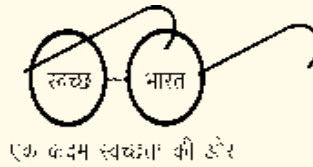*"Propelling Progress with the Pillars of Cultural Pluralism, Innovation, Creativity and Sustainability."*
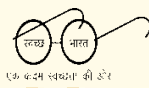
# N.C. JINDAL PUBLIC SCHOOL
## Punjabi Bagh, New Delhi-110026

*organises*

*An Inter-School Event*

# Yūgen

## Wednesday, October 23, 2024

# Yūgen

# ABOUT US

N.C Jindal Public School, Punjabi Bagh was established in 1966 by NET RAM CHANDRAWALI DEVI JINDAL Charitable Trust with a vision to impart quality education to nurture the young minds. During the span of 58 years, the school has crossed many milestones in the field of academics and co-curricular activities. It is an English medium co-educational school affiliated to the Central Board of Secondary Education, New Delhi and recognized by the Directorate of Education, Delhi Administration, Delhi. The school runs classes from Pre-school to Class XII. NCJPS cultivates curious learners, creative thinkers, and compassionate leaders. We believe in the philosophy that all children must have equal opportunities for education in consistent with their individual capacities as well as social needs.

# N.C. JINDAL PUBLIC SCHOOL
## Punjabi Bagh, New Delhi-110026

## Yūgen

**MESSAGE**

"The future belongs to those who learn new skills and combine them in creative ways." — Robert Greene

In the rapidly evolving world, it is imperative to expand learning experiences and opportunities for our young learners in the ambit of educational ecosystem, for fresh knowledge, perspectives, and skills to help them navigate the future challenges successfully, and to facilitate transition to a more sustainable, humane and inclusive world based on collaboration and co creation. We must develop in them global awareness, innovation, creativity, ideation, entrepreneurship, intertwined with heritage, culture and tradition, which shall be our committed investment in social, economic, and environmental sustainability.

In the past few years, we have been endeavouring to bring together tools, practices and vision of a transformative education and connect the emerging efforts of other institutions through a common platform of inter school events. Such events become a learning landscape that effectively prepares students for their future roles and offers a capillarity for creative and innovative solutions to current problems. This year, our Interschool Event 'Yūgen 'is centered around inventive imagination, artistic and scientific aptitude, technological skills, cultural and ethical awareness, culinary craftsmanship and so on. It shall offer a dynamic and multifaceted platform to encourage collaboration and networking, culturally responsive competence, self-expression, planetary vision and responsibility. The intersection of AI and creativity shall open up new corridors of exploration and realization of potentials.
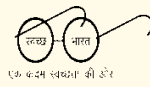
With immense delight we invite talented participants from your school to this stimulating event of excitement, joy and creative exploration. The details with regard to registration, general guidelines, event rules and regulations have been enclosed herewith.

Looking forward to your valuable contribution to this mega event.

Regards

Deepak Dua

PRINCIPAL

## *GENERAL GUIDELINES*

1. Participant school must register from their school id on the given link.
https://forms.gle/UDRG5FDjUGTvGmVn9

2. Participation without registration will not be accepted on the day of the event.

3. Registration will be done only ONCE for all the events.

4. The participants are required to register on the respective link of each event given in the Event Calendar latest by 8 October, 2024.

5. The participants are expected to report by 8:15 a.m. on 23 October, 2024 for verification of details at the Registration Desk.

6. On arrival, the participating team must submit a certificate signed by the Principal of the concerned school, certifying that the participants mentioned are its bonafide students.

7. All the Offline events will commence at 9:00 a.m. sharp.

8. The schools participating in the competition are expected to send only one/two teachers as escort.

9. Participants are required to strictly follow the rules and regulations as specified for each event.

10. Refreshment Boxes and Certificates are to be collected from the Registration Desk.

11. The escort teachers are not allowed to visit the competitors' venues.

12. For any violation of rules, the participant will be disqualified.

13. Submissions for Online Events must be completed by 15 October, 2024.

14. Results of all the events (Online &Offline) will be declared on the same day, i.e. 23 October, 2024 in the Valedictory Function.

