



VSPK™
INTERNATIONAL SCHOOL
 Sector - 13, Rohini, Delhi - 110085




ORGANISES
INTER SCHOOL COMPETITION



A SPECTRUM OF INNOVATION

STEAM empowers young minds to explore, create, and solve real-world challenges through **creativity, curiosity and collaboration.**

S
SCIENCE



Exploring the world through observation and discovery.

T
TECHNOLOGY



Using tools and technology to innovate and transform.

E
ENGINEERING




Designing solutions and building a better future.

A
ARTS



Inspiring creativity and expression through art and design.

M
MATHEMATICS



Making sense of patterns, numbers and logic to solve problems.



DISCOVER. INNOVATE. CREATE. INSPIRE.

Together, we shape innovators and leaders of tomorrow.



Website

Contact : 8588822255 | 9205928881

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Facebook



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“The future belongs to those who dare to innovate, create and inspire.”

Education today is no longer confined to textbooks and classrooms; it is about nurturing curious minds that can imagine, innovate and inspire. With this vision and after deep reflection on the evolving needs of the future, “STEAM – A Spectrum of Innovation” has been conceptualized as the theme for our Inter School Event 2026–27.



The theme beautifully highlights the harmonious integration of Science, Technology, Engineering, Arts and Mathematics, encouraging young learners to explore limitless possibilities through creativity and critical thinking.

As we continue our journey of educational excellence, we proudly invite schools to join us in celebrating innovation, imagination and collaborative learning. This platform aims to inspire students to think beyond boundaries, embrace challenges and transform ideas into meaningful solutions for tomorrow.

Through a vibrant spectrum of competitions and activities, students will not only showcase their talents and intellect but will also develop confidence, leadership and a spirit of teamwork. “STEAM – A Spectrum of Innovation” is an opportunity for every participant to reflect upon the power of ideas and the impact they can create in shaping a better and more progressive world.

As we come together for this enriching experience, I extend my heartfelt best wishes to all the participants. May this event become a memorable journey of learning, discovery and achievement, inspiring every child to dream big, innovate fearlessly and shine brilliantly.

With warm regards,

Dr. S.K. Gupta

Chairman (VSPK Group of Schools)



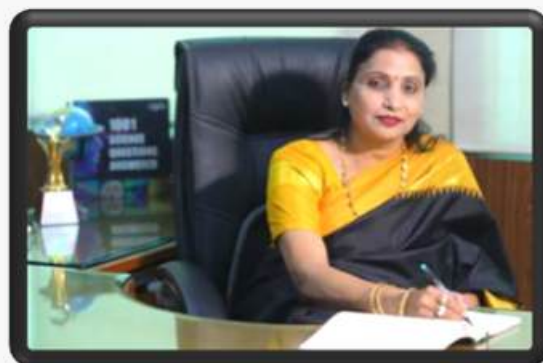


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“Tomorrow is created by those who refuse to copy yesterday.”

With immense joy and a deep sense of pride, I welcome you all to “STEAM 2026–27 – A Spectrum of Innovation,” an interschool event that celebrates creativity, scientific temperament and the limitless potential of young minds. It is indeed a privilege for our institution to host this vibrant confluence of ideas, talent, innovation and collaboration.



The theme “STEAM – A Spectrum of Innovation” reflects the harmonious integration of Science, Technology, Engineering, Arts and Mathematics, encouraging students to think critically, innovate fearlessly and create meaningful solutions for the future. Through this platform, we aspire to nurture visionaries, innovators, performers and future leaders by providing them opportunities to explore, experiment and excel. Every competition, every presentation and every collaborative effort becomes a stepping stone towards growth, self-discovery and inspiration.

I extend my heartfelt appreciation to all the principals, teachers, staff members and volunteers whose dedication and efforts make such grand events possible. My special appreciation goes to every student who dares to dream, create and step beyond boundaries to showcase their talents with confidence and enthusiasm.

Wishing all the participating schools and students the very best. May this event mark the beginning of many remarkable achievements and unforgettable experiences in your journey ahead.

With warm regards,

Dr. Pramila Gupta

Manager (VSPK Group of Schools)





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“The future bows to minds brave enough to question the ordinary.”

It is with immense pride and heartfelt joy that I extend a warm welcome to all the participating schools, educators, students and distinguished guests to “STEAM 2026–27 – A Spectrum of Innovation.” As we gather for this much-awaited interschool event, we celebrate not only talent and creativity, but also the spirit of exploration, collaboration and innovation that shapes the leaders and changemakers of tomorrow.



The theme “STEAM – A Spectrum of Innovation” beautifully reflects the integration of Science, Technology, Engineering, Arts and Mathematics as powerful tools for learning and discovery. It symbolizes a world where imagination meets intellect, creativity blends with technology and ideas evolve into impactful innovations. Every presentation, every creation and every performance showcased here will be a reflection of young minds striving to build a smarter, more inclusive and progressive future.

Hosting this event is much more than organizing a competition; it is about providing a platform where young voices, unique perspectives and extraordinary talents come together to inspire one another.

I express my sincere gratitude to the dedicated teachers, supportive parents and enthusiastic students whose relentless efforts and commitment have made this event possible. Your passion and participation truly embody the spirit of innovation and excellence.

Let this celebration of innovation inspire each one of us to dream bigger, think deeper and work together towards creating a brighter and better future.

