



Maharaja Agarsain Public School

a Cambridge International School
Ashok Vihar Ph-IV, Delhi-110052



organises



An International School Fest



Maharaja Agarsain Public School



*“Intelligence with Integrity.
Innovation with Impact.”*

*“ The brightest future is
not built by machines
alone, but by young
minds that use
technology wisely ”.*



**“The most enduring innovations are born where curiosity
inspires discovery, wisdom guides progress, and
humanity remains at the heart of every advancement.”**

It is with immense pleasure and heartfelt anticipation that we invite your esteemed institution to participate in **AURA 18.0**, the 18th edition of our Inter-School Conclave, to be hosted by Maharaja Agrasain Public School, Ashok Vihar, on **22nd August 2026 (Saturday)**.

This year, we proudly present the inspiring theme:

“Safety, Health and Learning in the Age of Artificial Intelligence.”

AURA 18.0 is far more than a celebration of talent—it is an invitation to young innovators to examine how Artificial Intelligence can empower society by fostering safer communities, promoting holistic well-being, and transforming education with responsibility and purpose.

As the world embraces unprecedented technological change, this conclave provides a vibrant platform where students exchange ideas, cultivate ingenuity, and explore solutions to contemporary challenges. Inspired by the ideals of the Sustainable Development Goals, every experience encourages scientific inquiry, ethical awareness, digital responsibility, and compassionate leadership.

From engaging competitions to collaborative experiences, each event has been thoughtfully curated to ignite imagination, strengthen resilience, and inspire participants to believe that meaningful innovation has the power to shape a safer, healthier, and more enlightened future.

We kindly request confirmation of your school's participation by **Monday, 10th August 2026**.

We look forward to welcoming your teams for a day filled with inspiration, intellectual exploration, and memorable learning experiences.

Let us unite in the spirit of discovery... to imagine boldly, question fearlessly, and create a better tomorrow.

**Together, let us embrace the future... with curiosity in our minds,
compassion in our hearts, and
wisdom in every step.**

Warm Regards

Dr. Alka Sahni

Principal

Maharaja Agrasain Public School

General Rules and Regulations

Kindly adhere to the given Rules & Regulations

1. Kindly refer to the given event links in the appendix to fill the registration forms latest by **10th August'26 (Monday)**.
2. A student can participate only in one event. There should be only one team per event. Students participating in Online competitions are not allowed to participate in Offline competitions. If found doing so, the team will be disqualified.
3. If required, the change in entries for all offline events can only be done latest by the **13th August'26 (Thursday)**.
4. All the participants along with the escorting teachers should report to the host school by 8:30 a.m. sharp at Gate No. 3 on **22nd August'26 (Saturday)**.
5. The participating school should positively carry a letter on the School's letter head duly signed by the Principal mentioning the names of participants and submit the same at the registration desk.
6. All the events will start simultaneously at 9:00 a.m. at the allotted venues. The Venue Chart will be displayed near the Registration Desk.
7. Participants should carry their School Identity Cards for the session 2026-2027, which should be produced only when required.
8. Only 2 teachers or 1 teacher with 1 support staff are allowed to escort the participants from each school.
9. Code numbers for participants and refreshment coupons will be given to the participating school at the time of registration.
10. Schools participating from outside Delhi will bear their own travel, boarding and lodging expenses.
11. Only participants of the events **"Voyage of the Veiled Verities"** and **"Herbal Odyssey"** are allowed to carry their mobile phones/ laptops with internet access as per requirement.

General Rules and Regulations

Kindly adhere to the given Rules & Regulations

12. Kindly follow the dress code as per the requirement mentioned for event and for respective events where dress code has not been mentioned, the students must be in white T-shirt/ Shirt with blue denims only. This should nowhere carry the logo/identification mark of the school, which can lead to negative marking.
13. The duration of all Events of 'Art' will be of **1 hour and 40 minutes**. Material prepared in the event will be retained by the host school.
14. Each participant will be given a Participation Certificate.
15. A school must participate in at least 12 events to be eligible to win the Rolling Trophy.
16. Each competition has I, II and III prize and the school with maximum number of points and prizes will be eligible for the Rolling Trophy which will remain with the winning school for a year and must be returned to the host school before the next Aura'27.
17. The last date of submission for the online events is 13th August'26 (Thursday) and result declaration will be on 19th August'26 (Wednesday) on the host school's website i.e www.mapsashovihar.net
18. Result declaration and prize distribution ceremony for all the events will take place on the **22nd August'26 Saturday at 12:00 noon in the host school premises**.
19. For each of the respective events, the decision of the judges will be final and binding.
20. The participation certificates will be mailed to the participating school, on the registered email ID. Please ensure to fill the feedback form and submit before leaving.

General Rules and Regulations

Kindly adhere to the given
Rules & Regulations for

Online Events

Dear Participating Schools,

As you prepare your entries for the upcoming event, kindly take note of the following important points:

- The link for online registration and submission will be the same. All submissions must be completed by the specified deadline i.e, **13th August'26 (Thursday)**.
- Please ensure the file name includes your school's name for easy identification.
- Review your entry carefully to ensure it reflects clarity, creativity, and relevance to the theme.
- All content should align with the values and spirit of the event.
- If your submission involves media (e.g., images, music, etc.), ensure appropriate credits are given.
- **For video submissions**, kindly upload your video on YouTube with visibility set to "Unlisted", and share the link via the prescribed Google Form.
- **The video must be recorded in landscape mode only.**

We look forward to your enthusiastic participation and thoughtful contributions.

Note- For any further query, please contact the respective Event Incharges or AURA organizers Ms. Pooja Gaur (9818291181) Ms. Shilpa Goel (9717447568), Ms. Sanchi Juneja (9818199668) and Ms. Divya Gulati (9899018879)

between 5 p.m. to 6 p.m. on all weekdays

(Please adhere to the timings)

You may also send your queries to aura@mapsashokvihar.net



Appendix

OFFLINE EVENTS

S.no	Event	Class	Link to Register
1	Tiny Tales, Techy Moves	Preschool-Preprimary	https://forms.gle/iPQptvNYUwtwo1788
2	RoboYog Universe	I-II	https://forms.gle/hSj5HMc9vgWRCjJx6
3	The Quest for the AI Treasure	III-IV-V	https://forms.gle/Xm4JGiCQbb3YqrXg9
4	Voyage of the Veiled Verities	VI-VII-VIII	https://forms.gle/iCVBrPDsFMhLsDWp9
5	Airopolis	IX-X	https://forms.gle/UoRxELk5KjYJiUGP7
6	Herbal Odyssey	XI-XII	https://forms.gle/z9NZYMRhXeQWfn438