15. All the participants will be felicitated with a Certificate of Participation and the winner with a Merit Certificate.

16. Winners will be awarded with three positions- First, Second and Third.

17. The Host School reserves the right to retain the working models and art exhibits.
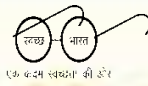
18. The decision of the judges will be final and binding.

19. The host school will not compete for any prize/ position.

20. For any queries related to the event, kindly coordinate with the event Incharges of the specific event between 4:00 p.m. and 6:00 p.m. through WhatsApp.

### Overall Coordinators
**Mrs. Monika Prashar Giroti(☎:8010801021) , Mrs. Shikha Verma (☎:9891643575)**
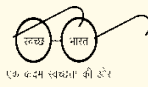
# N.C. JINDAL PUBLIC SCHOOL
## Punjabi Bagh, New Delhi-110026
### Yūgen
## EVENT CALENDAR

| S. No. | EVENT | CATEGORY | NO. OF PARTICI-PANTS | ONLINE/ OFFLINE | REGISTRATION LINK | SUBMISSION LINK |
|---|---|---|---|---|---|---|
| 1. | Cultural Couture : Global Adventure | PRE SCHOOL | 1 | OFFLINE | https://docs.google.com/forms/d/e/1FAIpQLSd2BDcgqIrdeck_9ewj0yAj0pouuP9F5LvJxroQr5Q48yoKYQ/viewform | ---------- |
| 2. | TechGalia : Dress to Innovate | PRE PRIMARY -I | 1 | OFFLINE | https://forms.gle/Wcmnwnq1saMgVPZP8 | ---------- |
| 3. | Compassionate Creators : Nurturing Values | II - III | 2 | OFFLINE | https://forms.gle/r2NLt99gYTi86w376 | ---------- |
| 4. | DesignIntelli : AI meets Creativity | III | 2 | ONLINE | https://forms.gle/uV2nUeERST61v7zf6 | https://forms.gle/FHS4GEzcgQrqY6UG6 |
| 5. | Eco Fusion : Green Solutions | IV - V | 2 | OFFLINE | https://forms.gle/KX8ryKANJvKxzJNC7 | ---------- |
| 6. | TechTopia : Guardians of the Oceans | IV-V | 2 | ONLINE | https://forms.gle/ZeRjW2t5oSPh57N59 | https://forms.gle/wDMRjcrUTtp8gx38A |
| 7. | Epic Echoes: Icons Reimagined | VI -VIII | 1 | OFFLINE | https://forms.gle/T8N7DYxWSNub4bU16 | ---------- |
| 8. | Savor n Satiate: Nourish Body and Soul | VI -VIII | 2 | OFFLINE | https://forms.gle/5y4Q4Yj5YUH7dQpv8 | ---------- |
| 9. | MindSpark : Igniting AI | VI-VIII | 2 | ONLINE and OFFLINE | https://forms.gle/XHACkahVUDTBU3799 | https://forms.gle/i11WcM1LfrVmnHzT7 |
| 10. | Brush n Bite: Tableware Artistry | IX - X | 2 | OFFLINE | https://forms.gle/b2c71KAV3v2stptm9 | ---------- |
| 11. | Ad-o-Mania: The Crazy Creative Pitch! | IX - X | 2 | OFFLINE | https://forms.gle/cMd2rYm8rwuHgrbq6 | ---------- |
| 12. | AgroBot : Cultivating Innovation | IX - XI | 2 | OFFLINE | https://forms.gle/xJqERCepu3gt5qTD7 | ---------- |
| 13. | TechnoLites : The Ultimate Gaming Challenge | IX – XII | 4 | ONLINE and OFFLINE | https://forms.gle/XesGm7AM5tJDdVFS9 | ---------- |
| 14. | Cultural Crescendo: Global Beats | IX - XII | 8 - 10 | OFFLINE | https://forms.gle/xGRq45e6iGvgxEZR8 | ---------- |
| 15. | Voice of Change : Shaping Tomorrow | XI - XII | 2 | ONLINE | https://forms.gle/rBzuLML98NLkEzv3A | https://forms.gle/shTkSpkhkgeyhu8C8 |