With warm regards,

Dr. Sanchita Gupta

Principal (VSPK International School)





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GENERAL INSTRUCTIONS

1. Schools must confirm their participation by using QR Code for the registration.
2. Complete entries for all the events must reach latest by July 13, 2026, Monday through the QR Code registration link.
3. The participants will come in white uniform except for those who are required to come in costumes.
4. The participants along with their escorting teachers should report by 8:00 am positively as per the date mentioned for the event.
5. School code will be provided by the host school, so the participants should not disclose their school identity during presentation.
6. A student can participate in one event only.
7. Participants must carry their I-Cards for verification.
8. The participants exceeding the prescribed time limit will be disqualified.
9. Plagiarism will not be accepted.
10. The decision of the judges will be final and irrevocable.
11. I, II & III prize will be awarded to the winners of each event. Rolling trophy for overall best school will be awarded to the school scoring the maximum points. Participation certificate will be given to all the participants.
12. For queries of the events, the schools can contact the Event In-charges from 2:00 pm –3:00 pm. After 3:00 pm, calls will not be accepted, WhatsApp message can be dropped.
13. Result will be declared on 31st July 2026 (Friday), Thursday through e-mails and winners can collect the awards and meritorious certificates from school reception on the same day. Special trophy will be given to the school who has won maximum events in the competition.





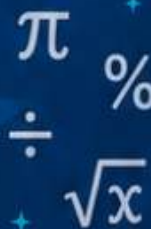
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S.No.	Classes	Events	No. of Participants	Time Limit
DAY - 1				
1	Nursery	Tiny Time Travellers	1	1 – 2 mins
2	I-II	Planet SOS Puppet Theatre	1	2 – 3 mins
3	III- V	कथाकारिता	1	2 – 3 mins
4	VI- VIII	Innovision Quest	3	3 - 5 mins
5	III- V	Rangilo Gujarat: Traditional Gujarat Hanging	Team of 2	1 hour 30 mins
6	VI - VIII	Roborhythm and Electro Motion Dance	Team of 6-8	2 – 3 mins
7	VI- VIII	La Cuisine Moléculaire Française: French Molecular Cooking	Team of 2-3	30 mins
DAY -2				
1	III-V	The Science Behind Fairy Tales	Team of 2	2 – 3 mins
2	IX-XII	जनजागृति: नुक्कड़ नाटक (Street Play)	10 – 12	8 – 10 mins
3	III-V	GeoGlam: The Geometry Fashion Show	1	2 – 3 Minutes
4	IX - X	IMPACT – “Future World through STEAM”	Team of 2-4	2 – 3 mins
5	VI-VIII	ReCraft Revolution: Best Out of Waste	Team of 2	1 Hour 30 Mins
6	IX- XII	Elements in Motion	Team of 6-10	3 – 4 mins





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<u>S.No.</u>	Classes	Events	No. of Participants	Time Limit
DAY – 3				
1	VI-VIII	“ChronoMonologues” – A Modern Monologue	1	2 – 3 mins
2	VI-VIII	The Mathpocalypse Show: Maths Stand-Up Comedy	1	3 – 5 mins
3	XI-XII	InnovateX – AI Future Tech Challenge	Team of 2-4	3 - 5 mins
4	IX-XII	Bio Hack Courtroom: STEAM Ethical Debate	Team of 4-6	8 – 10 mins
5	IX-XII	Chitram Kerala: Kerala Mural Painting	1	2 hours
6	VI-XII	Techno Beat: The AI Music Lab	Team of 2 - 4	1 hour
7	VI-XII	RashtraRhythm: The STEAM Jingle Wars	Team of 4-8	2 – 3 Minutes





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DAY - 1

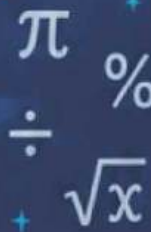
IGNITE

Where Curiosity Awakens

Register for the events of Day 1 below:



Scan the QR Code for Registration Link





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STEAM:
A Spectrum of Innovation
DAY - 1

TINY TIME TRAVELLERS

Class: Nursery

Number of Participants: 1

Time Duration: 1 - 2 Minutes

Theme: Future Innovators & Futuristic Inventions

Medium: English

Date & Day of Competition: 27th July, 2026; Monday

Participants will come dressed as a “scientist from the future” and present an imaginative futuristic invention through a short storytelling-style narration. The invention should solve a real-world problem in a fun, creative, and child-friendly way. Example: A machine that grows trees in one minute; Flying school bags; Robot teachers for homework help, etc.

Rules & Guidelines:

- Only individual participation is allowed.
- The presentation must be in English.
- Time limit: Minimum 1 minute and maximum 2 minutes.
- Participants must come in appropriate futuristic/scientist-themed costumes.
- Props may be used but should be simple and child-friendly.
- The invention idea must be original and age-appropriate.
- Participants may use simple sentences and expressive storytelling.

Judgement Criteria:

- Originality of Idea
- Clarity of Expression
- Confidence & Stage Presence
- Scientific imagination
- Costume & Prop Relevance

EVENT COORDINATOR

Ms. Sonali Gujral

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STEAM:
A Spectrum of Innovation
DAY - 1

Planet SOS Puppet Theatre

Class: I and II

Number of Participants: 1

Time Duration: 2 - 3 Minutes

Theme: Voices of the Planet

Medium: English

Date & Day of Competition: 27th July, 2026; Monday

Participants will present a short puppet-based theatrical performance in which planets, Earth, stars, or elements of nature express their concerns about pollution, global warming, climate change, deforestation, or environmental destruction.

Students will use puppets, storytelling, and dramatic voice expressions to creatively spread awareness about protecting the planet. Examples: Earth complaining about plastic pollution, Mars warning humans about climate disasters, The Moon asking children to save trees, etc.

Rules & Guidelines:

- Only individual participation is allowed.
- The performance must be presented in English.
- Participants may use hand puppets, stick puppets, finger puppets, or recycled-material puppets.
- Props and simple background setups are permitted.
- The storyline should deliver a positive environmental message.
- Recorded voiceovers are not allowed; live narration is compulsory.