GERMAN/ FRENCH EVENT

7	Synapse Shield	VII-VIII-IX-X	https://forms.gle/3UxflpwrKTu5UApq7
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ART EVENTS

8	Rangoli Royale	VI-VIII	https://forms.gle/BvkeVTo8ZwwV3iYh8
9	Creative Matti Runner	IX-X	https://forms.gle/esZCfuRTCwhqAtNt8
10	Canvas Chronicles: Pattachitra	XI-XII	https://forms.gle/Xi95C9svdJ2bTksn6



Appendix

ONLINE EVENTS

S.no	Event	Class	Link to Register
11	Fairy Tales Meet AI	I-II	https://forms.gle/gzSaq4Q1E9DLkHTo6
12	Edu-Zero Hunger	III-IV	https://forms.gle/bHYZqMKniw398T68A
13	Body on Trial!	V-VI	https://forms.gle/JEAT1B15svdPUSUS6
14	Future Flix	VII-VIII	https://forms.gle/ozz5sJjGShLh6cYH9
15	AI Workforce Lab	IX-X	https://forms.gle/2yNJgGnYYHS3uZgm7
16	Evolution of AI for Humanity	XI-XII	https://forms.gle/nHhtgTjcUEq8C87SA

CRYPTICON

ONLINE EVENTS

17	Web Vision Bharat	IX-XII	https://forms.gle/7FWcfU5A4CuNKYLdA
18	Byte Sized Biography	IX-XII	https://forms.gle/ZQHueuPE7DAN7HMG6
19	APP- A-THON	VIII-X	https://forms.gle/C8nBYXuLyGBIE5BV7

OFFLINE EVENTS

20	PyDB Challenge	XI-XII	https://forms.gle/VbZGGrYGhUGuDMTj9
21	Vision Vault	IX-XII	https://forms.gle/MAbHQwcHJkeZg2ud6
22	Concept to Catalyst	IX-XII	https://forms.gle/P565HLfr2GeD6wEh8



The Dawn of Empowered Minds

EVENT DETAILS



Event Name-Tiny Tales, Techy Moves

“Dance the code , act the dream , tell stories with an AI team”



Learning Outcomes

Students will be able to:

- Demonstrate awareness of safety, health, and learning in the age of Artificial Intelligence.
- Work together to create a cohesive performance.
- Build confidence in their performance skills and self-expression.



COMPETENCIES TO BE ACHIEVED:

- Explore and plays with own voice, body, spaces, and a variety of objects to create music, role-play, dance and movement.
- Innovate and works imaginatively to express a range of ideas and emotions through the arts.



The event is aligned with the
Sustainable Development Goals (SDGs):



Event Details

Participants will present a Dance Drama integrating dance, music, expressions, and simple English dialogues based on the theme "Safety, Health, and Learning in the Age of Artificial Intelligence. The performance should creatively showcase how Artificial Intelligence can support children's everyday lives while encouraging healthy habits, personal safety, responsible technology use, and balanced screen time. For example:

- AI promotes healthy eating over junk food.
- AI encourages outdoor play and balanced screen time.

Eligibility Criteria

- Students must wear related costumes relevant to their assigned role.
- Language should be **English**.
- The performance should not be more than **2 minutes**.

Class:

Pre School and Pre Primary

No.of Participants:

04 (From the mentioned classes)



Event Name-*Tiny Tales, Techy Moves*

Material Required

- Participants are required to carry their well edited MP3 file in a pen drive.
- Code no. allotted to school should be mentioned on pen drive with a permanent marker
- Related props can be used.
- The host school will not be responsible in case the pen drive doesn't work.

Requisite skills for the Participants-

- Confidence and comfort performing in front of audience.
- Ability to portray characters and convey narrative.
- Ability to maintain energy and enthusiasm throughout the performance.
- Ability to work collaboratively with other performers.

For Further details, contact-

Event Coordinators' Name :: Ms. Ruchi Bansal & Ms. Jaskirat Kaur

Mail id - ruchib@mapsashokvihar.net & jaskirat@mapsashokvihar.net

Phone no- 9811230900 / 8860394841

Contact Between 1:00 PM to 3:00 PM



Event Name- RoboYog Universe



Learning Outcomes

Students will be able to:

- Understand the importance of health, safety and learning in the age of AI.
- Recognize yoga postures and understand their benefits
- Improve observation and identification skills
- Enhance creativity, communication and presentation skills



COMPETENCIES TO BE ACHIEVED:

- Critical thinking and observation
- Creativity and collaboration
- Communication and presentation skills



The event is aligned with the
Sustainable Development Goals (SDGs):



Event Details

Robo Yoga is an engaging and futuristic stage event that blends the timeless practice of yoga with the transformative power of AI. The event encourages students to explore how AI can become a responsible companion in promoting physical health, mental well-being, mindfulness, and healthy lifestyle habits while reinforcing that technology compliments—but never replaces—human awareness and discipline.

Participant 1 - Robo Yogi

- Performs a sequence of yoga asanas with robotic movements and synchronized actions.
- Demonstrates how AI-powered devices and robotic systems can guide posture correction, breathing patterns, flexibility, and mindfulness practices.
- Uses expressions and movements that depict the precision and intelligence of AI-assisted yoga.

Participant 2 - AI Wellness Presenter

- Simultaneously explains how Artificial Intelligence supports healthy living through smart innovations.
- Highlights the role of AI in: Personalised yoga and fitness plans.
- Concludes with the message that while AI is a powerful guide, human commitment, regular practice, and mindfulness remain the key to lifelong health.

Eligibility Criteria

- Participants must adhere to the given theme.
- Team must include 1 boy and 1 girl.



Event Name- RoboYog Universe

Class:
I AND II

No.of Participants:
02 (One from each class, 1 boy and 1 girl)

Material Required

- If required music should be brought in pen drive (labeled with child's name)
- The host school will not be responsible in case the pendrive doesn't work .
- Yoga mat (labeled with child's name)
- **The participant should wear comfortable attire for easy yoga moments)**

Requisite skills for the Participants-

- Observation and communication skills
- Creativity , confidence and teamwork
- Basic yoga awareness (name of different asanas and their benefits)
- Stage presentation skills

For Further details, contact-

Event Coordinators' Name :: Ms. Deepti Singh & Ms. Rashmeet Kaur

Mail id - deepti@mapsashokvihar.net & rashmeet@mapsashokvihar.net

Phone no- 7982052472 / 9899587114

Contact Between 06:00 PM to 7:00 PM



Event Name-The Quest for the AI Treasure

“Think Fast. Decode Smart. Win Big”



Learning Outcomes

Students will be able to:

- Develop confidence, communication, creativity, critical thinking, and digital presentation skills through AI-integrated experiential learning activities and challenges.
- Foster innovation, collaboration, leadership, adaptability, problem-solving, curiosity, and responsible use of AI to build future-ready learners.