# N.C. JINDAL PUBLIC SCHOOL
## Punjabi Bagh, New Delhi-110026
## Yūgen

## Event 1: Cultural Couture: Global Adventure
### "Costumes let little hearts dream big."

**Category** : Pre-School
**No. of Participants** : One
**Time Allotted** : 1-1.5 Minutes
**Theme** : Cultural Pluralism through Creative Expressions
**Venue** : Primary School Activity Room

## Activity Description:
Participants will dress up in traditional costumes representing various cultures around the world and present their chosen culture through a rhyme. This activity aims to spark creativity while fostering cultural awareness and global connections among the participants.
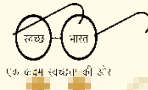
## Rules:
- Participants must wear traditional costumes that reflect the culture of a particular country or region.
- A short presentation in the form of a rhyme should showcase the chosen culture.
- Props should be attractive but easy for the child to manage.
- Costumes should prioritize comfort, safety and free movement of the participant.

## Criteria for Judgement:
➤ Costume Creativity
➤ Relevance to Cultural Theme
➤ Presentation
➤ Use of Props

## Event Coordinator: Ms.Kavita Bansal (☎:98914 99959)

## Event 2: TechGalia: Dress to Innovate

### *"When we dress up, we can be anyone we wish!"*

| | |
|---|---|
| **Category** | **: Pre-Primary - I** |
| **No. of Participants** | **: One** |
| **Time Allotted** | **: 1-1.5 Minutes** |
| **Theme** | **: AI driven Innovation in Costume Designing with Role Play** |
| **Venue** | **: Pre-School - B** |

## Activity Description:

Participants will wear costumes inspired by futuristic concepts, such as Avatars, Robots, AI models and AI machines. The costumes should be creatively designed using imaginative ideas and innovative materials. Participants must describe the role of the character portrayed by them exhibiting their futuristic approach.
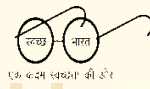
## Rules:

- Participants must design and wear costumes to represent futuristic concepts through role play.
- Props and accessories should be simple and easy for the participants to handle.
- Costumes should be comfortable, allowing for free movement and safe participation.
- Presentation should focus on the character's role in the future, incorporating creativity.

## Criteria for Judgement:

➢ Creativity and Originality
➢ Relevance to Futuristic Theme
➢ Execution and Presentation
➢ Innovation in Costume Design

### Event Coordinator: Ms. Sneha Bhasin (☎:98717 97647)

## Event 3: Compassionate Creators: Nurturing Values

### *"Puppets weave the thread of fantasy with reality, making every story a visual symphony."*

| | |
|---|---|
| **Category** | **: II - III** |
| **No. of Participants** | **: A Team of Two Participants** |
| **Time Allotted** | **: 2-3 Minutes** |
| **Theme** | **: Compassion and Empathy in AI World** |
| **Venue** | **: Pre- School C** |

## Activity Description:

Teams will use puppets as central characters in their storytelling, focusing on the theme of values like compassion and empathy. Each team must adapt a well-known story, highlighting the characters through their puppets.
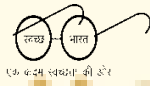
## Rules:

- The story must center around puppets demonstrating values.
- The participants can use any material for making puppets as per the chosen story.
- Attractive, self-manageable props and innovative puppet designs should be used to enhance the presentation.
- Performance should prioritize safety and comfort, allowing for ease of movement and creativity.