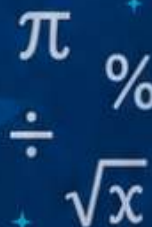
Judgement Criteria:

- Voice Modulation & Expression
- Creativity of Puppet Design
- Environmental Awareness Message
- Storytelling & Presentation Skills
- Confidence & Stage Presence
- Overall Impact

EVENT COORDINATOR

Ms. Shobha Singhal

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STEAM:
A Spectrum of Innovation
DAY - 1

कथाकारिता

कक्षा: तीसरी से पाँचवी

प्रतिभागियों की संख्या: 1

समय सीमा: 2 से 3 मिनट

विषय: एक दिन बिना मोबाइल के

माध्यम: हिंदी

प्रतियोगिता की तिथि और दिन: २७ जुलाई, २०२६; सोमवार

प्रतिभागी “एक दिन बिना मोबाइल के” विषय पर रोचक एवं प्रभावशाली कहानी प्रस्तुत करेंगे।

कहानी में यह दर्शाया जा सकता है कि मोबाइल के बिना दिन कैसा रहा, बच्चों ने क्या नया सीखा, परिवार और मित्रों के साथ समय बिताने का अनुभव कैसा था, तथा प्रकृति, खेल और संवाद का महत्व कैसे समझ आया।

नियम एवं दिशा-निर्देश:

- भाषा सरल, स्पष्ट एवं शुद्ध हिंदी होनी चाहिए।
- कहानी में स्पष्ट संदेश एवं नैतिकता का समावेश होना चाहिए।
- प्रतिभागी भाव-भंगिमा, संवाद शैली एवं आवाज़ के उतार-चढ़ाव का प्रभावी प्रयोग करें।
- रटकर पढ़ना अथवा अनुचित भाषा का प्रयोग स्वीकार नहीं किया जाएगा।
- प्रस्तुति को प्रभावशाली बनाने हेतु सीमित एवं सुरक्षित प्रॉप्स का प्रयोग किया जा सकता है।
- प्रतिभागी विषयानुसार वेशभूषा धारण कर सकते हैं।

निर्णायक बिंदु:

- विषयवस्तु एवं संदेश
- भाषा की शुद्धता
- अभिव्यक्ति एवं आत्मविश्वास
- आवाज़, हाव-भाव व प्रस्तुति
- रचनात्मकता एवं मौलिकता

EVENT COORDINATOR

नीलम गंभीर

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STEAM: A Spectrum of Innovation DAY - 1

Innovision Quest

Class: VI to VIII

Number of Participants: Team of 3

Time Duration: 3 - 5 Minutes

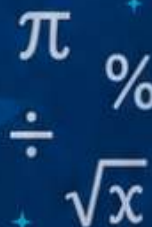
Theme: Innovating Responsibly for a Better Tomorrow

Medium: English

Date & Day of Competition: 27th July, 2026; Monday

Students will creatively present innovative STEAM-based solutions to real-world problems by combining science, technology, engineering, arts, and mathematics through models, performances, and collaborative presentations. Each team will select any one of the combinations given below. Participants must prepare a combined solution based on all three.

Problem	Twist	STEAM Element
Water Scarcity	No Electricity	Use Engineering Design
Deforestation	Eco-Friendly Only	Add Artistic Creativity
Food Shortage	Natural Materials Only	Scientific Principle
Climate Change	Extreme Weather	Engineering Design
Health Issues	No Electricity	Scientific Principle
Rural Development	Low Cost	Technology Use





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Participant 1:

- Introduce the problem statement
- Explain the innovative STEAM-based solution
- Demonstrate a simple working model/prototype

Note: All participants must present a balanced perspective of innovation, practicality, sustainability, and responsible usage.

Model Guidelines:

- Models must be simple, safe, and relevant to the chosen problem.
- Hazardous materials such as chemicals, fire, sharp glass, or unsafe electrical setups are strictly prohibited.
- Working models should be portable and easy to handle.
- Setup time must not exceed 30 seconds.
- Teams must carry all required materials on their own.

Rules & Guidelines:

- Each school may send only one team per category.
- The presentation must be delivered entirely in English.
- Time limit: Minimum 3 minutes and maximum 5 minutes.
- Participants must maintain discipline and respectful language throughout the event.
- Teams exceeding the time limit or using unsafe materials may be disqualified.

Judgement Criteria:

- STEAM Integration
- Creativity & Innovation
- Practicality of Solution
- Team Coordination
- Props, Model & Overall Impact
- Communication & Presentation Skills
- Ethical & Environmental Awareness

EVENT COORDINATOR

Ms. Kavya Chadha

+91- 98736 39103

Participant 2 & 3:

- Explain the impact of the solution
- Highlight ethical use and environmental responsibility
- Present creative expression through any one format:
 - Role Play
 - News Report
 - Storytelling
 - Rap Presentation





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STEAM:
A Spectrum of Innovation
DAY - 1

Rangilo Gujarat: Traditional Gujarat Wall Hanging

Class: III to V

Number of Participants: Team of 2

Time Duration: 1 hour 30 Minutes

Theme: Traditional Gujarati Art & Craft

Medium: Craft Activity

Date & Day of Competition: 27th July, 2026; Monday

Participants will creatively design and decorate a traditional Gujarati wall hanging using handmade artistic elements inspired by the rich culture, colours, patterns, and folk traditions of Gujarat.

Rules & Guidelines:

- Each team will consist of 2 participants.
- Participants must prepare a handmade hanging using traditional Gujarati art and decoration styles.
- The base material should be only a frame or fabric/cloth.
- Permitted decorative materials include:

Mirrors, Beads, Lace, Embroidery, Shells, Pom-poms, Tassels, Threads, Traditional motifs

- Ready-made decorative craft items are not allowed except basic embellishment materials.
- Size Specifications: Length: 40 inches, Width: 12 inches
- Participants must bring all required materials themselves.
- Artwork should be neat, colourful, creative, and properly finished.
- The activity must be completed within the allotted time.
- Participant code number must be clearly written on the back side of the hanging/frame.
- Previously prepared or copied work will not be accepted.

