human interference).
- If the ball goes out of bounds- Referee places the ball back at the center or nearest side.

Fouls & Penalties:

- Manual interference: Warning or disqualification.
- Bot intentionally blocks or pushes opponent robot unsafely: 1-point penalty.
- Bots that don't function properly may be given **1 retry** before being marked inactive.

Scoring:

- Each goal = **1 point**.
- At the end of the match, the team with more goals wins.
- In case of tie:
 - Sudden death (next goal wins), or
 - Judge's decision based on performance.

What to Bring:

- Your robot, controller (if applicable), and extra batteries
- Any coding or setup tools you need
- Optional: A short explanation of how your bot works

AI COMIC STRIP

Details:

Students will use AI tools to **create original artwork and stories to form a comic strip**. The challenge encourages **creativity, critical thinking, and storytelling with AI assistance**.

Levels: Level I & II (Up to 2 participants)

Duration: 2 hours

Instructions:

- Bring a device with AI access (laptop/tablet + charger).
- Use only your own AI accounts/subscriptions.
- Plagiarism is not allowed (no copy-paste from pre-written AI stories).
- Work must be created during the competition time.
- You may use free stock elements (fonts, layouts, icons), but the core story and images must be AI-generated.
- For Art: DALL·E, MidJourney, Stable Diffusion, Canva AI. (5 images only)
- For Story Writing: ChatGPT, Claude, Google Gemini, or similar.
- Devices: Students bring their own laptops/tablets with active AI subscriptions

Judging Criteria:

Creativity of Idea, Effective Use of AI, Storytelling and Presentation

SHARK TANK JUNIOR- (Entrepreneurial Product/Service Presentation)

Entrepreneurship / Pitch

Shark Tank Junior is a student pitch challenge where young innovators present a product, service or idea to a panel of judges. Teams must clearly explain the problem they're solving, demonstrate value, and persuade the judges that their idea is viable and impactful. This is a creative, fast-paced event that rewards clear thinking, practicality and confident storytelling.

What you should focus on

- **Problem:** Describe the real problem or need your idea addresses — who is affected and why it matters.
- **Solution & Value:** Explain your product/service simply and show how it solves the problem better than alternatives.
- **Feasibility:** Show that your idea can be made or delivered — basic cost, materials, and steps to build or launch.
- **Market & Impact:** Who will buy or use this? Estimate size, pricing, and the social or environmental impact.
- **Presentation & Pitchcraft:** Clear structure (hook → demo → ask), confident delivery, and strong visuals or props.
- **Prototype / Demo (if any):** A working demo, mock-up or clear visual mock helps — keep it safe and reliable.

Details:

- **Levels:** I& II
- **Participation:** Solo or Group
- **Group Size:** Up to 4 participants
- **Theme:** Open category
- **Judgement Criteria:** Innovation & originality, feasibility & planning, market awareness, clarity of pitch & presentation, and overall impact.
- **Duration:** Pitch — up to 4 minutes; Q&A with judges — up to 2 minutes

Rules & Guidelines:

1. Pitches must be the original work of the student(s). Significant adult or external work must be acknowledged.

2. All products, prototypes and demonstrations must be safe, non-toxic and school-appropriate. Hazardous items are strictly prohibited.
3. Teams must submit a one-page summary (idea, target user, basic costs, and ask) and slides (if any) 48 hours before the event.
4. Any props, physical prototypes or samples must be declared at registration and be quick to set up (max 2 minutes).
5. Judges will act as investors and will ask questions during the Q&A.
6. No live sales or solicitation to the audience during the event.

GAME CREATION

Level I

Theme: PLAY IT! – Create Your Own Game

Challenge:

Create an original playable game that is fun, easy to understand and has a clear objective.

Possible game types

- Puzzle game
- Adventure game
- Mystery game

Rules

1. Participants may work **individually or in teams of 2–3**.
2. The game must be **original** and created by the participants.
3. Participants may use platforms such as **Scratch, MakeCode, Roblox Studio, GDevelop**
4. The game must have:
 - A clear objective
 - Start and end conditions
 - At least **2 levels/stages or increasing challenges**
 - A scoring/reward system
 - A way for the player to win or lose
5. Participants must create their **own characters, backgrounds, story and game elements** wherever possible.
6. Pre-existing templates may be used only as a starting framework; participants must significantly modify them.
7. Internet resources may be used for **learning**, but copying another person's game is not allowed.

8. The game must be playable by the judges.
9. Teams will get **90 minutes** to create and test their game.
10. Each team gets **3 minutes to demonstrate** their game to the judges.
11. Participants must explain:
 - What is the game about?
 - How do you play it?
 - What makes it fun?
12. The judges' decision will be final.

LEVEL II

GAMEVERSE – Build. Play. Innovate.

Challenge:

Design and develop a complete playable game that demonstrates **creative game design, programming/logic, user experience and storytelling**.

Challenge theme

Save the Planet

Create a game where the player must solve an environmental problem.

Rules

1. Participants may compete **individually or in teams of 2–3**.
2. The game must be **original**.
3. Participants may use any approved game-development platform or programming language.
4. The game must contain:
 - A clear storyline or objective
 - Player interaction
 - Meaningful game mechanics
 - Scoring/progression
 - At least **3 levels/stages/challenges**
 - Clear win/lose conditions
5. At least **one game mechanic must require genuine player decision-making**.
6. Games should demonstrate some combination of:
 - Programming
 - Problem-solving
 - Game logic
 - Level design
 - User interface design

- Storytelling
- 7. AI tools may be used for **brainstorming, debugging or learning**, but participants must disclose how AI was used.
- 8. Participants may use external assets only if they are legally reusable/appropriately licensed.
- 9. Participants must submit:
 - Playable game
 - Game title
 - Short game description
 - Controls/instructions
 - Credits/assets used
 - Brief development explanation
- 10. Maximum creation time: **2 hours**.
- 11. Each team gets **5 minutes to present and demonstrate** the game.
- 12. Judges may play the game independently after the presentation.
- 13. The game must be playable on the systems provided at the venue.
- 14. Participants must save a working copy of their game before the submission deadline.
- 15. The judges' decision will be final.