## Criteria for Judgement:

- ➢ Innovation
- ➢ Creativity
- ➢ Story Narration
- ➢ Use of Props & Puppets

## Event Coordinator: Ms. Supriya Arora (☎:98911 46250)

## Event 4: DesignIntelli -AI Meets Creativity
### *"Be the change you want to see in the climate."*

| | |
|---|---|
| **Category** | **: III** |
| **No. of Participants** | **: A Team of Two Participants** |
| **Theme** | **: SDG 13 - Climate Change** |
| **Mode of Event** | **: Online** |

### Activity Description:

Participants will work in pairs to design a Digital Poster on the theme of Climate Change. Using PAINT 3D software, participants are required to create a visually engaging and innovative poster that highlights the importance of climate action. The design should reflect the participants' creativity while staying relevant to the theme. Only the tools and features available in PAINT 3D are allowed for creating the poster.
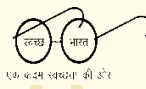
### Rules:

- A team of two participants will design a poster on the given theme using PAINT 3D.
- The poster should be innovative.
- The participants will prepare it in a digital format.
- The final submission should be sent in jpeg/png format. The file should be submitted through the Google submission Link.
- File should be saved with event name_school name_participants' name.

### Criteria for Judgement:

- ➢ Creativity
- ➢ Innovation
- ➢ Content
- ➢ Overall Presentation

**Event Coordinator: Mrs. Neetu Grover (☎:9811383708)**

## Event 5: Eco Fusion: Green Solutions

*"Waste is only what we call it; with imagination, it's the building block of tomorrow's art."*

**Category** : IV-V

**No. of Participants** : A Team of Two Participants

**Time Allotted** : 2 hrs.

**Size** : 1 ft.

**Theme** : Creative Solutions for a Sustainable Future

**Venue** : School Lawn

### Activity Description:

Participants will transform discarded materials like paper cups, old magazines, cardboard and other non-plastic items into creative craft pieces. Each team will design a 3D craft piece that aligns with the core values of the 3R's—Recycle, Reuse, Reduce - while also incorporating 'Recreate' to promote environmental sustainability. The final artwork should be 1 ft. in size and demonstrate innovation, creativity, and environmental awareness.

### Rules:

- Participants must collect and use discarded items like paper cups, magazines, and cardboard etc. for their artwork.
- The craft must be a 3D model. It should creatively incorporate at least one principle of the 3R's: Recycle, Reuse, Reduce or Recreate.
- Teams will be given 2 hours to complete their craft on the day of the event.
- 3D craft piece should be attractive, innovative and easy to manage, ensuring safety and comfort during the presentation.

### Criteria for Judgement:

➢ Creativity
➢ Innovation
➢ Relevance to Theme
➢ Presentation

**Event Coordinator: Ms. Shivani Sikka (☎:99990 77726)**

## Event 6: TechTopia: Guardians of the Oceans

### *"Let your game lead to a sea of change."*

Category                   : IV-V
No. of Participants         : A Team of Two Participants
Mode of Event              : Online
Theme                      : SDG 14 - Life Below Water

### Activity Description:

A team of two participants will design an adventurous game using Scratch 3.0 software, focusing on SDG 14: Life Below Water. The game should feature creative and engaging gameplay that presents solutions to protect marine life and the environment. Participants are required to create their own sprites (characters, objects, etc.) within the game. The storyline should offer multiple strategies to save aquatic animals and preserve marine ecosystems. The game should highlight both innovation and the importance of ocean conservation.
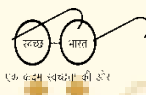
### Rules:

- A team of two participants will create a game on the given theme using Scratch 3.0.
- Entries must be the original work created by the individual. Plagiarism or copying existing games will result in disqualification.
- The files should be named as: event name_school name_participants' name.
- The final submission should be sent in .sb3 format only. The file should be submitted   through the Google submission Link.