Judgement Criteria:

- Creativity & Originality
- Use of Traditional Gujarati Elements
- Colour Combination & Decoration
- Neatness & Presentation

EVENT COORDINATOR

Ms. Neeta Tandon

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STEAM:
A Spectrum of Innovation
DAY - 1

Roborhythm and Electro Motion

Class: VI to VIII

Number of Participants: Team of 6 to 8

Time Duration: 2-3 Minutes

Theme: RoboRhythm & Electro Motion

Medium: Group Dance Performance

Date & Day of Competition: 27th July, 2026; Monday

RoboRhythm: The Electro Motion Dance Challenge is a futuristic STEAM-inspired dance event where participants creatively blend dance, robotics-inspired movements, technology themes, and storytelling through energetic group performances.

Teams will showcase imaginative concepts exploring the relationship between humans and technology using synchronized choreography, robotic expressions, futuristic costumes, and creative stage presentation.

- Participants are expected to design their performance around any of the following ideas: Friendship between humans and robots, Future worlds powered by AI and emotions, Humans controlling robots, Robots learning human emotions and behaviour, Technology and humanity working together, etc.

Rules & Guidelines:

- Each group must consist of 6–8 participants.
- Performances must be based only on pre-recorded music tracks.
- Teams must bring their music track in MP3 format on a pen drive.
- Props and costumes should strictly align with the futuristic/robotic theme.
- Vulgar songs, inappropriate gestures, or offensive content are strictly prohibited.
- Dangerous props, fire, sharp objects, or risky stunts are not allowed.

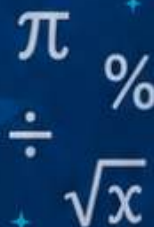
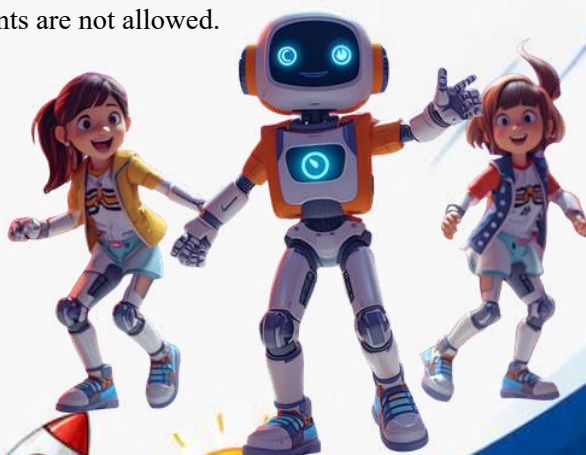
Judgement Criteria:

- Stage Presentation & Rhythmic Expression
- Costume & Theme Representation
- Confidence & Energy
- Group Coordination & Synchronization
- Creativity & Overall Impact

EVENT COORDINATOR

Mr. Ajay (+91- 98992 47984)

Mr. Anil (+91- 98714 97302)





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**STEAM:
A Spectrum of Innovation
DAY - 1**

La Cuisine Moléculaire Française : French Molecular Cooking

Class: VI to VIII

i

Number of Participants: Team of 2–3 Participants

Time Duration: 30 Minutes

Theme: Quand la Science Rencontre la Gastronomie (When Science Meets Gastronomy)

Medium: French & Partially English

Date & Day of Competition: 27th July, 2026; Monday

La Cuisine Moléculaire Française is a unique STEAM-based culinary competition where participants creatively combine French language, food science, gastronomy, and innovation through molecular cooking techniques.

Participants will prepare a scientifically inspired dish or drink while explaining partially or fully in French:

- the scientific reaction behind it,
- the preparation process,
- and the final presentation

Competition Requirements:

Each team must present:

- One molecular gastronomy dish or drink
- Scientific explanation of the concept/reaction
- French explanation/presentation
- Display chart, model, or menu card related to the dish/drink

Allowed Scientific Concepts:

Participants may creatively use:

- pH Reactions
- Freezing Techniques
- Edible Bubbles
- Food Colouring Reactions
- Texture Transformations
- Layering & Density Concepts





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Rules & Guidelines:

- The presentation should include French language usage along with partial English explanation if required.
- Time limit: 30 minutes including preparation and presentation.
- Participants must bring all ingredients and materials required for the activity.
- The dish/drink should be safe, creative, and theme-based.
- Previously prepared final products will not be allowed.
- The following are strictly prohibited: Fire, Dangerous Chemicals, Alcohol, Harmful gases or substances, Sharp tools without permission.
- Dangerous props, fire, sharp objects, or risky stunts are not allowed.
- Teams must ensure smooth stage entry and exit within the allotted time.

Judgement Criteria:

- Scientific Innovation
- French Communication Skills
- Creativity & Presentation
- Taste & Final Product
- Teamwork & Confidence
- Cleanliness & Safety

EVENT COORDINATOR

Ms. Kanika Jain

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DAY - 2

EVOLVE

Where Ideas Take Shape

Register for the events of Day 2 below:



Scan the QR Code for Registration Link





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STEAM: A Spectrum of Innovation DAY - 2

The Science Behind Fairy Tales

Class: III to V

Number of Participants: Team of 2

Time Duration: 2-3 Minutes

Theme: Fantasy Through the Lens of Science

Medium: English

Date & Day of Competition: 28th July, 2026; Tuesday

Participants will creatively explain famous fairy tales or fantasy stories using scientific facts, logic, and imagination. Teams will explore how magical events could happen in real life through science and innovation. Example: "How would Jack really climb the beanstalk?"

Rules & Guidelines:

- Each team will consist of 2 participants.
- Participants may use simple props or costumes related to their chosen fairy tale.
- The explanation should include scientific reasoning and logical thinking.
- Humour and creative presentation are encouraged.
- Reading directly from paper will not be allowed.
- Content should be original, age-appropriate, and non-offensive.