COMPETENCIES TO BE ACHIEVED:

- **Critical Thinking & Problem-Solving:** Analyse information, interpret clues, and make logical decisions using creative and AI-supported approaches.
- **Communication & Collaboration:** Communicate ideas effectively, collaborate in teams, and participate confidently in discussions and presentations.
- **Digital & AI Literacy:** Use digital tools and AI responsibly, ethically, and effectively to enhance learning.



The event is aligned with the

Sustainable Development Goals (SDGs):



Event Details

Students will participate in subject-based rounds where they will explore the applications of Artificial Intelligence (AI) and Sustainable Development Goals (SDGs) through real-life challenges. By applying subject knowledge, digital skills, creativity, and teamwork, students will decode clues, solve problems and discover the hidden treasure. The activity inspires students to create innovative solutions and connect classroom learning with real-world applications.

Eligibility Criteria

Learners in Classes 3 to 5 with an inquisitive mindset, a passion for teamwork, reflective learning habits, and enthusiasm for experiential learning are encouraged to participate.

Class:

III, IV AND V

No.of Participants:

03 (One from each class)



Event Name - The Quest for the AI Treasure

Material Required

- A-3 size sheets (5-6) and A-4 size sheets (5-6)
- Sketch pens, colors, decorative material.
- Fevicol, basic stationery and an origami packet.

Requisite skills for the Participants-

- Teamwork and Communication
- Problem-Solving and Critical Thinking
- Time Management and Decision-Making

For Further details, contact-

Event Coordinators' Name : Ms. Upma Narang & Ms. Neha Goyal

Mail id - upma@mapsashokvihar.net & nehagoyal@mapsashokvihar.net

Phone no- 7838284870/ 9953557941

Contact Between 2:00 PM to 3:00 PM



Event Name- Voyage of the Veiled Verities

(An Interdisciplinary Expedition of Discovery and Intellect)

“Truth seldom unveils itself to the indifferent; it reveals its wonders only to those who possess curiosity, discernment, and the courage to traverse the unknown.”



Learning Outcomes

Students will be able to:

- Enhance critical, reflective, and inquiry-based learning through observation, interpretation, analysis, experiential exploration, strategic reasoning, and logical decision-making.
- Foster effective communication, collaboration, resilience, and adaptability by encouraging active participation, teamwork, collective problem-solving, perseverance, and thoughtful responses to dynamic challenges.



COMPETENCIES TO BE ACHIEVED:

- Critical and Reflective Thinking
- Problem-Solving and Decision-Making
- Collaborative Learning and Communication

4 QUALITY EDUCATION



The event is aligned with the

Sustainable Development Goals (SDGs):

8 DECENT WORK AND ECONOMIC GROWTH



Event Details

Voyage of the Veiled Verities aspires to immerse learners in an intellectually invigorating experience marked by curiosity, interpretation, and collaborative exploration. Through thematic prompts, interpretative challenges, and interdisciplinary application of knowledge, learners will progressively uncover meaningful insights while traversing an enriching pathway of discovery. The event endeavours to cultivate scholastic curiosity, cognitive flexibility, perseverance, and experiential learning, thereby transforming the pursuit of knowledge into a stimulating and memorable intellectual odyssey.

Eligibility Criteria

- Students who demonstrate curiosity, collaborative spirit, reflective thinking, and enthusiasm for experiential learning are eligible to participate.

Class:

VI, VII and VIII

No.of Participants:

03 (One from each class)



Event Name- Voyage of the Veiled Verities

Material Required

A Digital Device (Phone/Tablet) with a stable Internet connection for accessing interpretative prompts, interdisciplinary tasks, and collaborative engagement.

Requisite skills for the Participants-

- Intellectual Curiosity
- Critical and Logical Thinking
- Effective Communication Skills
- Observational Acumen
- Adaptability and Perseverance

For Further details, contact-

Event Coordinators' Name : Ms. Bhawna Dhingra & Ms. Komal Pant

Mail id - bhawnad@mapsashokvihar.net & komalr@mapsashokvihar.net

Phone no- 9818486080 / 9899967813

Contact Between- 07:00 PM to 8:00 PM



Event Name - Airopolis

Designing Safe, Healthy & Just Cities of Tomorrow

"In a world where machines are becoming smarter, the real challenge is ensuring that humanity becomes wiser."



Learning Outcomes

Students will be able to:

- Analyze the impact of Artificial Intelligence on society, urban life, and human relationships.
- Identify ethical, social, and emotional challenges arising from excessive dependence on technology.
- Demonstrate critical thinking and responsible decision-making while solving futuristic urban crises.



COMPETENCIES TO BE ACHIEVED:

- AI Literacy
- Critical Thinking and Ethical Reasoning



The event is aligned with the
Sustainable Development Goals (SDGs):



Event Details

ROUND 1: THE DIGITAL DILEMMA - "Decode the Future"

Duration: 5-10 Minutes

Students become members of the Future Urban Innovation Council (2050). Through scenario-based challenges, teams analyse AI-driven urban problems and make responsible decisions by applying concepts of sustainability, ethics, digital citizenship, and civic responsibility.

ROUND 2: THE HUMANITY PROTOCOL - "Strategic Performance Simulation"

Duration: 20-25 Minutes

Teams present a futuristic crisis simulation through formats like a newsroom bulletin, courtroom scenario, or role play. They explore challenges such as AI surveillance, digital isolation, fake news, cyber threats, and ethical concerns while suggesting human-centred solutions.

ROUND 3: FUTURE PROMISE WALL - Audience Engagement

Duration: 10-15 Minutes

Teams create and display a powerful commitment for the future, highlighting that technology should serve humanity. The activity encourages values of privacy, empathy, responsible AI use, peace, and sustainable development.



Event Name - Airopolis

Designing Safe, Healthy & Just Cities of Tomorrow

Eligibility Criteria

Students of Classes IX & X may participate in teams. All participants must actively engage in both rounds with original, school-appropriate presentations based on AI-related themes. Teams should follow time limits, maintain discipline, and demonstrate creativity, teamwork, ethical thinking, and responsible problem-solving.

Class:

IX and X

No. of Participants:

4-5

Material and Costume

The costumes should reflect a futuristic AI-driven society while remaining simple, creative, comfortable, and school-appropriate. Students may use easily available materials, recycled items, digital props, badges, placards, LED accessories, or smart-looking formal wear to enhance the simulation.

