



The Juhu Parle Education Society's

UTPAL SHANGHVI GLOBAL SCHOOL

— Not just another school —

ISO 9001  
CERTIFIED

PRABHAVATI PADAMSHI SONI  
INTERNATIONAL JUNIOR COLLEGE

Present



Uniting Eras through...

HANDBOOK

28th September, 2024



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# introduction

## About Aikyam

Aikyam, a word derived from Sanskrit, symbolizes harmony and togetherness, focusing on bringing diverse individuals to create a state of cohesion. This is the motto the Alumni of our prestigious institution wish to set, and they invite the youth to be a part of this amazing journey.

The inaugural edition of Aikyam was a resounding success, marking a significant milestone for Utpal Shanghvi Global School and Prabhavati Padamshi Soni International Junior College. The festival saw enthusiastic participation from over 1,000 students representing more than 30 schools, all coming together to compete and collaborate in a spirit of unity and excellence.

Aikyam featured a creative set of events across several categories, including Literary Arts, Performing Arts, Visual Arts, Gaming and Sports, and Informals. Each event provided a unique platform for students to showcase their talents, express their creativity, and engage in friendly competition.

As we look forward to the future editions of Aikyam, we are excited to continue fostering a blend of passion, innovation, and excellence. We are committed to making the festival even better than last year, ensuring it remains a dynamic and enriching experience for all participants. We encourage all students to join us in celebrating unity and harmony as we explore different senses of time, creating unforgettable experiences and memories.

## About USGS

Established by Juhu Parle Education Society, Utpal Shanghvi Global School (USGS) and Prabhavati Padamshi Soni International Junior College (PPSIJC) are home to over 3,000 students and their families. The school was founded in 1982 and later introduced the Cambridge International Curriculum in 2005. PPSIJC was launched in 2008 to offer the A-Level qualification, creating a seamless transition from IGCSE.

We also provide the International Early Years curriculum (IEYC, UK) from the age of 2. We launched the International Baccalaureate (IB) in 2022, which is a reflection of Juhu Parle Education Society's futuristic vision, to respond to the skill gaps of an evolving tomorrow.

USGS ranked #4 nationally and #4 in the state of Maharashtra, and is among the top 4 International Day Schools in Mumbai (Education World India Rankings 2023-2024). USGS is recognised as one of the finest schools in Zone B, ranks second in Mumbai for its renowned National and International Curriculum, and is categorized as a Top Emerging School in Mumbai, offering the International Baccalaureate (IB), by Times School Survey 2022.

Over the years we have a record of 39 World Toppers & 101 India Toppers across subjects at the IGCSE & A level and are globally accredited for our academic excellence. We also conduct a variety of extra-curricular activities to engage and challenge students, with sports constituting a major part of our schedule.

Beyond academics, our institution has launched and continues to organise successful student-led events such as TEDxYouth@PPSIJC and Global Confluence Model UN, along with regularly hosting inter-school and collegiate competitions across various fields like sports and performing arts.

*"Coming together is a beginning,  
Keeping together is progress,  
Working together is success."*



## The Principal's Desk

It is with great excitement that we present to you the second edition of "Aikyam" – a platform designed to unite schools, engage students, and celebrate our vibrant community. Following the success of our first edition, which highlighted the power of unity in diversity and fostered the integration of diverse individuals, we are thrilled to uphold and expand upon these values as we move forward.

We, at USGS and PPSIJC, are excited to welcome students once again, to participate in an array of interesting events, and to provide an unforgettable experience. I look forward to seeing all of you come together in large numbers and join us as we set out with our shared values, talents, and achievements.

I would like to extend my sincere gratitude to the organizing committee, faculty, students, and volunteers who have contributed their time and energy to make this festival possible. Your dedication and enthusiasm are greatly appreciated, and I am confident that the festival will be a resounding success because of your collective efforts.

Let us embrace the spirit of oneness and come together as we "Unite eras through...Aikyam."

Best Wishes,

Mrs. Rakhi Mukherjee  
Principal, USGS & PPSIJC

## The Vice Principal's Desk

We at USGS and PPSIJC are thrilled to introduce the second edition of Aikyam, a vibrant celebration of talent, creativity, and collaboration among students from various educational institutions. Building on the success of our first edition, we are excited to continue fostering an environment of healthy competition, teamwork, and personal growth.

Aikyam aims to provide a platform for students to showcase their abilities and interact with their peers from other schools. This event encompasses a wide range of activities, catering to diverse interests and talents, and is designed to offer students invaluable learning experiences beyond the confines of the classroom. Through participation, students will develop skills such as leadership, communication, problem-solving, and sportsmanship, broadening their horizons and enhancing their overall personal growth.

We are deeply grateful to the schools that participated last year and contributed to making the event a grand success. Your enthusiasm and commitment played a pivotal role in the success of Aikyam, and we look forward to your continued support.

As we embark on this exciting journey once again, let us come together to honor unity and harmony, creating unforgettable experiences and memories. We invite you to join us in celebrating the spirit of Aikyam and making this year's festival even more spectacular.

Best Wishes,

Mrs. Shubhangi Amonkar  
Vice Principal, USGS & PPSIJC



# notes from

## The Chairperson

As an alumni and a proud member of Aikyam's first edition, it gives me immense pleasure to introduce the second edition of Aikyam. Our journey began last year with an ambitious vision, and thanks to the collective efforts of our dedicated teachers, enthusiastic students, supportive alumni, and participating schools, we turned that vision into a resounding success.

Aikyam proved to be a platform where creativity and camaraderie thrived, bringing together a diverse group of individuals in a harmonious celebration of talent and culture.

This year, we are excited to build on that foundation and take Aikyam to new heights. We aim to make this edition even more spectacular, with innovative events and opportunities that promise to challenge and inspire all participants. Our festival continues to be driven by the passion and dedication of our alumni and students, ensuring that every aspect of Aikyam resonates with the spirit of unity and excellence.

I extend my heartfelt gratitude to the schools that participated last year, making the event a grand success with their enthusiasm and commitment. Your support has been invaluable, and we look forward to your continued participation. To the new schools joining us this year, we welcome you with open arms and eagerly anticipate the fresh energy and perspectives you will bring to Aikyam.

We also owe a tremendous debt of gratitude to our sponsors and partners, whose generous support and collaboration have been instrumental in making Aikyam possible. Your contributions have not only enhanced the quality of our event but have also helped in creating a lasting impact on our community.

Together, let us create memorable experiences, celebrate our collective achievements, and foster an environment where talent and creativity flourish. Here's to another year of remarkable performances, lasting friendships, and the joy of coming together as one community.

Thank you for being a part of this incredible journey. Let's make Aikyam 2024 an unforgettable experience for everyone involved!

Warm regards,

Mr Varun Chhabria  
Chairperson, Aikyam 2024



# organising committee

## core committee

**Varun Chhabria**  
Chairperson

**Akriti Kerawala**  
Vice-Chairperson

**Raj Katwala**  
Vice-Chairperson

## event heads

**Prisha Zaveri**  
Performing arts

**Aasmi Shah**  
Literary arts

**Vidhi Sanghvi**  
Visual arts

**Jash Paleja**  
**Chaitanya Chavan**  
Gaming and Sports

**Shruti Sehgal**  
Informals

**Jai Bhayani**  
Online events

## department heads

**Saanjh Agarwal**  
School and College  
Communication

**Pratha Kerawala**  
Hospitality

**Jinay Jagawat**  
Security

**Helly Gala**  
Logistics

**Rinika Chheda**  
**Aaroshee Doshi**  
Marketing

**Kritika Mandholia**  
Finance

**Tanooj Mehra**  
Technical

**Yuvraj Veera**  
Photography and Social Media

**Navya Jain**  
**Tavishi Kanojia**  
Design

**Dhruvi Lakhani**  
Content



# Aikyam'23

Presenting some key moments from our previous edition– where 1000+ students across 30+ schools united Eras through Aikyam.



# Timeline

**24<sup>th</sup>**  
August



Contingent leader meet  
11am – 1pm

**7<sup>th</sup>**  
September



Online Registration  
Closing

**11<sup>th</sup>**  
September



Offline Registration  
Closing

**14<sup>th</sup>**  
September



Submissions for Online  
events

**21<sup>st</sup>**  
September



Online Live Events

**28<sup>th</sup>**  
September



Aikyam' 24



# रपोट्स इ regulations

- . There is no participation fee for the schools / colleges to participate in Aikyam'24.
- . Entry is open throughout the day of the festival, however, participants must enter 2.5 hours prior to their event time, to keep enough time for entry and registration.
- . For events starting at 7.00 am the gates will open at 6.00 am. However, there are no restrictions on the contingent entering together on the basis of their event timings.
- . A participant will only be allowed to register for a maximum of 2 events. If registering for 2 events, participants must be mindful of the schedule and ensure that their chosen events do not overlap.
- . Participants can enjoy the festival and attend other events as audience, till the closing ceremony and prize distribution at the end of the day.
- . Participants are allowed to leave the school premises once their event ends, however re-entry would not be allowed and entry will be only permitted on a valid gate pass.
- . Other than participants, a maximum of 8 students can accompany their contingent.
- . A maximum of 2 teachers will be allowed to accompany and represent each contingent.
- . Contingent members should not disclose the name of their school or college to anyone during the entirety of the fest.
- . Members of the contingent will not be allowed to enter the premises in school uniform.