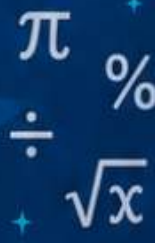
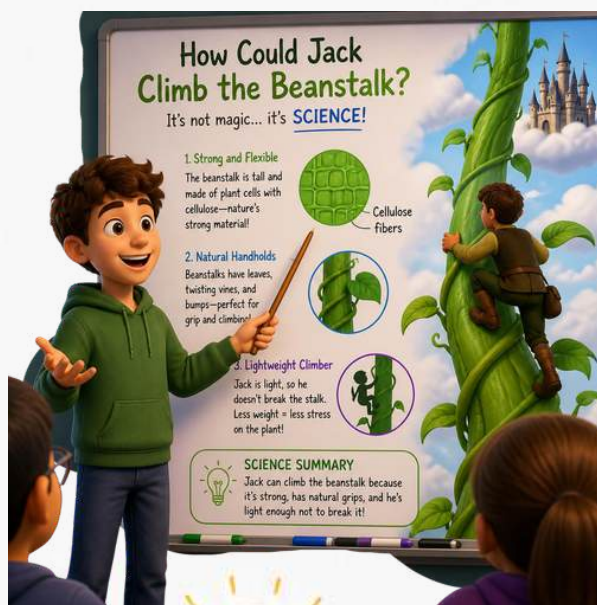
Judgement Criteria:

- Scientific Accuracy
- Creativity & Innovation
- Humour & Presentation Style
- Delivery & Expression
- Team Coordination

EVENT COORDINATOR

Ms. Vaishali Bansal (+91- 95996 66130)

Ms. Simran Khurana (+91- 70111 05657)





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STEAM:
A Spectrum of Innovation
DAY - 2

जनजागृति

कक्षा: नवमी से बारहवीं

प्रतिभागियों की संख्या: 10-12 प्रतिभागी प्रति दल

समय सीमा: 8 से 10 मिनट

विषय: सामाजिक-वैज्ञानिक मुद्दे (जैसे प्रदूषण, डिजिटल जीवन, तकनीक का प्रभाव, पर्यावरण संरक्षण आदि)

माध्यम: हिंदी

प्रतियोगिता की तिथि और दिन: २८ जुलाई, २०२६; मंगलवार

जनजागृति एक प्रभावशाली नुक्कड़ नाटक प्रतियोगिता है, जिसमें प्रतिभागी सामाजिक एवं वैज्ञानिक मुद्दों पर जागरूकता फैलाने हेतु अभिनय, संवाद, संगीत एवं अभिव्यक्ति का प्रयोग करेंगे।

प्रतिभागी समाज और विज्ञान से जुड़े समकालीन विषयों को रचनात्मक एवं विचारोत्तेजक ढंग से प्रस्तुत करेंगे, जिससे दर्शकों तक एक सशक्त संदेश पहुँच सके।

नियम एवं दिशा-निर्देश:

- नुक्कड़ नाटक दिए गए विषय पर आधारित होना चाहिए।
- माइक एवं विद्युत चलित संगीत वाद्य यंत्रों का प्रयोग पूर्णतः वर्जित है।
- प्रतिभागी प्रस्तुति को प्रभावशाली बनाने हेतु ढोलक, ढफली आदि पारंपरिक वाद्य यंत्रों का प्रयोग कर सकते हैं।
- भाषा एवं संवाद शैली में शिष्टाचार एवं मर्यादा का ध्यान रखना आवश्यक है।
- नाटक की वेशभूषा में कुर्ता (कोई भी रंग) तथा नीली/काली जींस अनिवार्य होगी।
- प्रत्येक विद्यालय से केवल एक प्रतिभागी दल ही स्वीकार किया जाएगा।
- अशोभनीय, आपत्तिजनक या राजनीतिक सामग्री का प्रयोग वर्जित होगा।

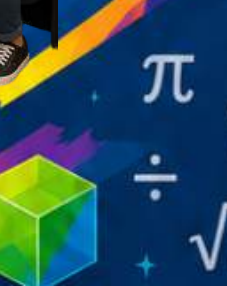
निर्णायक बिंदु:

- विषयवस्तु एवं संदेश
- प्रस्तुतीकरण शैली
- भाषा एवं स्पष्टता
- पारस्परिक तालमेल
- आत्मविश्वास, जोश एवं उत्साह
- मंच प्रभाव एवं दर्शक जुड़ाव

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STEAM:
A Spectrum of Innovation
DAY - 2

GeoGlam: The Geometry Fashion Show

Class: III to V

Number of Participants: 1

Time Duration: 2-3 Minutes

Theme: Shapes, Patterns & Mathematical Creativity

Medium: English

Date & Day of Competition: 28th July, 2026; Tuesday

GeoGlam: The Geometry Fashion Show is a creative STEAM-based fashion presentation where participants design and showcase costumes inspired by mathematical concepts such as shapes, symmetry, tessellations, patterns, angles, fractals, and geometric designs.

Students will creatively combine Mathematics, Art, Fashion, and Design Thinking while confidently presenting their geometric-inspired outfits on stage.

Rules & Guidelines:

- Participants must wear costumes inspired by geometric shapes, mathematical patterns, symmetry, or fractals.
- Costumes may be handmade, eco-friendly, or creatively assembled using craft materials.
- Participants must give a short self-introduction or explanation related to the mathematical concept behind their costume.
- Props may be used if relevant to the presentation.
- Participants should maintain confidence, creativity, and stage etiquette throughout the presentation.