Requisite skills of the Participants-

Participants should possess critical thinking, creativity, communication, collaboration, problem-solving, and public speaking skills. They should demonstrate awareness of AI ethics, empathy, decision-making abilities, and the confidence to present innovative, human-centred solutions through simulations, role play, and discussions.

For Further details, contact-

Event Coordinators' Name : Ms. Shalini Taneja & Ms. Charu Goel

Mail id - shalini@mapsashokvihar.net & charu@mapsashokvihar.net

Phone no- 9654861075 / 9810237321

Contact Between 06:00 PM to 7:00 PM



Event Name- Herbal Odyssey

"Ancient Vedic wisdom, modern paths to wellness."



Learning Outcomes

Students will be able to:

- Identify and classify common medicinal plants and herbs used in Ayurveda.
- Understand the role of herbal remedies in promoting health and well-being.
- Apply creative and critical thinking to solve riddles, design products, and communicate ideas.
- Use AI tools responsibly for designing and presenting herbal concepts.
- Demonstrate awareness of sustainable living practices.



COMPETENCIES TO BE ACHIEVED:

- Students will develop critical thinking, creativity, communication, collaboration, and responsible AI literacy while exploring the role of medicinal plants in health and wellness.
- They will enhance their problem-solving, research, and presentation skills by designing innovative herbal solutions and applying sustainable practices.



The event is aligned with the
Sustainable Development Goals (SDGs):



Event Details

An interschool challenge designed to promote awareness about Safety, Health and Learning in the Age of AI through engaging rounds that combine Ayurvedic knowledge, critical thinking, creativity, teamwork, AI integration, and communication skills. Students participate in interactive activities involving herbal riddles, product innovation, AI-based designing, and street play presentations.

Eligibility Criteria

- Participants should possess in-depth knowledge of medicinal plants, herbs, and their health benefits.
- Students must be comfortable using smartphones/tablets for QR code scanning and AI-based designing tools.
- Teams should demonstrate creativity, teamwork, communication skills, and active participation.
- Participants must be willing to engage in presentation, street play, and problem-solving activities.

Class:
XI AND XII

No. of Participants:

06 (A minimum of three Science stream students is mandatory for participation in the activity))



Event Name - Herbal Odyssey

Material Required

- Stationery (pens, pencils, color pens, markers, erasers, ruler, etc.)
- A mobile phone with internet access (at least one per team, for QR codes or digital clues)
- Internet Access for QR scanning and AI tools
- Chart papers for making props for street play (placards, costumes, cue cards, etc.)

Requisite skills for the Participants-

- In-depth knowledge of medicinal plants and herbal remedies
- Creativity and innovation in product designing
- Basic digital literacy and AI tool handling
- Time management and quick decision-making
- Public speaking and acting abilities

For Further details, contact-

Event Coordinators' Name : Ms. Archana Singhal and Ms. Mitali Kharbanda

Mail id - archanas@mapsashokvihar.net & mitali@mapsashokvihar.net

Phone no- 8860026291 / 9999732718

Contact Between 06:00 PM to 7:00 PM



Event Name- Spectrum of Art

"When hands create with passion, hearts connect through Art."



Learning Outcomes

Students will be able to:

- Foster creativity and imagination through artistic expression.
- Enhance observation skills, hand-eye coordination, and fine motor abilities.



COMPETENCIES TO BE ACHIEVED:

- Teamwork and Collaboration
- Patience and Perseverance

Class	No. of Students	Event Name	Event Details	Size
VI-VIII	Team of 2	Rangoli Royale	Participants will artistically embellish MDF cut-outs to create a vibrant and aesthetically appealing rangoli composition.	5-6 MDF Cut-outs
IX-X	Team of 2	Creative Matti Runner	Participants will design and paint a decorative runner on Matti Fabric inspired by the theme "Festivals of India."	Matti Fabric: 12 × 20 inches
XI-XII	Team of 2	Canvas Chronicles: Pattachitra	Participants will create a Pattachitra Painting on canvas, showcasing the intricate beauty and rich heritage of this traditional Indian folk art.	Canvas: 12 × 12 inches

Guidelines

Classes VI-VIII

- Participants must bring 5-6 MDF cut-outs, along with all necessary colours, decorative materials, adhesives, and stationery required to create the rangoli composition.

Classes IX-X

- The host school will provide one piece of Matti fabric to each team.
- Participants must bring their own acrylic colours, decorative materials (if required), brushes, and stationery.

Classes XI-XII

- The host school will provide one canvas to each team.
- Participants must bring their own acrylic colours, brushes, and other required art materials.
- A printed reference for Pattachitra folk art may be used. (Only hard copies are permitted.)

Time for preparation will be 1 hr 40 mins.

For Further details, contact-

Event Coordinators' Name :

VI-VIII Ms. Aparna Bajaj

9818548504

6:00 p.m. – 8:00 p.m.

IX-XII Ms. Archana Dutt

9899125330

6:00 p.m. – 8:00 p.m.

Mail id - aparna@mapsashokvihar.net & archna@mapsashokvihar.net



Event Name-Synapse Shield

Connect intelligence with safety, health, and responsible innovation.

“ Every smart decision strengthens safety, health, and the future we share.”



Learning Outcomes

Students will be able to:

- Demonstrate critical thinking by analyzing the benefits, challenges, and ethical implications of AI.
- Promote digital citizenship by understanding the importance of online safety, responsible technology use, and digital well-being.
- Enhance communication and public speaking skills through clear pronunciation, fluency, and effective expression.
- Reflect on the impact of AI on learning, health, and everyday life from a balanced perspective.



COMPETENCIES TO BE ACHIEVED:

- Collaboration & Teamwork
- Critical Thinking
- Expression & Communication



The event is aligned with the
Sustainable Development Goals (SDGs):

17 PARTNERSHIPS
FOR THE GOALS



Event Details

Students will deliver a 5-6 minutes speech or TED-style presentation in German/French on the theme “Artificial intelligence and Digital Well-being.” Through their presentations, students will share their perspectives on the impact of Artificial Intelligence on everyday life, highlighting both its opportunities and challenges. They are encouraged to promote responsible technology use, digital well-being, online safety, ethical awareness, and innovative solutions for the future. The presentation should reflect language proficiency, critical thinking, creativity, and effective communication skills.

Eligibility Criteria

- Students of Classes VII-X studying German or French as a Foreign Language.
- Each school may nominate one team per language, consisting of three students. Team members may be from the same or different classes (VII-X).
- The advertisement/pitch and the TED-style presentation must be delivered primarily in German/French.
- Participants may use costumes, props, flashcards, posters, and simple visual aids to enhance their presentation.