- . Breaching security rules, misbehaving with the organising committee, use of abusive language and vulgar gestures will not be tolerated.
- . Any restricted items found during entry will be confiscated. (Eg: E-cigarettes, knives, lighters etc.)
- . Contingent Leaders (CLs) / Assistant Contingent Leaders (ACLs) / Teachers in charge are not allowed to meet/converse with the judges.
- . Cheating, prompting answers, vandalism and indecency is strictly prohibited. Disciplinary action will be taken against the same.
- . All decisions made by the judges will be final and binding. No score sheets will be shared. Objections to results will not be entertained.
- . All participants will receive a Certificate of Participation and winners will be awarded prizes.
- . Trophies will be awarded to the top 3 schools for online events and offline events separately.
- . Participants must carry their props, equipment, electronics for required events unless mentioned otherwise.
- . All props and other items carried by the participants during the event are the responsibility of the participants. We do not guarantee the safety/ security of the same.
- . Decisions made by organisers will be final and binding. Organisers reserve the right to alter the rules and regulations at any point of time if needed.
- . Students can carry their food items and access the in-house canteen. Eating in the school premises is strictly prohibited and all food items should be consumed in the canteen area only.
- . Kindly note that organisers are at the discretion of cancelling an event prior to the day of the festival.
- . Students should be dressed in modest attire.
- . The age group for online events is 4th to 7th grade students.
- . The age group for offline events is 8th to 12th grade students.



# registration process

. Firstly, the schools must register themselves along with their teacher-in-charge, contingent leader and assistant contingent leader.

. The registration form is available on our official website –  
<http://aikyam.ppsijc.org>

. Post the contingent registration, the registered staff and the contingent leaders will receive a mail consisting of their Contingent Code and an exclusive password.

. Using the Contingent Code and Password, the contingent must log into their dashboard via the Aikyam website. The online and offline event registrations will close on 7th September 2024 at 11:59 pm and 11th September 2024 at 11:59 pm respectively.

. Post event registration, event confirmation will be given on a first-come-first-serve basis.

. If an event reaches its maximum capacity, the participants will be waitlisted. An email regarding the same will be shared to the contingent leaders.

. If a school is participating in both online and offline events, the contingent code will remain the same.

## ON THE DAY OF THE FEST:

. Either the contingent leader, assistant contingent leader or teacher in charge must register at the main registration desk and collect the Proof of Participation (POP) and Entry Passes for their entire contingent at the start of the festival and before their first event.

. CL/ACLs to carry the following 2 documents on the day of the festival:

- List of all the participants with their Grade and Event name – to be printed on the school letterhead and signed by the teacher in charge/principal.
- All participants must carry their school ID cards (In absence of school ID cards, digital copy of government identity of each participant must be shown at the event registration desk).

. Upon validating their identity, the CLs/ACLs will be given the Proof Of Participation for their teams from the main registration desk. (Please note – only CLs/ACLs can register the contingent on the day of the event).

. All participants must retain their proof of participation for each event and present the same at the event registration desk.

. The participants are expected to register for their specific events at the event registration desk accompanied by their teacher in charge/CL/ACL. The identity cards for each participant will be checked at the Event registration desk.

. Event specific registrations will open 1 hour prior to the event for group events and 45 minutes prior for individual events. Registrations will close 15 minutes prior to the event.

. Entry to the festival is open throughout the day, however entry to the festival will be strictly on an entry pass basis. Only one entry pass will be issued per participant and all entry passes for the entire contingent will be given to the CL / ACLs at the time of registration at the start of the festival.



# Scoring pattern

The table below will outline scoring for both online and offline events:

| Event type    | Level 1                                         | Level 2                                         | Level 3                                         |
|---------------|-------------------------------------------------|-------------------------------------------------|-------------------------------------------------|
| Participation | 60 pts                                          | 40 pts                                          | 30 pts                                          |
| Qualification | 120 pts                                         | 80 pts                                          | 60 pts                                          |
| NPR           | -130 pts                                        | -100 pts                                        | -80 pts                                         |
| NPQ           | -210 pts                                        | -180 pts                                        | -150 pts                                        |
| Winners       | 1st - 450 pts<br>2nd - 420 pts<br>3rd - 390 pts | 1st - 400 pts<br>2nd - 360 pts<br>3rd - 320 pts | 1st - 300 pts<br>2nd - 260 pts<br>3rd - 220 pts |

## KEY TO THE SCORING PATTERN:

N.P.R – Non Participation on Registration

N.P.Q – Non Participation on Qualification

*Scores will be available at the Information Desk.*

**Please note:** the overall scoring will be maintained separately for online and offline events.

The top 3 prizes will be awarded separately for online and offline events.



# List of Events

## Literary Arts

|                            |    |
|----------------------------|----|
| 1. Aikyam Assembly         | 24 |
| 2. Kuch toh gadbad hai     | 26 |
| 3. Marketing Mavericks     | 28 |
| 4. Adaalat                 | 30 |
| 5. Thinking inside the box | 32 |

## Visual Arts

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| 1. Creative Confluence | 36 |
| 2. Modern Renaissance  | 38 |
| 3. Comic Chronicles    | 40 |
| 4. Aikyam Productions  | 42 |

## Performing Arts

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|---------------------------|----|
| 1. Symphonic Showdown     | 46 |
| 2. Character Collision    | 48 |
| 3. Street Style Spectacle | 50 |

## Informals

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| 1. Aikyam Masterchef | 54 |
| 2. In-quiz-itive     | 56 |
| 3. Aikyam Arcade     | 58 |

## Gaming and Sports

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| 1. Football Fiesta | 62 |
| 2. Racquet Riot    | 64 |
| 3. Relay           | 66 |
| 4. Gully Cricket   | 68 |
| 5. Queen's Gambit  | 70 |
| 6. Get.Set.Quiz    | 72 |
| 7. Remontada       | 74 |
| 8. Retro Wii-Wind  | 76 |
| 9. V R Boxing      | 78 |

## Online Events

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|--------------------------|----|
| 1. Whispers of the World | 84 |
| 2. Map the Moves         | 86 |
| 3. Stamp Studio          | 88 |
| 4. Music Mania           | 90 |
| 5. Utopia Unveiled       | 92 |
| 6. Giggles on the Go     | 94 |
| 7. Game On               | 96 |
| 8. Fashion Fusion        | 98 |





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# literary arts

Event head:

*Aasmi Shah*

+91 84335 36820

## *Events:*

Aikyam Assembly

Kuch toh gadbad hai

Marketing Mavericks

Adaalat

Thinking inside the box



# AIKYAM ASSEMBLY

There is only 1 thing to do when 2 people have  
diametrically opposing views on a subject:  
**UNSTRUCTURED DEBATE!**



## AIKYAM ASSEMBLY



8th-12th  
Grade



20 teams



1 participant  
per team



2 Hours

### Event Description:

Participants engage in a turncoat form of debate where the speaker debates against oneself. The speaker starts by taking a stance on the topic and switches sides after a specific duration of time. The judges will be given a buzzer which, when pressed, will mean that the speaker has to change their stance. This unique format challenges participants to think critically and articulate both sides of an argument with equal conviction.

### Rules:

- 01 Topic Assignment: Topics will be provided on the spot.
- 02 Preparation Time: Participants will be given 15 minutes to prepare once the topic is revealed.
- 03 Debate Structure: Total time for each debate will be 10 minutes, divided into:
  - 1.5 minutes each for Opening Statements.
  - 5 minutes for Rebuttals.
  - 1 minute each for Closing Statements.

### Judging Criteria:

- 01 Transition: Emphasis on how smoothly the speakers change their
- 02 Subject Matter: Validity of arguments and the explanations provided by the speaker, including supporting examples.
- 03 Language and Manner: Appropriate and accurate use of language, including confidence, clarity, body language, and intonation in speech.



Unleash your inner journalist! Showcase your reporting skills in an event that combines powerful writing and impactful speaking. Can you capture the essence of a story and engage your audience?



## KUCH TOH GADBAD HAI



8th-12th Grade



20 teams



1 participant per team



2 Hours

### Event Description:

Participants will step into the shoes of investigative journalists, tasked with uncovering hidden truths and mysteries surrounding a tragic event. This event challenges participants to use their quick wits, keen observation, and writing skills to create a compelling newspaper article. They must gather information, interview survivors, victims, and witnesses, and then craft a story that captures the essence of the incident within a limited time frame.

### Rules:

- 01 Scene Observation: Participants will be shown a particular scene for 5 minutes.
- 02 Interviews: Participants will be given time to question survivors, victims, and witnesses. Each participant will be allowed to ask 3 questions only.
- 03 Writing Time: 40 minutes will be allocated to prepare a newspaper article.
- 04 Article Requirements: The handwritten article must be between 350 - 500 words long.
- 05 No Gadgets: Use of the internet or any electronic gadgets is not permitted.

### Judging Criteria:

- 01 Language & Grammar: Accuracy and fluency in writing.
- 02 Cohesiveness with the Scene: How well the article aligns with the observed scene and gathered information.
- 03 Creativity: Originality and creativity in presenting the story.
- 04 Unique Line of Questioning: Insightfulness and uniqueness of the questions posed during interviews.

## LITERARY ARTS



# MARKETING MAVERICKS

Pitch your way to success in our dynamic Marketing event! Showcase your creativity and business acumen as you present innovative ideas. Do you have what it takes to impress the judges and seal the deal?