Judgement Criteria:

- Creativity & Originality
- Mathematical Incorporation
- Costume Design & Concept
- Presentation & Confidence
- Overall Visual Impact

EVENT COORDINATOR

Ms. Himanshi Soni

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STEAM: A Spectrum of Innovation DAY - 2

IMPACT – “Future World Through STEAM”

Class: IX to X

Number of Participants: Team of 2 to 4

Time Duration: 2-3 Minutes

Theme: Viksit Bharat & United Nations Sustainable Development Goals (SDGs)

Medium: English

Date & Day of Competition: 28th July, 2026; Tuesday

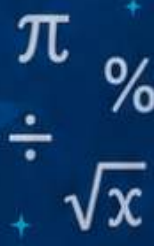
IMPACT – Future World Through STEAM is an innovation-driven STEAM Battle where participants will present futuristic ideas, models, prototypes, and creative solutions addressing real-world challenges aligned with the vision of Viksit Bharat and the United Nations Sustainable Development Goals (SDGs). The event encourages students to integrate Science, Technology, Engineering, Arts, and Mathematics to design sustainable, responsible, and impactful solutions for the future. Participants will demonstrate critical thinking, creativity, teamwork, and problem-solving skills through engaging presentations and innovative concepts.

Each team may present any one of the following:

- Working Model
- Prototype
- STEAM Innovation
- Research-Based Concept
- Interactive Presentation
- Artistic or Technological Demonstration

Suggested Themes:

- Smart & Sustainable Cities
- Clean Energy
- Environmental Protection
- Waste Management
- Smart Agriculture
- Healthcare Innovation
- Water Conservation
- AI & Future Technologies
- Inclusive Education
- Robotics & Automation
- Viksit Bharat Vision
- UN Sustainable Development Goals (SDGs)





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Rules & Guidelines:

- Teams should clearly explain:
 - The problem
 - Proposed solution
 - Innovation involved
 - Future impact
- Equal participation and coordination among team members is mandatory.
- Projects should demonstrate creativity, practical application, and responsible use of technology.

Model Guidelines:

- Models should be simple, safe, and relevant to STEAM themes.
- Hazardous materials such as chemicals, fire, or glass items are strictly prohibited.
- Working models are encouraged but not compulsory.
- Models should support the presentation without causing setup delays.
- Participants must arrange their own materials and power requirements if needed.

Judgement Criteria:

- STEAM Integration
- Creativity & Innovation
- Practical Application
- Relevance to SDGs & Viksit Bharat
- Presentation Skills
- Team Coordination
- Overall Impact & Feasibility

EVENT COORDINATOR

Mr. Yogesh

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STEAM:
A Spectrum of Innovation
DAY - 2

ReCraft Revolution: Best Out of Waste

Class: VI to VIII

Number of Participants: Team of 2

Time Duration: 1 Hour 30 Minutes

Theme: Best Out of Waste

Medium: Craft & Design Activity

Date & Day of Competition: 28th July, 2026; Tuesday

ReCraft Revolution is a creative sustainability-based competition where participants will transform waste and discarded materials into innovative, useful, decorative, or educational art pieces.

Materials:

Only waste or used materials should be used such as:

- Newspaper
- Cloth scraps
- Ice cream sticks
- Packaging materials, etc.
- Bangles
- Old CDs
- Cardboard
- Plastic bottles

Rules & Guidelines:

- Ready-made or store-bought craft items are strictly prohibited.
- Use of scissors, adhesive, colours, thread, tape, glue, etc. for assembling is permitted.
- Equal participation and coordination among team members is mandatory.
- Participants must bring all required materials on their own.





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Artwork Guidelines:

- The art piece should be: Neat, Durable, Original, and Creative.
- Approximate size should be around 20 inches.
- Previously prepared or plagiarised items will be disqualified.

Judgement Criteria:

- Creativity & Originality
- Effective Use of Waste Material
- Neatness & Presentation
- Utility of the Item
- Innovation & Overall Impression

EVENT COORDINATOR

Ms. Sapna Bhaduria

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STEAM:
A Spectrum of Innovation
DAY - 2

Elements in Motion

Class: III to V

Number of Participants: Group of 6 - 10 Participants

Time Duration: 3 - 5 Minutes

Theme: Earth, Water, Fire & Air Reimagined Through STEAM

Medium: Dance / Drama / Creative Performance

Date & Day of Competition: 28th July, 2026; Tuesday

Elements in Motion is a futuristic STEAM-inspired performance event where participants creatively reinterpret the four classical elements through scientific concepts, innovation, movement, and artistic expression.

Instead of traditional representations, each element must be showcased through its scientific and technological significance using choreography, theatre, visuals, music, props, or storytelling.

STEAM Interpretation of Elements

ELEMENT	STEAM INTERPRETATION
FIRE	Nuclear Fusion / Energy Systems
WATER	Fluid Dynamics
AIR	Aerodynamics
EARTH	Geological Evolution





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Rules & Guidelines:

- The performance may include dance, drama, mime, narration, multimedia, or creative movement.
- Teams must clearly represent at least one or more scientific interpretations of the elements.
- Props, costumes, placards, LED effects, or symbolic visuals may be used.
- Dangerous stunts, fire, chemicals, or hazardous materials are strictly prohibited.
- Background music must be submitted in MP3 format before the performance. The track should also be brought on the day of the event in a PenDrive.

Judgement Criteria:

- STEAM Integration
- Scientific Interpretation
- Creativity & Innovation
- Choreography & Presentation
- Team Coordination
- Visual Impact & Expression

EVENT COORDINATOR

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DAY - 3

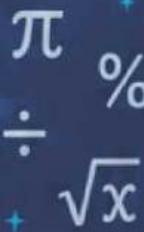
ASCEND

Where Innovation Reaches Beyond

Register for the events of Day 3 below:



Scan the QR Code for Registration Link





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STEAM:
A Spectrum of Innovation
DAY - 3

ChronoMonologues

Class: VI to VIII

Number of Participants: 1

Time Duration: 3 - 4 Minutes

Theme: Literary Characters in the Modern World

Medium: English

Date & Day of Competition: 29th July, 2026; Wednesday

ChronoMonologues is a dramatic literary performance event where participants imagine a famous literary or historical character being transported into a modern-day event, system, or technological era. Participants must perform an original monologue showing how the character reacts emotionally, intellectually, or humorously to the modern world. Examples: Julius Caesar at Indian elections; Sherlock Holmes investigating cybercrime; Hamlet discovering AI therapy apps, etc.