### Criteria for Judgement:

- ➢ Creativity
- ➢ Innovation
- ➢ Content
- ➢ Overall Presentation

### Event Coordinator: Mrs. Vidhu Sadana (☎:9210644309)

## Event 7: Epic Echoes: Icons Reimagined

*"It's the time to bring a life to the stage that exists beyond the written page."*

| | |
|---|---|
| **Category** | **: VI-VIII** |
| **No. of Participants** | **: One** |
| **Time Allotted** | **: 2.5-3 Minutes** |
| **Theme** | **: Navigating Challenges in the Contemporary World** |
| **Venue** | **: Pre-School A** |

## Activity Description:

Participants will choose iconic literary figures from the 19th century and imagine them transported into the 21$^{st}$ century. They will perform a scene that explores how these characters, shaped by the values and norms of their time, would navigate today's world. Participants must address how the character would adapt to or challenge modern societal norms, technology, social media, and cultural changes. Through creative enactments, participants will bring timeless characters to life in contemporary settings, signifying their continued relevance and the contrast between eras.
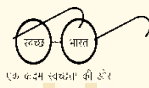
## Rules:

- Participants must choose well-known characters from 19th-century literature.
- Each enactment must last between 2.5-3 minutes only.
- Participants will begin with a 30-second introduction explaining the original character, its key traits and context in the nineteen century.
- Costumes should reflect the original character but may include modern adaptations.
- The performance must be in English, and language must be appropriate for the character in modern-day context.

## Criteria for Judgement:

- ➢ Character Insight
- ➢ Adaptation to the 21$^{st}$ Century
- ➢ Performance & Dialogue Delivery
- ➢ Costume & Props

### Event Coordinator: Ms. Kriti Sharma (☎:9873236118)

## Event 8 : Savor and Satiate: Nourish Body and Soul

*"Savories bring warmth to the health and satiate the soul."*

| | |
|---|---|
| **Category** | **: VI-VIII** |
| **No. of Participants** | **: A Team of Two Participants** |
| **Time Allotted** | **: 90 Minutes** |
| **Theme** | **: Healthy Eating Choices for AI Driven Lifestyles** |
| **Venue** | **: Home Science Lab** |

### Activity Description:

Participants will demonstrate their culinary expertise by preparing a nutritious bowl that promotes healthy food choices and flavors. The focus is on creating a well-rounded, visually appealing meal that caters to the demands of modern, AI-driven lifestyles. Participants must ensure that the Nutri Bowls meet the criteria of taste, texture, presentation, and innovation, while highlighting the importance of healthy eating.
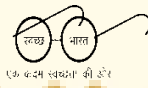
### Rules:

- Ingredients must be brought by the participants. They should ensure that the ingredients are prepped as per hygiene standards.
- The Nutri Bowl should be visually appealing, incorporating vibrant colors, creative plating, and scientific and aesthetic presentation.
- Participants are expected to maintain proper hygiene and safety protocols throughout the competition. Gloves and aprons are mandatory.
- Participants are encouraged to use healthy ingredients that align with the theme of healthy eating, integrating global flavors.

### Criteria for Judgement:

➢ Taste and Flavor
➢ Presentation and Plating
➢ Creativity
➢  Hygiene and Sanitation

**Event Coordinator: Ms. Bhavna Sharma (☎:9717068366)**

## Yūgen

### Event 9: MindSpark : Igniting AI

*"When you advertise AI, you're selling a vision of what happens when human intelligence meets AI."*

| | |
|---|---|
| **Category** | **: VI - VIII** |
| **No. of Participants** | **: A Team of Two Participants** |
| **Time Alotted** | **: 1.5 hours** |
| **Theme** | **: AI-Transforming Future of Advertising** |
| **Venue** | **: Senior Computer Lab (Final Round)** |

## Activity Description:

Participants will design an advertisement on Innovation Product related to AI. Participants will create an advertisement on AI Products using CANVA Software. The advertisement should lay emphasis on creativity, innovation and content. Only Canva software features are allowed to be used.