## MARKETING MAVERICKS



8th-12th Grade



20 teams



2 participants per team



3 Hours

### Event Description:

Participants will embark on a two-part marketing challenge designed to test their knowledge, creativity, and presentation skills. The event kicks off with an engaging quiz, points earned in this quiz will provide participants a head start with the additional resources for the next phase. Armed with their quiz scores and newfound insights, teams will then proceed to the main challenge: crafting a compelling marketing pitch.

### Rules:

- 01 Round 1: The first round is a classic quiz based on business/ marketing/ entrepreneurship, helping the teams gain points which can be utilized in the auction round.
- 02 Round 2: The next round would be an auction of the products and the ambassadors, which will be bought on the basis of the total points earned by each team.
- 03 Round 3: In the final round, participants will have 60 minutes to prepare a compelling marketing pitch for the brand they selected during the auction round.
- 04 Time limit: The time limit for each presentation is 5 minutes

- 05 Device Usage: Participants will be required to carry their electronic devices in order to make the presentation.

### Judging Criteria:

- 01 Creativity and Innovation in Pitch: Originality and inventiveness in the marketing strategy.
- 02 Execution and Presentation: Clarity and professionalism in presenting the pitch.
- 03 Branding and Impact: Effectiveness of the branding and the overall impact of the marketing pitch.

## LITERARY ARTS



# ADAALAT

Step into the drama of a high-stakes criminal trial in our thrilling moot court event! Present your case with compelling arguments and intriguing questions. Will your team convince the judge and secure a verdict in your favour?



## ADAALAT



11th-12th  
Grade



10 teams



2 participants  
per team



3 Hours

### Event Description:

Participants will engage in a moot court, simulating a criminal proceeding in a court trial. Each team will be allotted a case in advance however their roles as Prosecution or Defense will be determined through chit-picking on the day of the event. Teams will prepare witnesses for both sides and engage in Chief and Cross questioning.

### Rules:

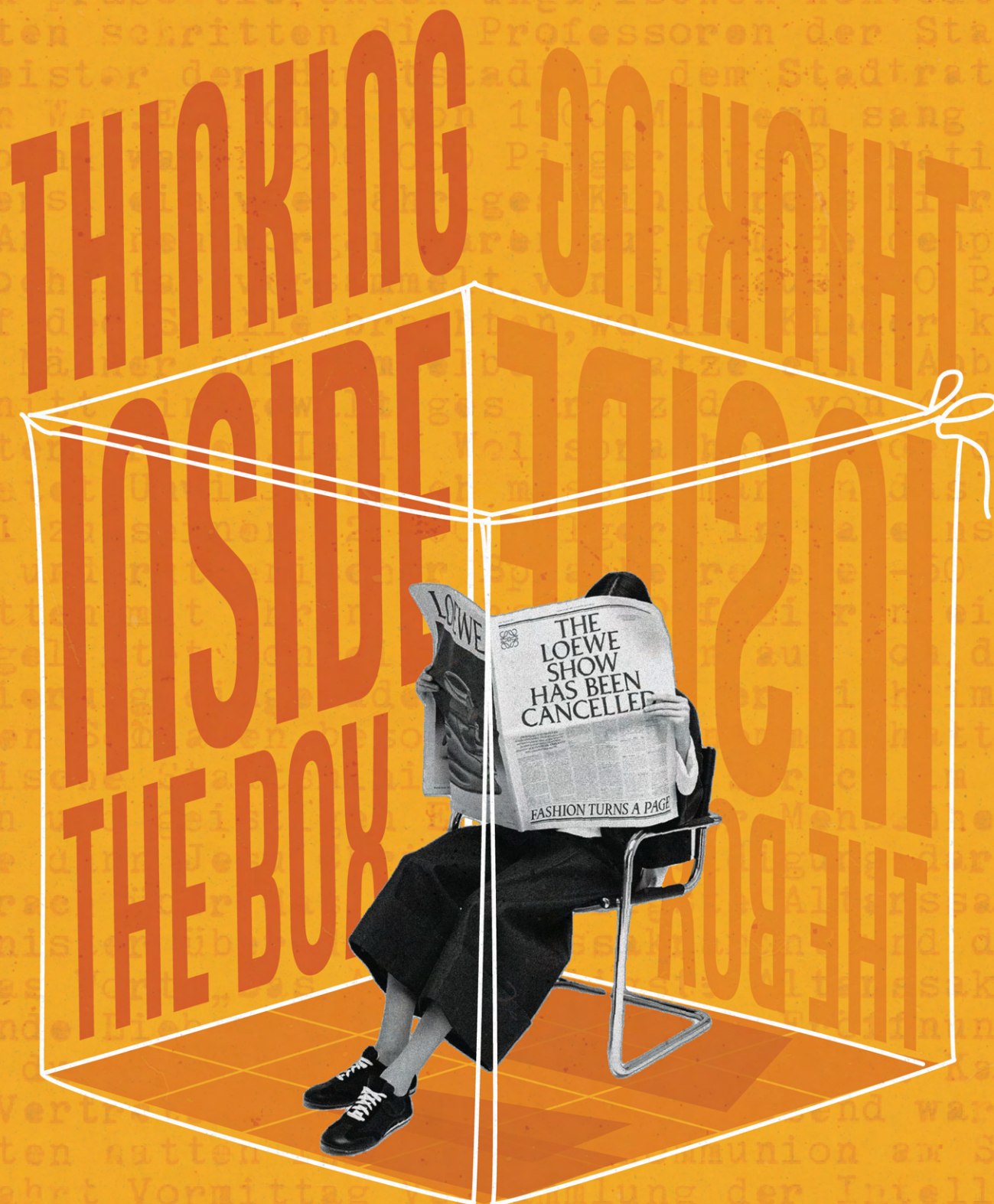
- 01 Team composition: 1 lawyer + 1 witness
- 02 Case Preparation: Cases will be provided to participating teams 1 week in advance.
- 03 Chief Questioning: 3 minutes will be allotted for the chief questioning, which must be structured and prepared in advance, subject to the judge's discretion.
- 04 Cross Questioning: 6 minutes will be allotted for cross-questioning.
- 05 Closing statement: 1 minute will be given to each team to deliver their closing remarks.

### Judging Criteria:

- 01 Questioning: Effectiveness and thoroughness of Chief and Cross questioning.
- 02 Content and Use of Facts: Accuracy and relevance of facts presented.
- 03 Argument Delivery and Presentation: Clarity and persuasiveness in presenting arguments.
- 04 Structure and Quality of Arguments: Logical flow and strength of the arguments.
- 05 Closing Criteria: Ability to engage with the court and respond to questions.
- 06 Etiquette and Professionalism: Adherence to courtroom etiquette and professional behavior.

## LITERARY ARTS





Words hold the power to unlock secrets! In 'Thinking Inside the Box,' use your storytelling skills to guide the audience through a mysterious narrative. Can you paint vivid pictures with your words and keep everyone engaged?

## THINKING INSIDE THE BOX



8th–12th  
Grade



20 teams



1 participant  
per team



3 Hours

### Event Description:

Participants will begin by picking an object from a box while blindfolded, adding an element of surprise to the challenge. Once the object is revealed, they will be provided with a few words or phrases related to the object. Here's the catch: these words or phrases are taboo and cannot be used in the participant's narrative. Participants will be given a brief preparation time to organize their thoughts and structure their speech. The challenge lies in delivering a coherent, engaging, and informative narrative without using the restricted words or phrases.

### Rules:

- 01 Blindfolded Object Selection: Participants must select their object from a box while blindfolded.
- 02 Taboo Words/Phrases: A list of taboo words or phrases related to the object will be provided and must not be used in the speech. Using any taboo word will lead to negative points.
- 03 Preparation Time: Preparation time of 5 minutes will be given to prepare the speech.
- 04 Speech Duration: Each participant will have 2 minutes to deliver their speech.
- 05 Language and Conduct: The speech must be in English, with no use of explicit language or inappropriate content.
- 06 Originality: Participants must create an original narrative and avoid plagiarism.
- 07 Use of any kind of devices during this event is strictly prohibited.

### Judging Criteria:

- 01 Creativity: Ability to creatively navigate around the taboo words and phrases.
- 02 Coherence: Clarity and logical flow of the speech.
- 03 Engagement: Ability to captivate and maintain the judge's interest.
- 04 Delivery: Confidence and effective use of voice modulation.



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Event head:

*Vidhi Sanghvi*

+91 98198 27628

### *Events:*

Creative Confluence

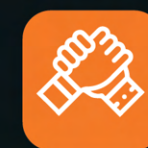
Modern Renaissance

Comic Chronicles

Aikyam Productions



## CREATIVE CONFLUENCE

8th-12th  
Grade

20 teams

2 participants  
per team

2 Hours

# creative confluence

Explore the power of artistic expression  
as you transform ordinary tools and  
mediums into extraordinary art pieces.

## Event Description:

Step into a dynamic art competition where creativity meets challenges. Participants will be provided with a variety of mediums and tools, and tasked with creating an art piece that evolves based on a changing theme throughout the event. This unique approach pushes artists to adapt quickly, think creatively, and produce stunning artworks that capture the essence of each theme transition.

## Rules:

- 01 Medium and Tool Usage: Participants must use only the provided mediums and tools to create their artwork.
- 02 Designated Area: Participants must remain within their assigned areas in the classroom to maintain decorum.
- 03 Tool Care: All provided tools should be handled with care and returned to the organising committee after the event.