Rules & Guidelines:

- Participants must select a well-known literary or historical character.
- The monologue/script must be original and creatively adapted to a modern setting.
- Participants may use simple props and costumes relevant to the character.
- Reading directly from scripts, cue cards, or mobile phones will not be allowed.
- Satire, humour, and intelligent commentary are encouraged.
- Vulgar, offensive, political, or inappropriate content is strictly prohibited.

Judgement Criteria:

- Character Authenticity
- Historical & Literary Understanding
- Satire, Wit & Intelligence
- Performance, Expression, Stage Presence & Confidence
- Script Originality

EVENT COORDINATOR

Ms. Vishakha Kallani

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STEAM:
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DAY - 3

The Mathpocalypse Show: Maths Stand Up Comedy

Class: VI to VIII

Number of Participants: 1

Time Duration: 3 - 5 Minutes

Theme: A World Without Mathematics

Medium: English

Date & Day of Competition: 29th July, 2026; Wednesday

The Mathpocalypse Show is a futuristic stand-up comedy challenge where participants imagine a chaotic world in which Mathematics suddenly disappears overnight.

With no numbers, calculations, algorithms, measurements, or logic systems remaining, students will creatively present humorous, dramatic, and thought-provoking acts showing how daily life, technology, science, and society collapse without Mathematics. Example: Collapse of banking systems, Navigation and GPS failures, AI shutdown and robotic confusion, etc.

Rules & Guidelines:

- Content must be original, creative, and theme-based.
- Participants may use minimal props, placards, or sound effects to enhance presentation.
- Participants may use simple props and costumes relevant to the character.
- Reading directly from scripts, cue cards, or mobile phones will not be allowed.
- Satire, humour, and intelligent commentary are encouraged.

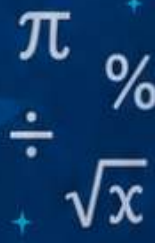
Judgement Criteria:

- Creativity & Originality
- Humour & Audience Engagement
- Relevance to Theme
- Mathematical Integration
- Stage Presence & Delivery

EVENT COORDINATOR

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STEAM:
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DAY - 3

InnovateX – AI & Future Tech Challenge

Class: XI- XII

Number of Participants: Team of 2 - 4 Participants

Time Duration: 3 - 5 Minutes

Theme: Viksit Bharat & Future Technologies for Sustainable Development

Medium: English

Date & Day of Competition: 29th July, 2026; Wednesday

InnovateX – AI & Future Tech Challenge is a futuristic innovation competition where participants will showcase creative and impactful technology-based solutions using Artificial Intelligence, Robotics, IoT, Automation, Embedded Systems, Smart Applications, and Emerging Technologies. Participants will present futuristic ideas and practical applications demonstrating how technology can transform healthcare, agriculture, cities, industries, education, environment, and everyday life.

Participation Format

Teams may present:

- Working Models
- AI Applications
- IoT Systems
- Robotics Projects
- Automation Solutions
- Mobile/Web Applications
- Smart Embedded Systems
- Research & Innovation Concepts

Projects may focus on:

- Artificial Intelligence & Machine Learning
- Smart Healthcare
- Smart Agriculture & Smart Cities
- Renewable Energy
- Climate & Environmental Solutions
- Disaster Management
- Cyber Security
- Robotics & Automation & Assistive Technology
- Space & Future Technologies
- Sustainable Transportation





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Rules & Guidelines:

- Content must be original, creative, and theme-based.
- Projects may be hardware-based, software-based, AI-based, or prototype concepts.
- Equal participation and coordination among team members is encouraged.
- Reading directly from scripts, cue cards, or mobile phones will not be allowed.
- Offensive, copied, or inappropriate content will lead to disqualification.

Model Guidelines:

- Models should be safe, innovative, and relevant to the theme.
- Working prototypes are encouraged but not compulsory.
- Hazardous materials such as fire, chemicals, explosives, or glass hazards are strictly prohibited.
- Participants must arrange their own laptops, batteries, adapters, and other required materials.

Presentation Guidelines:

- Teams should clearly explain:
- Problem Statement
- Proposed Solution
- Technology Used
- Innovation & Impact
- Future Scope
- Live demonstrations are allowed if safely manageable.

Judgement Criteria:

- Innovation & Creativity
- Technological Integration
- Practical Application
- Relevance to SDGs & Viksit Bharat
- Presentation & Communication Skills
- Team Coordination
- Overall Impact & Feasibility

EVENT COORDINATOR

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STEAM:
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DAY - 3

BioHack Courtroom: STEAM Ethical Debate

Class: IX-XII

Number of Participants: Team of 4–6 Participants

Time Duration: 8–10 Minutes

Theme: Science on Trial: Ethics, Innovation & Humanity

Medium: English

Date & Day of Competition: 29th July, 2026; Wednesday

BioHack Courtroom is a courtroom-style scientific debate event where participants will dramatically present ethical issues related to modern science and emerging technologies through legal arguments, rebuttals, and roleplay. Participants will take on roles such as lawyers, scientists, judges, researchers, witnesses, or policymakers while debating controversial scientific advancements and their impact on humanity and society.

Suggested Topics:

Teams may choose topics such as:

- Should extinct species be revived?
- Should AI doctors replace humans?
- Ethics of human cloning
- Genetic engineering in humans
- AI surveillance vs privacy
- Robotics in warfare
- Designer babies and gene editing





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Rules & Guidelines:

- Content must be original, creative, and theme-based.
- Participants may use minimal props, placards, or sound effects to enhance presentation. Simple courtroom props and costumes are permitted.
- The performance must follow a courtroom-style format.
- Participants may portray:
 - Judge
 - Lawyer
 - Scientist
 - Witness
 - Defendant
 - Research Expert
- Teams should present logical arguments supported by scientific facts and ethical reasoning.
- Rebuttals and counterarguments are compulsory.