Class:
VII TO X

No.of Participants:
03 (From the mentioned classes)



Event Name-Synapse Shield

Material Required

- Costume, props , art and craft material

Requisite skills for the Participants-

Participants should possess a good command of the German/French language and be able to express their ideas with clarity, confidence, fluency, effective collaboration, equal participation, and seamless coordination among team members.

For Further details, contact-

Event Coordinators' Name : Ms.Pooja Deshwal

Mail id - poojad@mapsashokvihar.net

Phone no- 9873362061

Contact Between 06:00 PM to 7:00 PM



The Dawn of Empowered Minds

ONLINE EVENTS



Event Name-Fairy Tales Meet AI

From Once Upon to Smart Time

"Every fairytale teaches a lesson; every smart choice creates a safer tomorrow."



Learning
Outcomes

Students will be able to:

- Understand the significance of SDG 4: Quality Education.
- Explore how AI can support creative learning and problem-solving.
- Build confidence in storytelling, role-play and expressive communication.



COMPETENCIES TO BE ACHIEVED:

- Communication and Expression, Ethical Decision-Making
- Imagination, Storytelling, Confidence and Stage Presence
- Problem Solving



The event is aligned with the
Sustainable Development Goals (SDGs):



Event Details

"What if your favourite fairy tale happened in the Age of AI?"

Participants will dress up as a classic fairy tale characters and present a 2–3 minute role-play in which the characters face a challenge and solves the problem using modern AI tools.

For example, Little Red Riding Hood may use an AI navigation app to find the safest route through the forest.

Note: The above example is only for reference. Participants should create their own original storyline and should not use this story in their performance.

The performance should include:

- Relevant backdrop and creative costume portraying the chosen fairy tale characters.
- A short dramatic presentation or role-play.
- Role play/ presentation should have one challenge related to AI, online safety, healthy or smart learning.
- A meaningful message highlighting the safe, healthy and responsible use of AI.

Time duration: 3 mins (Video)

Mode of submission: Submit your video as a YouTube video link. Rename the video as: School Name_Event Name_SchoolCode. Record the video in landscape orientation. Editing and adding background music is allowed.



Event Name - Fairy Tales Meet AI

From Once Upon to Smart Time

Eligibility Criteria

- The role play/ presentation must feature a classic fairy tale characters.
- It should include an AI-based challenge and its practical solution.
- It must end with a positive message on responsible use of AI.
- The characters must use at least 5-8 AI-related words during the performance.

Class:

I and II

No. of Participants:

04 (Two from each class)

Material Required

- AI Costume of a favourite fairy tale characters.
- Simple, manageable and child-friendly props, which he/she can carry on her own while performing.
- Relevant backdrop.

Requisite skills for the Participants-

- Creativity and Digital presentation
- Communication and Collaboration
- Teamwork and storytelling

Judgement Criteria:

- Creativity and Originality
- Theme Relevance
- Presentation and Communication
- Overall Impact

For Further details, contact-

Event Coordinators' Name : Ms. Dhvani and Ms. Namrata

Mail id - dhvani@mapsashokvihar.net & namrata@mapsashokvihar.net

Phone no- 84471 95587/ 99994 69084

Contact Between 05:00 PM to 6:00 PM



Event Name-Edu-Zero Hunger

"Education is the key that unlocks the door to opportunity and knowledge shared is the first step toward a world where no one goes hungry."



Learning Outcomes

Students will be able to:

- Understand the significance of SDG 2: Zero Hunger
- Encourage students to use art and performance to communicate important social messages
- Highlight the role of education in solving real-world issues like hunger
- Foster creativity, confidence and teamwork among young learners.



COMPETENCIES TO BE ACHIEVED:

- Creative thinking
- Voice modulation
- Artistic and puppet handling skill



The event is aligned with the
Sustainable Development Goals (SDGs):



Event Details

Students will present a **puppet show through a recorded video** to demonstrate how education can help reduce hunger and promote healthy eating habits.

In this presentation, students will perform as **real-life puppets**, where they will dress up and act like puppets. Each participant must wear a **puppet-style face mask**, ensuring that their real face is not visible.

Students will use **puppet-like voice modulation, dialogue and expressions** to create an engaging, conversation-based performance.

Through their performance, students will share meaningful ideas about how learning can help people:

- Understand ways to reduce hunger
- Grow and use food wisely
- Avoid wasting food
- Promote healthy eating and good nutrition

The presentation should be a **2-3 minute recorded video**, featuring a clear storyline, interactive dialogue and expressive delivery, making it engaging and impactful.

Time duration: 2-3 mins (Video)

Mode of submission: Submit your video as a YouTube video link. Rename the video as: School Name_EventName_School Code. Record the video in landscape orientation. Editing is allowed.



Event Name - Edu - Zero Hunger

Eligibility Criteria

- The puppet show must be original and student-created
- Must clearly convey a message related to hunger, education or healthy eating
- Use of safe and appropriate materials is mandatory

Class:

III and IV

No. of Participants:

04 (Two from each class)

Material Required

- Puppet-style face mask (handmade or ready)
- Costume/props to look like a puppet
- Craft materials (paper, colours, glue, etc.)

Requisite skills for the Participants-

- Creativity and Imagination
- Voice modulation
- Expressions / Content
- Message Delivery

Judgement Criteria:

- Creativity and Originality
- Theme Relevance and Message Delivery
- Expressions and Voice Modulation
- Presentation and Overall Performance

For Further details, contact-

Event Coordinators' Name : Ms. Palka Kohli & Ms. Nishi Singhal

Mail id - palka@mapsashokvihar.net & nishi@mapsashokvihar.net

Phone no - 8802431360 / 7678234672

Contact Between 05:00 PM to 6:00 PM

Event Name -: Body on Trial!

“ When you don’t take care of your body, it starts to speak – are you listening? ”



Learning Outcomes

Students will be able to:

- Understand the significance of SDG 3: Good health and well-being.
- Understand the importance of healthy habits and overall well-being.
- Develop creativity, teamwork and communication skills
- Create awareness about physical and mental health through role play.



COMPETENCIES TO BE ACHIEVED:

- Communication & Expression
- Collaboration & Teamwork
- Creativity & Critical Thinking



The event is aligned with the
Sustainable Development Goals (SDGs):



Event Details

- Students will create an **online courtroom presentation(upto 2 minutes)** where different body organs come alive and hold an emergency meeting against unhealthy human habits.
- Participants will take on the roles of various organs or systems such as **Brain, Heart, Lungs, Eyes, Stomach, or the Immune System.**

Through their performance, they will present complaints, arguments and possible solutions related to issues like:

- Excessive screen time
- Junk food consumption
- Lack of exercise
- Stress and poor sleep habits
- The presentation should **be creative, expressive, engaging and awareness-driven**, with elements of humor and strong messaging.