## Prelims Rules: (ONLINE)

- A team of two participants has to design an advertisement on the given theme.
- The advertisement should be innovative including the text and images.
- The participants will have to prepare an advertisement in digital format.
- The file of prelim round should be submitted in pdf format.
- File should be saved with event name_school name_participants' name. The pdf is to be uploaded using the submission link.
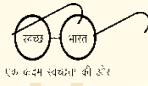
## Final Round: (OFFLINE)

- The shortlisted students will be informed via e-mail.
- The Topic will be given on the spot.

## Criteria for Judgement:

- ➢ Creativity
- ➢ Innovation
- ➢ Content
- ➢ Overall Presentation

**Event Coordinator: Mrs. Megha Sethi (☎:8130390509)**

## Event 10: Brush n Bite: Tableware Artistry

### *"Every brushstroke carries the echoes of cultures, traditions, and dreams."*

| | |
|---|---|
| **Category** | **: IX-X** |
| **No. of Participants** | **: A Team of Two Participants.** |
| **Time Allotted** | **: 2.5 hrs.** |
| **Theme** | **: Rekindling Art for Everyday Essentials** |
| **Venue** | **: School Lawn** |

### Activity Description:

Participants will creatively transform a complete set comprising a full plate, a side plate, two bowls, two spoons, and a glass into artistic masterpieces using the Tole Art painting technique.
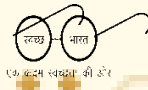
### Rules:

- Participants are required to paint a complete set comprising a full plate, a side plate, two bowls, two spoons, and a glass. All items should be aesthetically decorated using Tole Art techniques.

- Participants may use paints like acrylic, enamel, fabric paints etc. appropriate for the chosen utensil material.

- Mixed media elements (e.g. beads, fabric, metal, wire) may be added to enhance the design and texture.

- Sustainability is encouraged, with participants incorporating eco-friendly materials and ideas into their designs.

### Criteria for Judgement:

➢ Relevance to Theme
➢ Originality
➢ Creativity
➢ Aesthetic Appeal

### Event Coordinator: Ms. Neha Jain (☎:9999610074)

## Event 11: Ad-o-Mania- The Crazy Creative Pitch!

*"Advertising isn't just selling a product; it's selling a dream with a punchline!"*

| | |
|---|---|
| Category | : IX-X |
| No. of Participants | : A Team of Two Participants. |
| Time Allotted | : 3 Minutes |
| Theme | : Innovation with Communication, Creativity and Collaboration |
| Venue | : Dance Room |

### Activity Description:

Each team will be tasked with designing  a 3-minute advertisement for a product assigned by the host school.  The advertisement should be a mix of humor, creativity and marketing skills. The participants must clearly highlight the product's unique features.
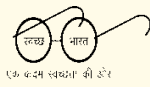
### Rules:

* The product will be assigned by the host school.
* Teams must come up with their own creative ideas.
* The performance must be in English. The language should be appropriate for the school audience, exuding fun and lightheartedness.
* The advertisement should include a catchy tagline or a slogan.
* Teams should emphasize the unique selling point (USP) of their product, making it memorable and engaging.

### Criteria for Judgement:

➢ Creativity & Originality
➢ Product Presentation & USP
➢ Entertainment Value
➢ Overall Presentation

### Event Coordinator: Ms. Poornima Tomar (☎:9582151494)

## Event 12: AgroBot: Cultivating Innovation

### *"Robotics is the art of turning fiction into fact."*

| | |
|---|---|
| **Category** | : IX-XI |
| **No. of Participants** | : A Team of Two Participants |
| **Time Allotted** | : 5-7 Minutes |
| **Theme** | : Agro Robotics- A Game Changer for Indian Economy |
| **Venue** | : Physics Lab |

### Activity Description:

The participants will display a creative robot designed to address challenges in agriculture. The focus is on building innovative, application-based robots that contribute to sustainable agricultural practices. Participants will explain their robots, highlighting both the technical and creative aspects of their designs. Participants are encouraged to use waste materials and any coding language (if required) to bring their robots to life.
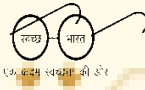
### Rules:

- Each team will consist of two participants.
- Teams will have 5 to 7 minutes to present and demonstrate their robots.
- Use of thermocol is strictly prohibited.
- Any coding language (if required) can be used to program the robots.
- The robot design should emphasize innovation and have real-world agricultural applications.