## Judging Criteria:

- 01 Theme Incorporation: How well the artwork reflects the evolving theme.
- 02 Tool Utilization: Creative and effective use of the provided tools.
- 03 Colour Scheme: Use of colours to enhance the visual appeal of the artwork.
- 04 Design Principles: Application of design principles such as balance, contrast, harmony, and composition.

## VISUAL ARTS



# MODERN RENAISSANCE

A twist on timeless classics. Tradition meets innovation in a creative spectacle! Experience the fusion of classic and modern as animated characters breathe new life into Western masterpieces.

L3

Event Category

## MODERN RENAISSANCE



8th–12th Grade



15 teams



1 participant per team



2.5 Hours

### Event Description:

Participants shall be given a Western classic art piece which would need to be digitally altered by incorporating animated characters and elements into it. This event challenges participants to merge traditional art with modern animation, creating unique and imaginative reinterpretations of classic masterpieces.

### Rules:

- 01 Equipment: All participants have to carry their digital equipment for editing (laptops and tablets)
- 02 Time Limit: All participants will be given 2 hours to prepare their modified painting.
- 03 Presentation: Each participant will have a maximum of 2 minutes to present their final design to the judges.
- 04 Originality: Plagiarism is strictly prohibited.
- 05 AI Usage: The use of any Artificial Intelligence program is not allowed.

### Judging Criteria:

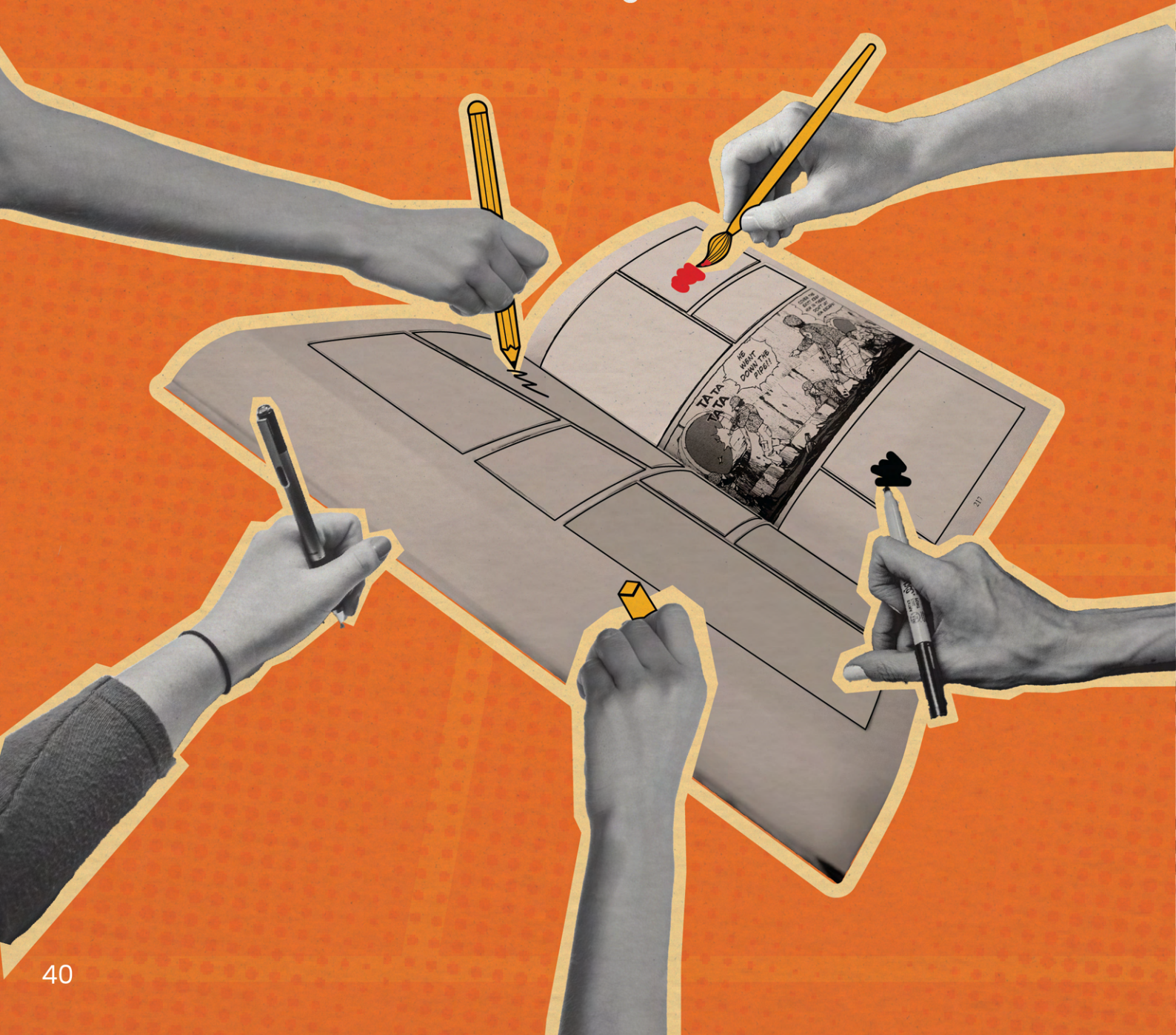
- 01 Creativity and Originality: The uniqueness of the concept and the novelty demonstrated in merging classic art with animated elements.
- 02 Technical Skill: The level of digital skill displayed in altering the classic art piece, including attention to detail and precision.
- 03 Cohesion: How seamlessly the animated characters and elements are integrated into the classic art piece, maintaining a harmonious overall composition.
- 04 Aesthetic Appeal: The overall visual attractiveness and artistic quality of the final piece.

## VISUAL ARTS



# COMIC CHRONICLES

Step into the realm of comic artistry and weave your own adventures! Draw, ink, and narrate your curated stories in this creative challenge.



## COMIC CHRONICLES



8th-12th  
Grade



15 teams



2 participants  
per team



2 Hours

### Event Description:

Bring a complete comic strip to life by curating an engaging story around a provided central comic panel. This event challenges participants to craft both the starting and ending sequences that integrate seamlessly with the given comic piece. Character development, plot progression, and visual coherence should be used to transform a single panel into a compelling narrative. The goal is to create a story that not only captivates the audience but also flows naturally from the central panel, showcasing the participants' creativity and technical prowess.

### Rules:

- 01 Size of canvas: A2 papers will be provided.
- 01 Drawing Tools: Participants are allowed to use traditional drawing tools such as pencils, colour pencils, and markers.
- 01 Tool Care: Tools provided should be handled with care and returned to the school.

### Judging Criteria:

- 01 Creativity: The originality and innovation of the story and artwork.
- 01 Continuity: How well the new sequences integrate with the provided central panel.
- 01 Narrative Cohesion: The clarity and coherence of the overall story.
- 01 Artistic Quality: The technical skill and visual appeal of the drawings.



Calling the Indian Christopher Nolans! Become a filmmaker with Aikyam Productions!

Bring your vision to life in a film-making challenge with a unique twist. Will your movie entertain and leave a lasting impact?

# AIKYAM PRODUCTIONS



8th-12th  
Grade



15 teams



3 participants  
per team



6 Hours

## Event Description:

Participants are tasked with filming various events and activities happening around the fest and then editing the footage to create a short film of 2-3 minutes. A specific criterion for the film will be given on the day of the competition to guide the focus and style of the final piece. This challenge pushes participants to think on their feet, capturing the vibrancy and essence of the fest while adhering to the given theme.

## Rules:

- 01 Time Allocation: Teams will be given 4 hours for shooting and 2 hours for editing their video.
- 02 Video Length: The maximum time limit for the final video is 3 minutes.
- 03 Conduct: Any disturbance to other events due to participants filming will lead to negative marking.
- 04 Equipment: Cameras, laptops, and editing equipment must be brought by the participants themselves.

## Judging Criteria:

- 01 Adherence to Criteria: How well the film follows the specific theme/criterion provided on the day of the event.
- 02 Creativity: The originality and innovation displayed in the film.
- 03 Technical Quality: The technical aspects of the film, including editing, sound, and visual quality.
- 04 Storytelling: The effectiveness and coherence of the narrative.

## VISUAL ARTS





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# performing arts

Event head:

*Prisha Zaveri*

+91 99309 19939

## *Events:*

Symphonic Showdown

Character Collision

Street Style Spectacle

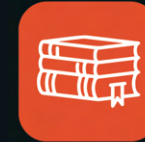


# SYMPHONIC SHOWDOWN

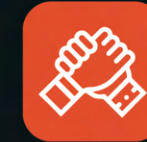


Tunes, Talent, Thunder! Join us for an unforgettable showcase of music where singers and their instruments come together to create magic on stage. Are you ready to unleash the rhythm within?

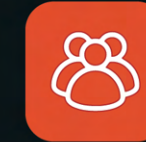
## SYMPHONIC SHOWDOWN



8th-12th Grade



16 teams



4-6 participants per team



3 Hours

### Event Description:

Create a seamless musical composition by fusing songs using their acoustic instruments, weaving a sonorous saga that captivates the audience. The fusion can be based on dialect, genre, country, theme, decade, or any other creative concept. Imagine blending retro Bollywood hits with current Indie pop—like mixing "Gulabi Aankhein" with "Shape of You" using a guitar and a clap box. The possibilities are endless, and the stage is yours!