Time duration: Upto 2 mins (Video)

Mode of submission: Submit your video as a YouTube video link. Rename the video as: School Name_Event Name_School Code. Record the video in landscape orientation. Editing is allowed.



Event Name -: Body on Trial!

Eligibility Criteria

- The presentation must be original and student-created
- All team members must participate actively
- Content must be relevant to health and well-being

Class:

V and VI

No.of Participants:

04 (Two from each class)

Material Required

- Costumes/props

Requisite skills for the Participants-

- Acting Skills
- Teamwork
- Creativity
- Communication
- Presentation Skills

Judgement Criteria:

- Creativity and Originality
- Theme Relevance and Content
- Acting, Expressions and Communication
- Teamwork and Overall Presentation

For Further details, contact-

Event Coordinators' Name : Ms. Mahima Gupta & Ms. Komal Singhal

Mail id - mahima@mapsashokvihar.net & komals@mapsashokvihar.net

Phone no- 7042915556 / 9953093386

Contact Between 05:00 PM to 6:00 PM



Event Name- Future Flix

The AI Trailer Challenge

“ Lights. Camera. AI! – Reimagine the future through creativity and storytelling. ”



Learning
Outcomes

Students will be able to:

- Understand the significance of SDG 17: Partnerships for the Goals
- Develop creative storytelling skills using AI-based themes
- Understand the impact of Artificial Intelligence on safety, health, and learning
- Explore global perspectives through collaboration and SDG connections.



COMPETENCIES TO BE ACHIEVED:

- Critical Thinking & Problem Solving
- Collaboration & Global Awareness
- Creativity & Digital Literacy

13

CLIMATE
ACTION



The event is aligned with the

Sustainable Development Goals (SDGs):

17

PARTNERSHIPS
FOR THE GOALS



Event Details

Participants will create a **movie-style trailer (2 minutes)** based on the theme:

- Safety, Health and Learning in the Age of Artificial Intelligence

The trailer must revolve around an **AI-based storyline**.

Global Collaboration Element:

- Each team must **collaborate with a country**.
- The trailer should show how the chosen country is dealing with AI.

Students MUST include:

- Cultural elements (language, dress, setting, references)
- Global problems & solutions

AI Tools Reflection

- At the end of the trailer, include a **final slide (5-10 seconds)** mentioning:
- AI tools used (if any)
- Editing apps/software used
- How AI helped in creating the project

Trailer Must Include:

- A clear storyline (**beginning → conflict → climax hint**)
- AI-related concept (**positive or negative impact**)
- A message related to **safety, health, learning, or environment**
- Connection to **SDG 13 (Climate Action)** or **SDG 17 (Global Partnerships)**
- Inclusion of the **Global Collaboration Element**



Event Name - Future Flix

The AI Trailer Challenge

Time duration: mins (Video)

Mode of submission: Submit your video as a YouTube video link. Rename the video as: School Name_Event Name_School Code. Record the video in landscape orientation. Editing is allowed.

Eligibility Criteria

- The trailer must be original and student-created
- Must clearly include an AI-based concept
- Must include global collaboration element
- Must include AI tools reflection slide
- Content must reflect safety, health, learning, or environment

Class:

VII and VIII

No. of Participants:

04 (Two from each class)

Material Required

- Mobile phone / camera for recording
- Video editing apps/software
- Costumes/props

Requisite skills for the Participants-

- Creativity & Storytelling
- Basic Video Editing Skills
- Acting & Expressions
- Communication Skills
- Teamwork & Coordination
- Critical Thinking & Imagination

Judgement Criteria:

- Creativity and Originality
- Theme Relevance and Content
- Acting, Expressions and Communication
- Teamwork and Overall Presentation

For Further details, contact-

Event Coordinators' Name : Ms. Shallu Gupta & Ms. Priya Malik

Mail id - shallu@mapsashokvihar.net & priya@mapsashokvihar.net

Phone no-9958890956 / 9891413230

Contact Between 05:00 PM to 6:00 PM



Event Name -: AI Workforce Lab

"The best way to predict the future is to create it, ensuring that innovation and human dignity walk hand in hand."



Learning Outcomes

Students will be able to:

- Understand the significance of SDG 8 – Decent Work and Economic Growth.
- Analyze how AI impacts jobs, emerging careers and future workplaces.
- Apply design thinking and problem-solving skills to real-world scenarios.
- Create AI-supported digital solutions and prototypes.
- Develop research, presentation and technological skills.
- Demonstrate responsible and ethical use of AI.

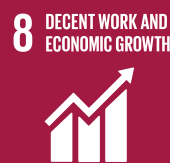


COMPETENCIES TO BE ACHIEVED:

- Digital Literacy Competency
- Research and Inquiry Competency
- Critical Thinking & Problem Solving



The event is aligned with the
Sustainable Development Goals (SDGs):



Event Details

- Students will explore how Artificial Intelligence can create safe, inclusive and sustainable work environment for the year 2045
- The event requires completion of the following tasks:

Task 1: Future Workforce Research Board

- Students will research future work trends, emerging careers, safety concerns and the impact of AI. Their findings will be compiled into a PDF report

Task 2: Design an AI Assistant

- Students will design a conceptual AI assistant by defining its name, key features, working process and a sample conversation flow using a prototype, screenshots or a flowchart.

Task 3: Interactive Workforce Dashboard

Students will design a digital dashboard or clickable presentation that includes:

- Skill tracker
- Job recommendations
- Safety indicators
- Learning pathways
- Economic impact predictions



Event Name- AI Workforce Lab

Time duration: 3 mins (Video)

Mode of submission: Submit your video as a YouTube video link. Rename the video as: School Name_Event Name_School Code. Record the video in landscape orientation. Editing is allowed.

Eligibility Criteria

- Open to students of Classes IX-X
- Team participation of 4 students
- The submission must be original and student-created

Class:

IX and X

No. of Participants:

04 (Two from each class)

Material Required

- Digital device (laptop/mobile)
- Presentation/design tools (Canva, Figma, PowerPoint, etc.)

Requisite skills for the Participants-

- Basic research and information synthesis
- Design thinking, logical reasoning, and workflow charting
- Familiarity with presentation, graphic design, or prototyping tools

Judgement Criteria:

- Content Depth & Research
- Creativity & Presentation
- Critical Thinking & Application
- Communication & Technical Execution

For Further details, contact-

Event Coordinators' Name : Ms. Kriti Kumari & Mr. Kartik Kuldeep

Mail id - kriti@mapsashokvihar.net & kartik@mapsashokvihar.net

Phone no-7834877707 / 8448575965

Contact Between 05:00 PM to 6:00 PM



Event Name -: Evolution of AI for Humanity

“AI is shaping a future where human intelligence and technology work together for the betterment of humanity.”