### Criteria for Judgement:

- Creativity and Innovation
- Functionality
- Presentation
- Future perspective

**Event Coordinator: Ms. Shubha Pradhan (☎:9871224218)**

### Event 13: TechnoLites: The Ultimate Gaming
#### *"Minecraft, a world where anything is possible"*

| | |
|---|---|
| **Category** | **: IX – XIII** |
| **No. of Participants Per Team** | **: Arena – 2, Build – 1, Bridge – 1** |
| **Theme** | **: AI in Virtual Space** |
| **Sub-Events** | **: Arena, Build, Bridge** |
| **Mode of Prelims** | **: Online** |
| **Mode of Finals** | **:** |

➢ **Arena: Online**

➢ **Build: Offline**    **Venue: Primary Computer Lab**

➢ **Bridge: Offline**

### General Instructions:

• There will be an online preliminary round for all the sub-events.

• One participant can participate in one sub-event.

• Everyone taking part, regardless of their sub-event, must join the Discord server. The Whatsapp group will receive a shared link for the same.

• Every participant must update their Discord name using the following format: Participant Name_Name of School_Name of Sub-event.

• A referendum conducted inside the WhatsApp group will determine the time for the preliminary rounds of the sub-events.

• Thirty minutes before the scheduled time, the links to the preliminary round server will be distributed.

### Code Of Conduct:

• There should be no spam or pointless communication in the Discord server or Whatsapp group.

• To report any technical glitches, get in touch with the moderators.

• Participant disqualification will occur immediately for using profanity or showing disrespect towards any judge, coordinator, or other participant.

• It is not permitted to use any software other than TLauncher or the official Minecraft launcher.

• Participants must stick to the default settings on any programmable keyboard or mouse they may have.

- In arena, joining forces can lead to a team's disqualification.
- The entire school team will be eliminated if any player is found to have cheated.
- Participants can get in touch with the student overseeing the competition, **Event Moderator**, if they believe they were unfairly eliminated or disqualified.

## Prelims

### Arena

All Participants will be provided same kits to combat. 6 teams with the highest total kills will qualify for the final round.

**Participants per team**: 2

**Duration**: 60 minutes

### Build

Participants will construct a structure on the given topic in creative mode.

**Participant per team**: 1

**Judgement criteria**: Originality, Aesthetics, Adherence to the theme, Intricacies, Colour Palette

**Duration**: 60 minutes

### Bridge

Participants will construct a bridge using the given theme in creative mode.

**Participant per team**: 1

**Judgement criteria**: Originality, Aesthetics, Adherence to the theme, Intricacies, Colour Palette

**Duration**: 60 minutes

## Finals

### Arena

Teams will compete in bedwars. Last team standing will be crowned as the winner of the tournament.

**Participants per team**: 2

### Build

Participants will create a creative super flat world and build a structure on the given topic.