### Rules:

- 01 Fusion Requirement: A minimum of one type of fusion is compulsory, and teams are permitted to choose multiple songs, as long as the time limit is not exceeded.
- 02 Instruments: Participants must bring their own acoustic instruments (no electricity or amplification required).
- 03 Time Limit: A setup time of 3 minutes will be provided and the performance should be between 3-4 minutes. Exceeding the allotted time will result in penalties.
- 04 Dress Code: Participants' outfits should be modest and appropriate. No sleeveless, backless, cropped, deep neck, ripped, shorts, or any costumes that show a lot of skin.

- 05 Song Selection: Songs chosen shall not contain explicit content.

### Judging Criteria:

- 01 Instrument Skill: Proficiency and technical skill in playing the acoustic instruments.
- 02 Vocal Ability: Vocal control and technique.
- 03 Creativity and Originality: Innovation and uniqueness in song selection and arrangement.
- 04 Synchronization: Coordination and timing between the singer and the instrumentalists.

## PERFORMING ARTS



# CHARACTER COLLISION

**Masala Drama:  
“A spicy stage saga”**



From Bollywood to Hollywood, Sports to the Senate and everything in between, create a combination of your favourite personalities into one epic performance. Let the drama unfold!

L2

Event  
Category

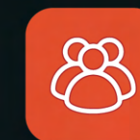
## CHARACTER COLLISION



8th–12th  
Grade



16 teams



5 participants  
per team



3 Hours

### Event Description:

- Round 01** Each team must select five distinct characters of their choice and integrate their stories into a single skit, creating a cohesive narrative. For example, characters like Munna Bhai, Donald Trump, Spiderman, and Orry could interact within a unified scenario.
- Round 02** The Top 8 teams will qualify for this round, where each team will choose one participant to send for who will be asked questions similar to those in pageant shows. Responses must be delivered as the character being portrayed.

### Rules:

- 01 Performance Time Limit: Round 1 will have a maximum time limit of 5 minutes.
- 02 Language and Actions: Dialogues and Actions must not contain any explicit language or indecent gestures.
- 03 Character Selection: Characters selected must be appropriate for a school environment.
- 04 Costume Guidelines: Participants' outfits should be modest and appropriate, accurately representing the character. No sleeveless, backless, cropped, deep neck, ripped, shorts, or costumes that show a lot of skin.
- 05 Props: Basic props used to aid the character's role will be permitted. Please avoid using large and heavy props.

### Judging Criteria:

- 01 Performance: Authenticity, emotional depth, and character portrayal.
- 02 Delivery: Clarity of speech, timing, and expression.
- 03 Script and Dialogue: Creativity and originality of the script.
- 04 Direction and Staging: Effective use of stage space and direction.
- 05 Costumes and Makeup: Creativity in costumes and makeup.

## PERFORMING ARTS



# STREET STYLE SPECTACLE

Join us for a showdown, where rhythm, moves, and energy collide in a spectacular dance competition. Are you ready to take the stage and showcase your street dance prowess? Let the battle begin!

## STREET STYLE SPECTACLE

L1

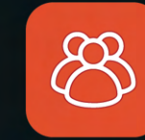
Event Category



8th-12th Grade



16 teams



10-12 participants per team



3 Hours

### Event Description:

- Round 01**  
**SHOW-CASE** Each team will unleash their creativity by preparing a street dance choreography lasting up to 3 minutes. The theme for the choreography is 'Bollywood Bash,' inviting vibrant and energetic performances on catchy Bollywood songs!
- Round 02**  
**GROUP BATTLE** Eight teams will qualify for this round and will be given songs on the spot. They will perform an impromptu routine, testing their ability to adapt quickly and showcase their improvisation skills under pressure.
- Round 03**  
**IMPROMPTU DANCE CHALLENGE** In this round, each team will send 5 members to the stage, one by one, to perform an impromptu dance. Each participant will have 30 seconds to showcase their best moves to a song chosen and played by us. The key is to stay spontaneous, have fun, and let the music guide your performance!

### Rules:

- 01 Time Limit: Teams exceeding the time limit will be penalized.
- 02 Costumes: All costumes should be brought by the participants themselves and must be modest and appropriate. No sleeveless, backless, cropped, deep neck, ripped, shorts, or costumes that show a lot of skin.
- 03 Music: Pre-recorded music should be handed over in a pen drive in mp3 format. Songs chosen should be appropriate for a school environment and must not contain explicit lyrics.

### Judging Criteria:

- 01 Choreography: Skill level and creativity of the dance moves.
- 02 Performance and Expressions: Energy, emotion, and engagement with the audience.
- 03 Synchronization and Ensemble Work: How well the team performs together.
- 04 Costumes: Appropriateness and creativity of the costumes.
- 05 Stage Utilization: Effective use of the performance space.
- 06 Adherence to Theme: How well the performance aligns with the given theme.





04



# inforama

Event head:

*Shruti Sehgal*

+91 83696 93694

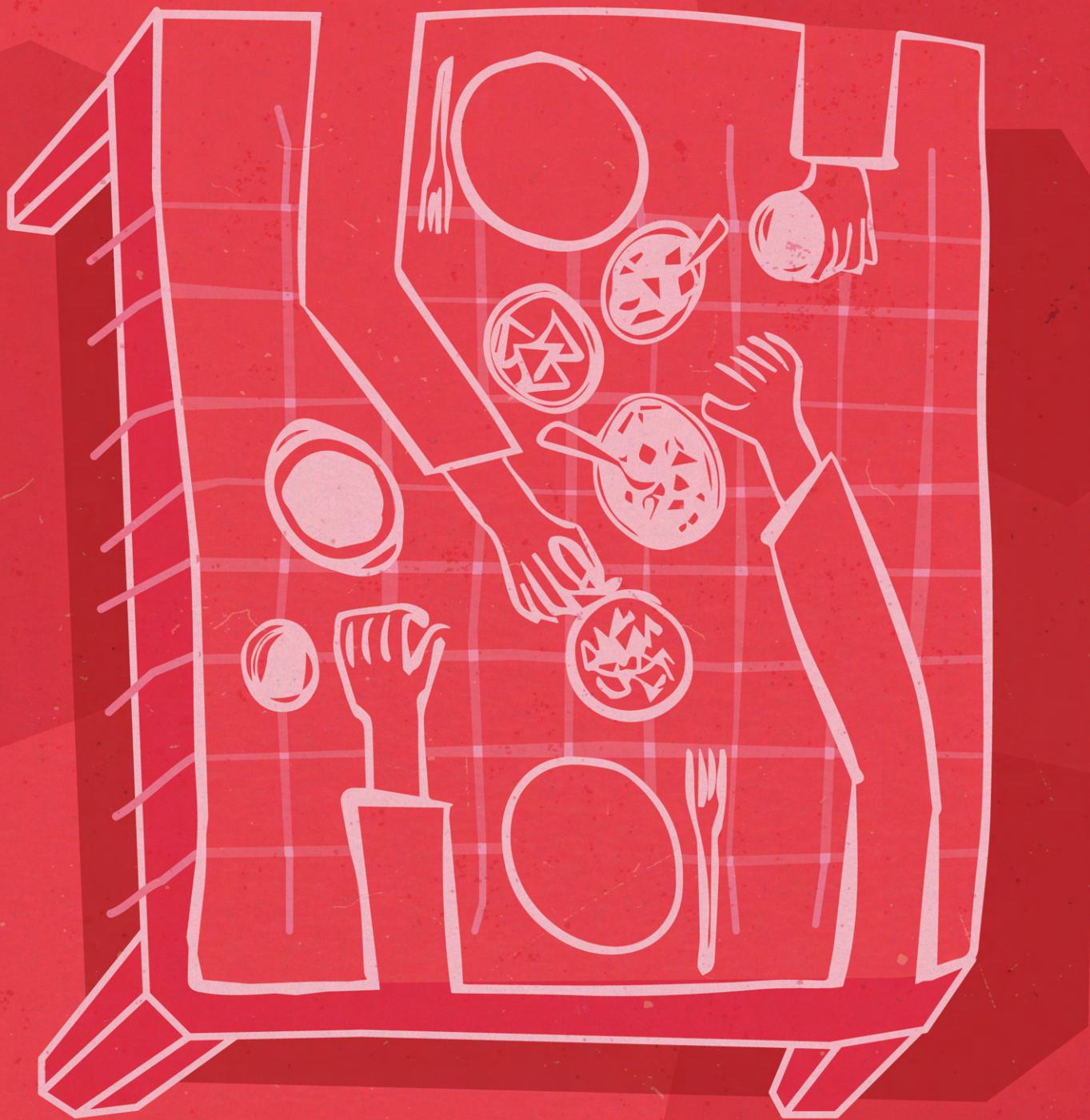
## *Events:*

Aikyam Masterchef

In-quiz-itive

Aikyam Arcade





# AIKYAM MASTERCHEF

Craft, Cook, Conquer: Inviting young chefs to the culinary adventure of the year! Sharpen your knives, put on your aprons, and let the mystery box magic begin!

L1

Event  
Category

## AIKYAM MASTERCHEF



8th-12th  
Grade



12 teams



2 participants  
per team



1.5 Hours

### Event Description:

Each team receives a mystery box. Inside, a treasure trove of unique ingredients await, each one begging to be transformed into a culinary masterpiece. The challenge? Teams must use these ingredients to create two dishes: one savory and one sweet. With no stove or oven to rely on, your creativity and teamwork will be put to the ultimate test.