Students will be able to:

Learning Outcomes

- Understand the significance of SDG 7: Affordable and Clean Energy and SDG 11: Sustainable Cities And Communities.
- Understand the Evolution of Artificial Intelligence
- Analyze the Role of AI in Contemporary Society
- Connect AI with Global Sustainability Goals



COMPETENCIES TO BE ACHIEVED:

- Digital Literacy Competency
- Research and Inquiry Competency
- Critical Thinking and Problem-Solving Competency

7 AFFORDABLE AND CLEAN ENERGY



The event is aligned with the

Sustainable Development Goals (SDGs):

11 SUSTAINABLE CITIES AND COMMUNITIES



Event Details

- Students will create a **Digital Museum Exhibit walkthrough video** showcasing the journey of Artificial Intelligence through three timelines:
- **Past:** Explore the origins of AI, major inventions, innovations and key pioneers.
- **Present:** Highlight how AI is transforming healthcare, education, safety, clean energy and smart cities.
- **Future:** Imagine ethical AI, sustainable innovations, AI-powered communities and future technologies for humanity.
- The exhibit should be designed as an engaging museum walkthrough using creative storytelling, visuals, narration and interactive elements.

Time duration: 2-3 mins (Video)

Mode of submission: Submit your video as a YouTube video link. Rename the video as: School Name_Event Name_School Code.

- Record the video in landscape orientation.
- Editing is allowed.



Event Name - Evolution of AI for Humanity

Eligibility Criteria

- Open to students of Grades 11 & 12
- The submission must be original and student-created

Class:

XI and XII

No. of Participants:

02 (One from each class)

Material Required

- Digital device for recording
- Video editing tools/software
- Final submission in MP4 format (walkthrough video)

Requisite skills for the Participants-

- Research & Inquiry
- Creativity & Storytelling
- Digital Presentation Skills
- Communication
- Collaboration & Teamwork

Judgement Criteria:

- Innovation and Creativity
- Research and Theme Relevance
- Design, Functionality and Technical Presentation
- Problem Solving and Overall Impact

For Further details, contact-

Event Coordinators' Name : Ms. Parul Chauhan & Ms. Deeksha Thakur

Mail id - parul@mapsashokvihar.net & deeksha@mapsashokvihar.net

Phone no-9891665643 / 9711599796

Contact Between 05:00 PM to 6:00 PM



CRYPTICON 2026

22nd

AUGUST

2026

Maharaja Agarsain Public School
Ashok Vihar Phase-IV, Delhi- 110052



S.NO	EVENT	CLASSES	MODE
1	WEB VISION BHARAT	IX-XII	ONLINE
2	BYTE SIZED BIOGRAPHY	IX-XII	ONLINE
3	APP- A-THON	VIII-X	ONLINE
4	PyDB CHALLENGE	XI-XII	OFFLINE
5	VISION VAULT	IX-XII	OFFLINE
6	CONCEPT TO CATALYST	IX-XII	OFFLINE

CONNECT

Teacher Incharge

Ms. Ruchika Goyle +919717532662
Mr. Nitin Gupta +91 9212461461

Students Heads

Bhavya Jindal +91 8882539148
Shourye Malhotra +91 9911147644



crypticon@mapsashokvihar.net



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be a part of CRYPTICON 2026, where the
brightest minds in technology come
together to learn, innovate, and compete!**



Event Name -: Web Vision Bharat

Unleash your creativity and technical skills in the webpage creation competition! This exciting event challenges students to design and develop a fully functional, visually appealing website. Participants will showcase their talent using modern web development tools and platforms.



Learning Outcomes

Students will be able to:

- Students will demonstrate creativity, digital literacy, problem-solving ability, and effective presentation skills through website design.



COMPETENCIES TO BE ACHIEVED:

- Demonstrate the ability to design, develop, and present a functional, creative, and user-friendly website using appropriate digital tools.



The event is aligned with the
Sustainable Development Goals (SDGs):

8 DECENT WORK AND
ECONOMIC GROWTH



Event Details

- Participants will create a multi-page website based on the topic assigned. The website must be creative and visually appealing.
- Participants have to submit the source code, URL of website along with a 2-minute video explaining the website through Google Form link- Participants have to submit the source code, URL of website along with a 2-minute video explaining the website through Google Form link- <https://forms.gle/7FWcfU5A4CuNKYLdA> by 12th August 2026.
- Participants can use creative plugins for making the website visually appealing.
- Participants will be creating the website on the topic :
Atmanirbhar Bharat - Building a Self-Reliant Nation
- Plagiarism is strictly prohibited.

PARTICIPATION CRITERIA:

- Classes : 9th - 12th
- A Team of 2 Students (From any 2 Classes)
- Programming Language to use: HTML, CSS, JAVASCRIPT

JUDGEMENT CRITERIA

- Originality
- Creativity
- User Interface (U.I.)

EVENT INCHARGE:

Mr. Nitin Gupta: 9212461461

Contact Between 06:00 PM to 7:00 PM



Event Name -: Byte Sized Biography

Students will learn video production techniques, including filming, editing, and sound design. They will also demonstrate creativity and innovation in video production, featuring original ideas, visuals, and soundtracks.



Learning Outcomes

Students will be able to:

- Students will demonstrate creativity, digital storytelling, video production, and presentation skills by creating an engaging short documentary highlighting the life, achievements, and legacy of a distinguished IT personality.



COMPETENCIES TO BE ACHIEVED:

- Demonstrate the ability to research, plan, produce, edit, and present an original, informative, and visually engaging video using appropriate digital media tools.



The event is aligned with the
Sustainable Development Goals (SDGs):

4
QUALITY
EDUCATION



Event Details

- Participants will create a 90 seconds MP4/MOV video that explores the life, career, and legacy of a distinguished IT personality. Submit the video as a Drive link on:
<https://forms.gle/ZQHueuPE7DAN7HMG6>
- Participants are required to create a movie based on the assigned topic.
- The movie must be creative and visually appealing.
- Video Duration: 90 Seconds
- Plagiarism is strictly prohibited

PARTICIPATION CRITERIA:

- Classes : 9th - 12th
- A Team of 2 Students (From any 2 Classes)
- Software : Open

JUDGEMENT CRITERIA

- Originality
- Creativity
- User Interface (U.I.)

EVENT INCHARGE:

Mr. Nitin Gupta: 9212461461

Contact Between 06:00 PM to 7:00 PM



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Event Name -: App-a-Thon

Students will understand principles of mobile app development, including user interface design, app functionality, and logical programming, and will develop problem-solving skills through designing and building functional applications using MIT App Inventor.