**Participant per team**: 1

**Judgement criteria**: Originality, Aesthetics, Adherence to the theme, Intricacies, Color Palette

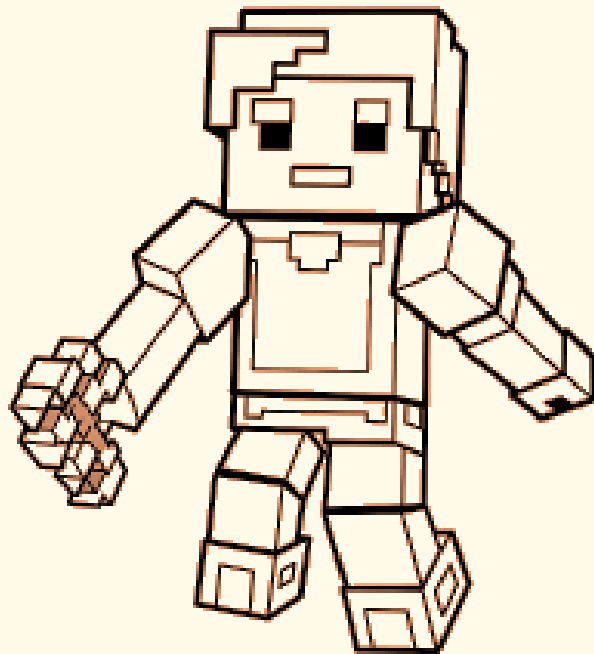**Duration**: 120 minutes

## Bridge

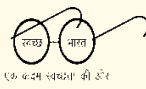Participants will construct a bridge using the given in creative mode.

**Participant per team**: 1

**Judgement criteria**: Originality, Aesthetics, Adherence to the theme, Intricacies, Color Palette

**Duration**: 120 minutes

**Event Coordinator: Mrs. Ritika Dewan (☎:88605 57191)**

## Event 14: Cultural Crescendo: Global Beats

### *"Lose yourself in Dance and find your roots."*

| | |
|---|---|
| **Category** | : IX-XII |
| **No. of Participants** | : A Team of Eight to Ten Participants |
| **Time Allotted** | : 4-5 Minutes |
| **Theme** | : Embracing Cultural Diversity around the Globe |
| **Venue** | : School Auditorium |

### Activity Description:

Participants will blend two distinct international dance forms into a unique and harmonious performance, showcasing the fusion of global traditions. Each team will present a 4–5-minute dance piece that merges the styles, techniques, and cultural elements of the selected dance forms.
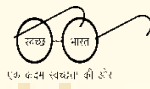
### Rules:

- Teams will choose two international dance forms to combine them in their performance.
- Each performance should be between 4 to 5 minutes.
- Choreography must integrate distinct features of both selected dance styles.
- Costumes, music, and props should reflect the cultural heritage of both dance styles.
- Teams must bring Prerecorded music in a pen drive.

### Criteria for Judgement:

➢ Cultural Integration
➢ Creativity
➢ Costumes & Props
➢ Stage Presence

### Event Coordinator: Ms. Bhumika (☎:8178650900)

# N.C. JINDAL PUBLIC SCHOOL

## Punjabi Bagh, New Delhi-110026

## Yūgen

### Event 15: Voice of Change: Shaping Tomorrow

*"A single voice can start a ripple, but many voices together create a wave of transformation."*

| | |
|---|---|
| **Category** | : XI-XII |
| **No. of Participants** | : A Team of Two Participants |
| **Theme** | : Global Perspectives on Sustainable Goals |
| **Time Allotted** | : 3 Minutes |
| **Mode** | : Online |

## Activity Description:

Teams will create a podcast episode that addresses a significant global issue, exploring how innovations or solutions resolve various challenges using design thinking. Teams are encouraged to enhance their podcasts with diverse audio-video elements like interviews, case studies, and sound effects to engage listeners effectively.

## Rules:

- Choose a theme from the following:
  - ➢ Innovations for poverty alleviation
  - ➢ Advancements in healthcare accessible to all
  - ➢ Addressing digital inequality
  - ➢ Enhancing food security through agricultural innovation
- Use high-quality audio-video equipment. Incorporate creative sound elements, interviews, and real-world case studies to make the podcast engaging and informative.
- File should be saved with event name__school name__participants' name
- Submit the completed podcast as MP4 file through the shared google form.

## Criteria for Judgement:

- ➢ Relevance to Global Issue
- ➢ Content Quality and Research
- ➢ Creativity
- ➢ Audio Quality and Presentation

### Event Coordinator: Ms. Tamanpreet Kaur (☎:9582097330)