**Extra Ingredient Challenge:** During the competition, teams will have the chance to earn one extra ingredient which could be the key to elevating their dishes!

### Rules:

- |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            |                                                                                                          |
|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------|
| <p>01 Each team will consist of two participants.</p> <p>02 No Cooking Gas: Participants must rely on other methods such as using cold ingredients, hand mixers, or any other provided equipment that doesn't require cooking gas.</p> <p>03 No ingredients to be carried by the teams</p> <p>04 Teams are not required to carry any utensils, equipment or plating material, everything required would be provided as part of the event.</p> <p>05 Time Limit: Teams will have 60 minutes to plan, prepare, and present their dishes.</p> | <p>06 Cleanliness: Keep your workstation clean and organized. Points may be deducted for untidiness.</p> |
|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------|

### Judging Criteria:

- |                                                                                                                                                                                                                                                                                |
|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <p>01 Appearance – Dishes will be judged on their presentation</p> <p>02 Taste – Fusion and harmony of flavors</p> <p>03 Creativity – Showcase your ability to think outside the box</p> <p>04 Cleanliness: Cooking stations and dishes presented should be neat and tidy.</p> |
|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|

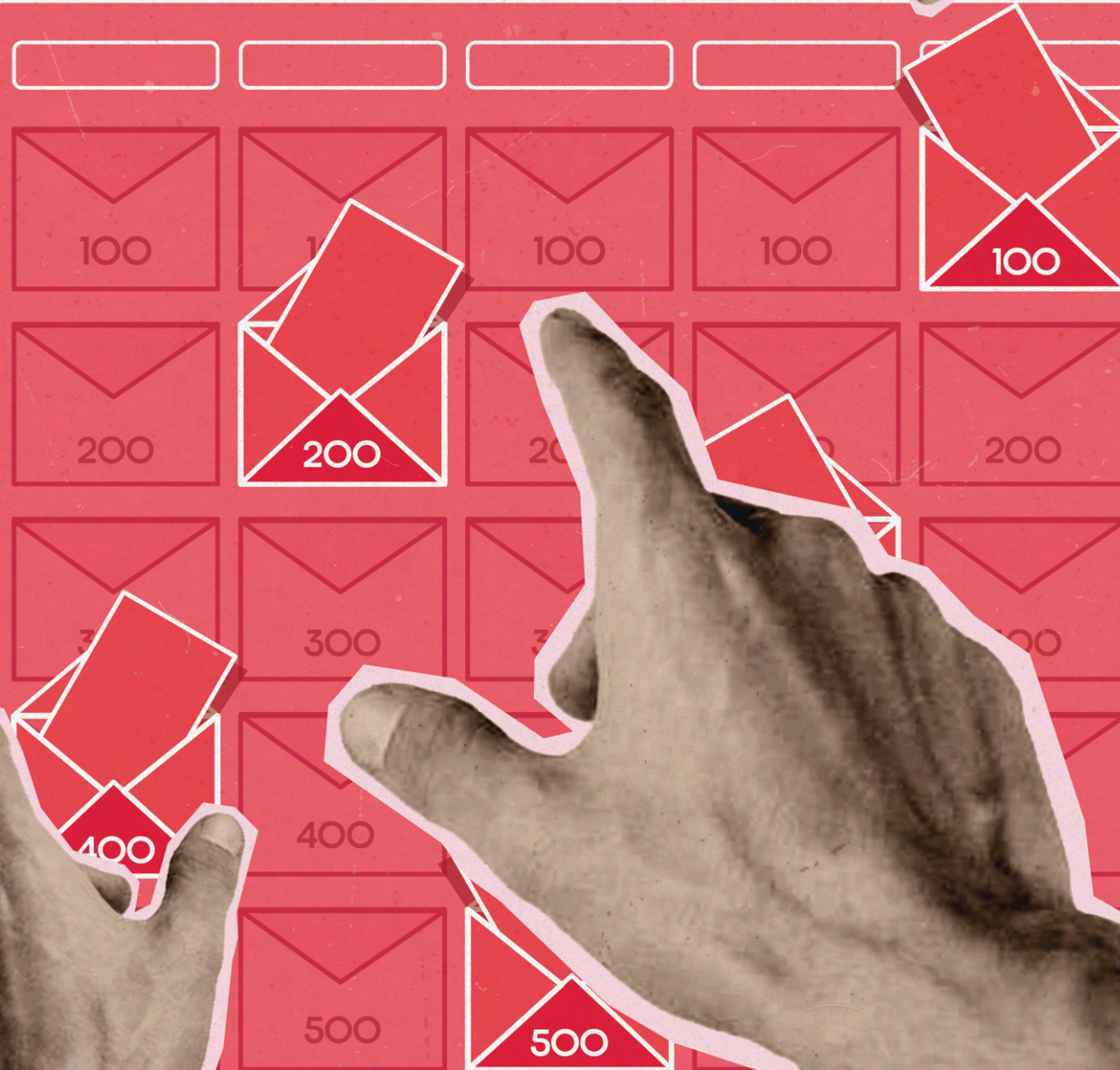
INFORMALS



# IN-QUIZ-ITIVE

Think fast, answer smart! Join the high energy quiz battle across diverse categories.

Only the sharpest minds will survive the twists and turns!



## IN-QUIZ-ITIVE



10th-12th  
Grade



16 teams



2 participants  
per team



3 Hours

### Event Description:

Welcome to Aikyam's ultimate trivia showdown! Inspired by the classic game of Jeopardy, this event challenges teams of two to showcase their knowledge across diverse categories, earning points with every correct answer.

Test your knowledge and speed in the exhilarating quiz event. Show off your expertise across a variety of topics and stay on your toes for unexpected twists. From science and bollywood to math and politics, this trivia challenge covers a wide range of categories to keep you engaged and thinking. Are you ready to prove you're the ultimate quiz master?

### Rules:

- 01 This is a category-based quiz, the categories and the point structure would be revealed on the day of the event.
- 02 This is a point based event, with different rounds and eliminations.
- 03 The host's decision is final

## INFORMALS



# AIKYAM ARCADE

L2

Event  
Category

## AIKYAM ARCADE



8th-12th  
Grade



12 teams



3 participants  
per team



3 Hours

### Event Description:

Welcome to the Aikyam Arcade, where fun and competition collide in a whirlwind of action-packed games! This lively event features a mix of group and individual challenges, from the high-energy "Minute to Win It" to a variety of other exciting party games.

Experience the thrill of a reality game show. Compete in diverse challenges, score points, and avoid elimination to become the ultimate Aikyam champions!

This series of game rounds will test your skills, teamwork, and strategy as you compete to earn the most points and become the champions of the game show. Each round presents a unique challenge, and there will be eliminations, so may the best team win.

### Rules:

- 01 Rules for each game will be explained before the event starts.
- 02 There will be eliminations based on team's performance across various tasks/games.
- 03 Fair play is encouraged, and any form of foul play will result in point deductions.
- 04 The game master's call is the final decision.

Get ready for a rollercoaster of fun, laughter, and friendly rivalry. May the best team rise to the challenge and seize the spotlight.

INFORMALS





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# Gaming & Sports

Event heads:

*Jash Paleja*  
*Chaitanya Chavan*

+91 99208 53911  
+91 99679 71439

## *Events:*

### *Sports*

Football Fiesta

Racquet Riot

Relay

Gully Cricket

Queen's Gambit

Get.Set.Quiz

### *Gaming*

Remontada

Retro Wii-Wind

V R Boxing



# Football Fiesta

L1

Event  
Category

## FOOTBALL FIESTA



8th-12th  
Grade



16 teams



5 playing  
+  
2 substitutes



5 Hours

### Event Description:

A unique football game that adds an exciting twist to the traditional rules. Navigate, connect, and strike your way to triumph, all while soaking up the electric atmosphere of the cheering crowd.