Learning Outcomes

Students will be able to:

- Students will demonstrate mobile app development skills, logical thinking, creativity, and user interface design by developing a functional mobile application using MIT App Inventor.



COMPETENCIES TO BE ACHIEVED:

- Demonstrates the ability to design, develop, test, and present a user-friendly and fully functional mobile application using MIT App Inventor while applying computational thinking and problem-solving skills.



The event is aligned with the
Sustainable Development Goals (SDGs):



Event Details

- Participants will design and develop a creative and functional mobile application using MIT App Inventor based on the given theme. Teams must submit the Google Drive link containing the app files and the link to the 2-minute app demonstration video through the Google forms link- <https://forms.gle/C8nBYXuLyGB1E5BV7>
- Only MIT App Inventor is permitted.
- The application must be conceived, designed, and developed entirely by the participating team.
- Submit the Google Drive link containing both the .aia and APK files through the Google Form.
- Ensure both the App Link and Video Link are accessible.
- The app must be fully functional during evaluation

PARTICIPATION CRITERIA:

- Classes : 8th - 10th
- A Team of 2 Students (From any 2 Classes)
- Software : MIT App Inventor

JUDGEMENT CRITERIA

- Creativity and Originality
- Functionality & Bug-Free Operation
- Relevance to Theme User Interface & Design

EVENT INCHARGE:

Mr. Nitin Gupta: 9212461461

Contact Between 06:00 PM to 7:00 PM

Event Name-: PyDB Challenge

Welcome to PyDB Challenge

Where coding warriors rise! Today, the arena echoes with creativity, logic and the spirit of innovation. Each line of Python you write is a move in this thrilling battle of ideas. Sharpen your minds, unleash your code and let your passion take the lead.



Learning Outcomes

Students will be able to:

- Students will demonstrate programming proficiency, database management skills, logical reasoning, and problem-solving ability by developing Python applications integrated with MySQL to solve real-world programming challenges.



COMPETENCIES TO BE ACHIEVED:

- Demonstrate the ability to apply Python programming and MySQL database connectivity to develop accurate, efficient, and database-driven solutions within a problem-solving environment.



The event is aligned with the
Sustainable Development Goals (SDGs):



Event Details

- Participants will engage in a coding challenge using the Python programming language. To emerge victorious, they will tackle a programming problem statement involving Python and database connectivity, solving multiple parts of the problem along the way.
- Duration: 90 minutes
- Criteria: The team that successfully solves the entire problem in the least amount of time will be declared as the winner.
- Participants will be given a particular problem statement to solve.

PARTICIPATION CRITERIA:

- Classes : 11th - 12th
- A Team of 2 Students (From any 2 Classes)
- Software : Python (Thonny)
MySQL Connectivity (Using mysql.connector)

JUDGEMENT CRITERIA

- Programming Skills
- Creativity
- Practicality of Code

EVENT INCHARGE:

Mr. Nitin Gupta: 9212461461

Contact Between 06:00 PM to 7:00 PM

Event Name -: Vision Vault

"Pitching is about selling a dream, not just a product"

A great pitch is a blend of confidence, passion and authenticity. So go out there and nail that pitch competition.



Learning Outcomes

Students will be able to:

- Students will demonstrate entrepreneurial thinking, creativity, presentation skills, and strategic planning by developing and pitching innovative technology-based startup ideas with practical solutions for societal challenges.



COMPETENCIES TO BE ACHIEVED:

- Demonstrate the ability to conceptualize, develop, and confidently pitch a feasible technology startup or project by presenting a clear problem statement, innovative solution, business plan, and potential societal impact.



The event is aligned with the
Sustainable Development Goals (SDGs):

8 DECENT WORK AND
ECONOMIC GROWTH



Event Details

- Participants will bring a practical and implementable technology startup or project idea that can be applied for the welfare of society.
- They will have 5 minutes to present their idea to the judges, explaining key aspects of their startup such as the problem statement, proposed solution, target market, potential impact and, the business plan.
- Pitch Duration: 5 minutes
- Objective: To showcase a viable technology startup or project idea with a clear problem statement and an innovative solution.
- Presentation of the Pitch along with a Product/Prototype and Business Plan .
- Participants must bring their own devices at their responsibility if required.
- No Internet will be provided.
- Plagiarism is strictly prohibited.

PARTICIPATION CRITERIA:

- Classes : 9th - 12th
- A Team of 2 Students (From Any 2 Classes)

JUDGEMENT CRITERIA

- Originality
- Creativity
- Presentation Skills

EVENT INCHARGE:

Ms. Ruchika Goyle: 9717532662

Contact Between 06:00 PM to 7:00 PM

Event Name -: Concept to Catalyst

Students will be able to think outside the box and develop innovative solutions to real-life practical situation



Learning Outcomes

Students will be able to:

- Students will demonstrate creativity, innovation, critical thinking, and problem-solving skills by designing and presenting technology-based models that address real-world challenges using modern tools, components, and emerging technologies.



COMPETENCIES TO BE ACHIEVED:

- Demonstrate the ability to design, develop, and effectively present an innovative, functional, and technology-driven solution that addresses real-life problems with creativity, practical applicability, and effective communication.



The event is aligned with the
Sustainable Development Goals (SDGs):



Event Details

- Participants will design and build a model / project on any one mentioned problem statements using components, sensors and incorporating latest technology.
- Participants are required to deliver a verbal presentation and also submit a short-written explanation about their model / project in about 200 words.
- Duration: 5 minutes per presentation
- Problem Statements :
- SAFETY: Developing innovative applications that enhance personal, public, and digital safety by preventing risks, enabling timely assistance, and creating safer communities through technology.
- HEALTHCARE: Creating accessible and user-friendly solutions that improve healthcare awareness, patient support, and overall well-being.
- LEARNING IN THE AGE OF AI: Designing intelligent learning solutions that leverage AI to make education more personalized, engaging, and effective

PARTICIPATION CRITERIA:

- Classes : 9th - 12th
- A Team of 2 Students (From Any 2 Classes)

JUDGEMENT CRITERIA

- Functionality
- Real World Applicability
- Innovation & Creativity

EVENT INCHARGE:

Ms. Ruchika Goyle: 9717532662

Contact Between 06:00 PM to 7:00 PM



"Step into the future where creativity meets technology, innovation embraces responsibility, and every young mind becomes a catalyst for change.

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&**

**the 3rd Edition of CRYPTICON 2026
as we celebrate**

**Safety, Health and Learning in the Age of AI—because
The future is not just powered
by Artificial Intelligence,
but by Human Intelligence,
compassion, and purpose."**