Judgement Criteria:

- Quality of Arguments
- Scientific Awareness & Research
- Rebuttal & Critical Thinking
- Courtroom Roleplay & Presentation
- Team Coordination
- Confidence & Communication Skills

EVENT COORDINATOR

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STEAM:
A Spectrum of Innovation
DAY - 3

Chitram Kerala: Kerala Mural Painting

Class: IX- XII

Number of Participants: 1

Time Duration: 2 Hours

Theme: Traditional Kerala Art Form

Medium: Kerala Mural Painting

Date & Day of Competition: 29th July, 2026; Wednesday

Chitram Kerala is a traditional art competition that celebrates the rich cultural heritage and visual storytelling style of Kerala mural paintings.

Participants will create artworks inspired by the intricate patterns, vibrant colours, mythological themes, and symbolic elements of classical Kerala mural art while preserving its traditional aesthetic style.

Rules & Guidelines:

- The artwork must strictly follow the traditional style of Kerala mural painting.
- Participants may use: Acrylic colours, Markers, Basic stationery, Newspaper, Water containers
- Artwork must maintain the visual characteristics, motifs, and colour harmony associated with Kerala mural art.
- Canvas size must be strictly 16 × 20 inches.
- Participants must bring all required materials on their own.
- Previously prepared, copied, or traced artworks will not be accepted.

Judgement Criteria:

- Creativity & Originality
- Adherence to Kerala Mural Style
- Colour Harmony
- Composition & Detailing
- Overall Presentation & Neatness

EVENT COORDINATOR

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STEAM:
A Spectrum of Innovation
DAY - 3

TechnoBeat: The AI Music Lab

Class: VI-XII

Number of Participants: Team of 2-4

Time Duration: 1 Hour (Preparation Time); 2-3 Minutes (Final Performance/Presentation)

Theme: Where Technology Meets Music

Medium: English/Hindi/Bilingual

Date & Day of Competition: 29th July, 2026; Wednesday

TechnoBeat: The AI Music Lab is an innovative STEAM-based music competition where participants will create an original music piece using technology, AI tools, free music software, digital sound effects, rhythm apps, and creative experimentation.

On the spot, each team will be assigned a music genre, mood, or theme such as:

- EDM
- Lo-fi
- Folk Fusion
- Retro Synth
- Rap Beat
- Cinematic
- Eco Anthem
- Space Soundscape
- Futuristic Pop

Participants may include:

- Lyrics
- Vocals
- Beatboxing
- Ad-libs
- Sound effects
- AI-generated instrumental layers
- Digital loops and samples

Teams will get 1 hour to compose, edit, mix, and prepare their track using their own devices and freely accessible digital tools/software.





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Rules & Guidelines:

- Each team must consist of 2–4 participants.
- Participants must bring their own devices (laptop/tablet/mobile phones/headphones if required).
- Only free, easily accessible, and safe software/apps/AI tools may be used.
- Teams will receive the genre/theme on the spot.
- Original creations are encouraged; direct plagiarism or copyrighted full-track usage is prohibited.
- Teams may use:
 - AI music generators
 - Beat-making apps
 - Digital instruments
 - Voice modulation tools
 - Loop stations
 - Free DAWs (Digital Audio Workstation)
- Vulgar, offensive, political, or inappropriate lyrics/content will lead to disqualification.

Judgement Criteria:

- Creativity & Originality
- STEAM Integration
- Musical Composition & Rhythm
- Effective Use of Technology/AI
- Lyrics & Artistic Expression
- Team Coordination
- Presentation & Overall Impact

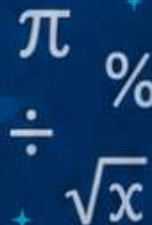
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STEAM:
A Spectrum of Innovation
DAY - 3

RashtraRhythms: The STEAM Jingle Wars

Class: VI-XII

Number of Participants: Band of 4–8 Participants

Time Duration: 2 - 3 Minutes

Theme: Celebrating India's Scientific & Technological Progress Through Music

Medium: English / Hindi / Bilingual

Dress Code: Black T-Shirt/Shirt with Blue/Black Jeans

Date & Day of Competition: 29th July, 2026; Wednesday

RashtraRhythms: The STEAM Jingle Wars is a high-energy inter-school band competition where participants will compose and perform original jingles/songs inspired by India's science, technology, engineering, research, and innovation departments or ministries.

Teams will creatively highlight how scientific advancement and technological innovation contribute to the vision of a stronger and more developed India. Participants may incorporate patriotic spirit, futuristic themes, and powerful lyrical storytelling into their performance.

Each team may present any one of the following:

- ISRO
- DRDO
- Digital India
- Ministry of Science & Technology
- AI & Robotics
- Renewable Energy
- Smart India Mission
- Biotechnology
- Space Research
- Defence Technology
- Sustainable Development
- AI & Future Technologies
- Inclusive Education
- Robotics & Automation
- Viksit Bharat Vision & UN Sustainable Development Goals (SDGs)





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Rules & Guidelines:

- The performance must be completely original.
- Copied, remade, or plagiarised songs/jingles will lead to immediate disqualification.
- Equal participation and coordination among team members is mandatory.
- Songs must contain meaningful lyrics related to the given theme.
- Performances unrelated to science, technology, innovation, or national development will be disqualified.
- School instruments available: Keyboard, Guitar, Drums
- Any additional instruments or sound accessories must be arranged by the participants themselves.
- Backing tracks may be used minimally, but live performance should remain the primary focus.
- Vulgar, political, or inappropriate content is strictly prohibited.

Judgement Criteria:

- Originality of Composition
- Relevance to Theme
- Lyrics & Message Delivery
- Musical Coordination & Rhythm
- Creativity & Stage Presence
- Patriotic & Innovative Expression
- Overall Performance Impact

EVENT COORDINATOR

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**Champions are not
born in comfort zones,**

*they are forged in
competition.*

*Thank
you!*