### Rules:

- |    |                                                                                                                                                                                                |    |                                                                                             |
|----|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----|---------------------------------------------------------------------------------------------|
| 01 | Each Game will be a 14 minutes Knockout Match, divided into 2 halves.                                                                                                                          | 04 | In case of a draw, there will be a penalty shootout                                         |
| 02 | Each team will be awarded 1 power card at the start of each match, which can be used at any point of the game. Further details about the power cards will be revealed on the day of the event. | 05 | When a player gets the first Yellow Card, the player will receive a 2 minute suspension.    |
| 03 | Corner kicks will not be allowed, instead 3 corners earned will lead to a penalty for the team.                                                                                                | 06 | On receiving a second yellow card or a straight red card will lead to full game suspension. |

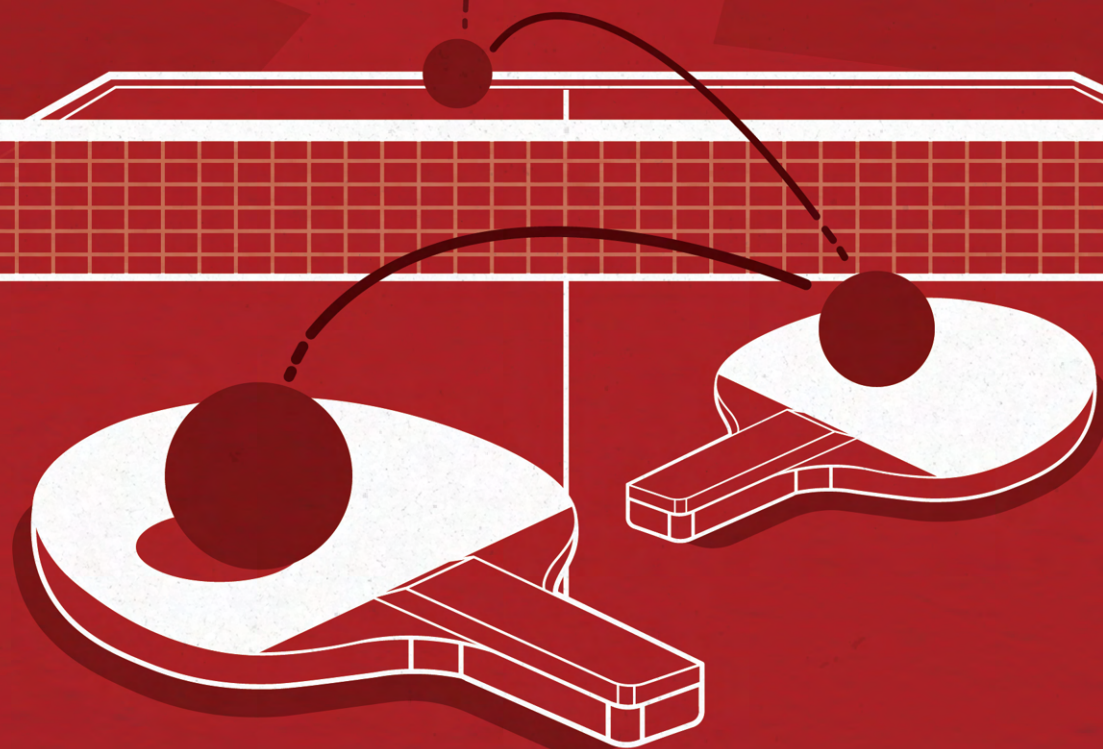
Feel the rush of the game and the roar of the crowd! Lace up your boots and step onto the pitch for an exhilarating football match. Dribble, pass, and shoot your way to glory.

GAMING AND SPORTS



# RACQUET RIOT

Spin, smash, and rally your way to victory. Join us for a game of Table Tennis, where precision and speed are key. Can you handle the heat at the ping pong table?



L2

Event  
Category

## RACQUET RIOT



8th-12th  
Grade



16 teams



1 participant  
per team



2.5 Hours

### Event Description:

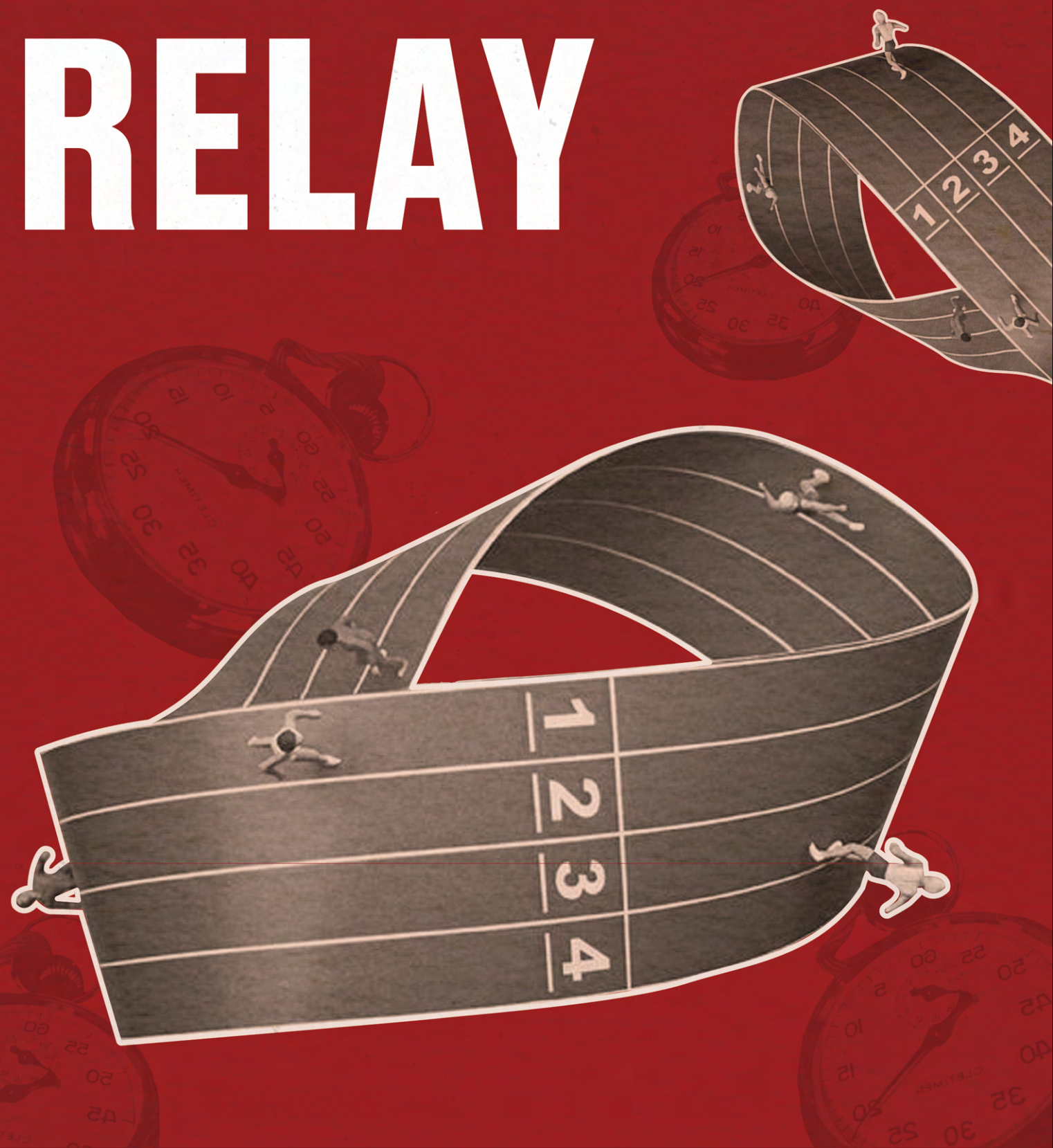
Get ready to showcase your agility, precision, and competitive spirit in our Table Tennis Tournament. This exciting event invites players from different grades to compete in a fast-paced, high-energy table tennis competition. Whether you're a seasoned player or a passionate amateur, this tournament promises intense matches, thrilling rallies, and the opportunity to prove your skills on the table.

### Rules:

- |                                                                        |                                                                    |
|------------------------------------------------------------------------|--------------------------------------------------------------------|
| 01 Scoring: Each game will be a knockout match of 11 points.           | 05 A surprise twist will be revealed on the day of the event.      |
| 02 The winner will be based on the difference of 2 points. (Eg. 18-20) | 06 The twist will be applicable for 2 points.                      |
| 03 Serve will be alternated every 2 points.                            | 07 Players will get 1 minute of warm up time against the opponent. |
| 04 Players are required to get their own table tennis racquet.         | 08 A toss will decide the server and side of the participant.      |



# RELAY



8 teams, 30 minutes, one fixed order. Witness the thrill and strategy as teams of boys and girls tackle a challenging course filled with obstacles!

L3

Event  
Category

## RELAY



8th-12th  
Grade



16 teams



4 participants  
per team



45 minutes

### Event Description:

Step into an exhilarating relay race where speed meets strategy. Each team, consisting of 2 boys and 2 girls, must navigate a series of obstacles to reach the finish line.

### Rules:

- |                                                                                                                                                    |                                                            |
|----------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------|
| 01 Each team must consist of 2 boys and 2 girls.                                                                                                   | 04 The top team from each race will advance to the finals. |
| 02 Each participant must successfully navigate their designated obstacles, only after which they can tag the next participant to start their race. | 05 Referee's decision will be final.                       |
| 03 Each heat will consist of 4 teams in each race.                                                                                                 |                                                            |



## GULLY CRICKET



8th-12th  
Grade



16 teams



6 participants  
per team



4 Hours

### Event Description:

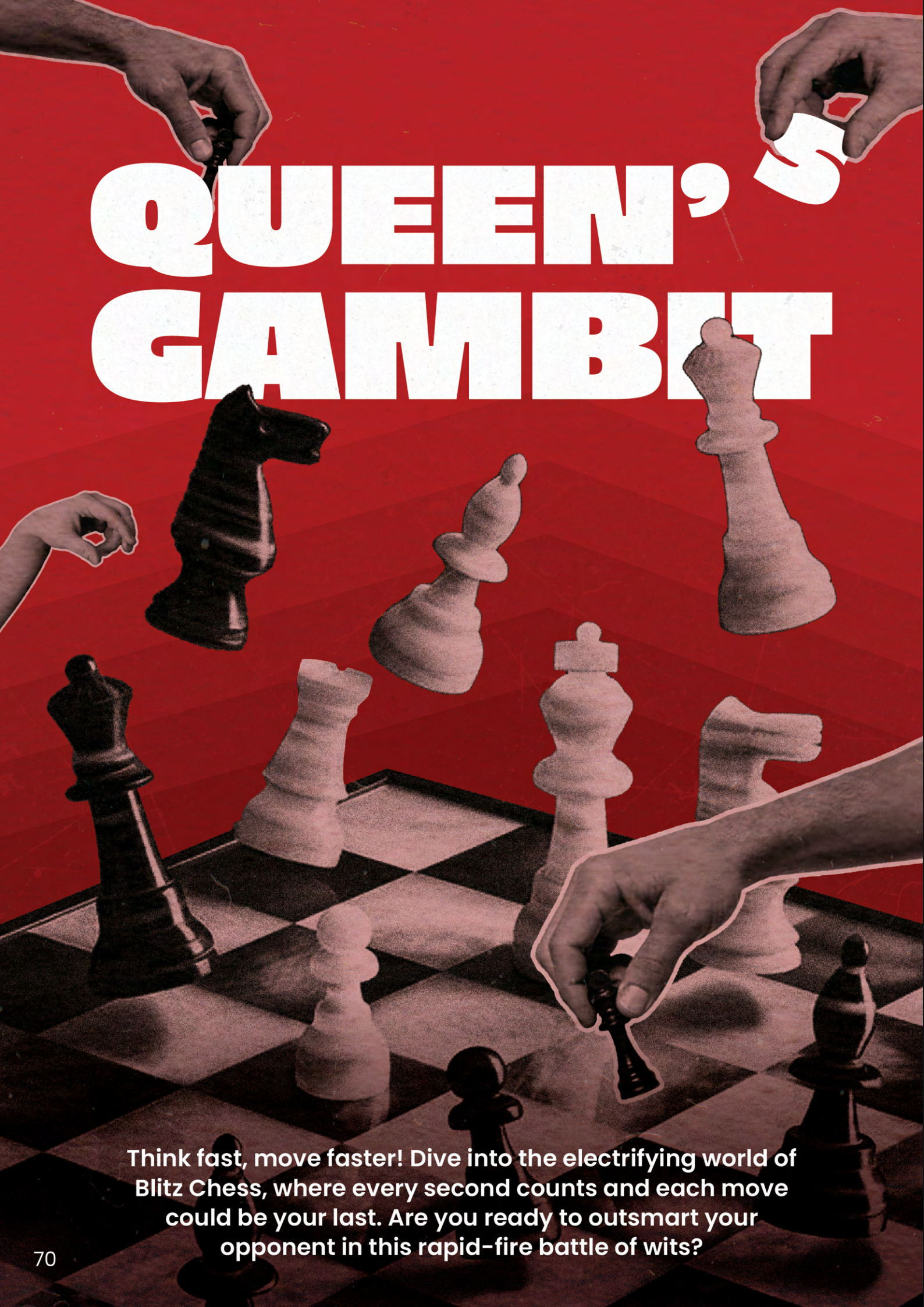
Join us for a thrilling day of Box Cricket, where strategy, skill, and teamwork will be key to victory. Show off your cricketing prowess, enjoy the camaraderie, and compete for the championship in this fun and engaging event! Gather your team of six players, including at least one female player, and compete against other teams in a series of intense matches.

### Rules:

- 01 Each team consists of 6 players with no substitutes.
- 02 Each team must include at least one female player.
- 03 Scoring systems and Fielding restrictions will be explained on the day of the event.
- 04 "One bounce one hand" rule: Players can choose the hand they want to catch the ball with, which will be marked by a scarf on that designated hand.
- 05 Each player can score a maximum of 20 runs.
- 06 Each bowler is allowed to bowl only one over.
- 07 Opening batsmen are not allowed to bowl any overs.
- 08 3 misses rule: If the ball fails to connect with the bat at any point during the innings, the batsman will be declared out.
- 09 Fast deliveries will be penalised.
- 10 In case of a tie, there will be a bowl out.
- 11 The umpire's call will be final and binding.

Small space, big action! Box Cricket combines intense action with quick thinking. Quick hits and rapid runs – it's all about speed and precision.





# QUEEN'S GAMBIT

Think fast, move faster! Dive into the electrifying world of Blitz Chess, where every second counts and each move could be your last. Are you ready to outsmart your opponent in this rapid-fire battle of wits?

L2

Event  
Category

## QUEENS GAMBIT



8th-12th  
Grade



32 teams



1 participant  
per team



2 Hours

### Event Description:

Get ready for an adrenaline-pumping showdown with Blitz Chess, where the clock ticks down faster than you can think! In this high-stakes chess variant, every move demands lightning speed and strategic brilliance as you race against time to outwit your opponent.

### Rules:

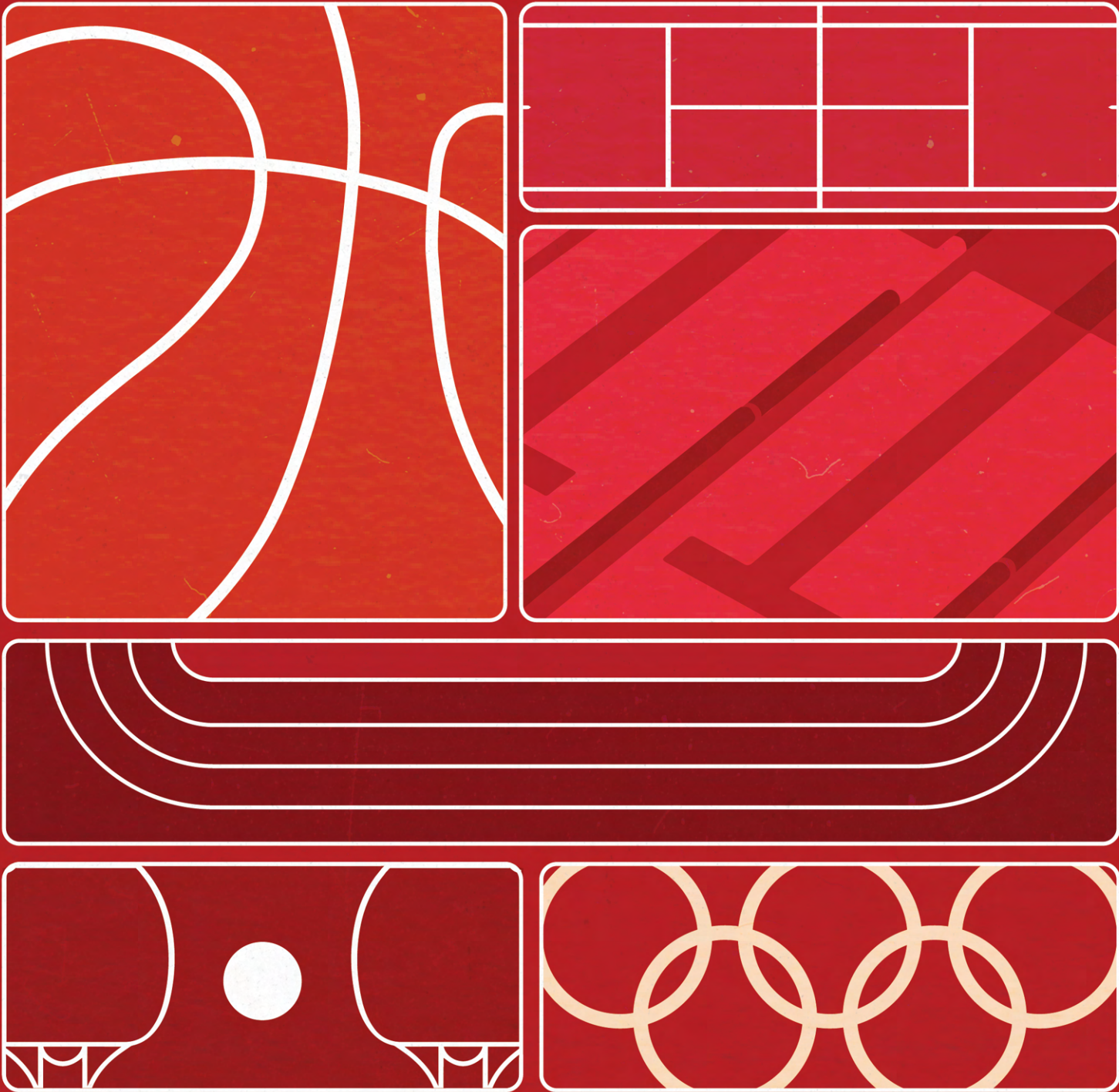
- 01 Each game will be a knockout Blitz game.
- 02 Chess clock and chess boards will be provided to the participants.
- 03 6 minutes on the clock will be set for each individual at the start of each match.

## GAMING AND SPORTS



# GET.SET.QUIZ

Think you know sports? Prove it in our exciting Sports Quiz! Challenge yourself with questions on your favourite teams, athletes, and sporting events.



## GET.SET.QUIZ



8th-12th Grade



16 teams



2 participants per team



2.5 Hours

### Event Description:

Step into the arena of knowledge and test your sports expertise in the ultimate Sports Quiz Challenge! This event is designed to bring together sports enthusiasts from different grades to compete in a thrilling quiz that covers a wide range of sports topics. Whether you're a fan of football, cricket, basketball, or any other sport, this quiz will challenge your knowledge and quick thinking.

### Levels of the event:

Round 01

**KNOCKOUTS**

- 4 Teams will compete together in this round.
- Questions will be different for each set of teams.
- In case a team is unable to answer, the question will be passed onto the next team.

Round 02

**FINAL SHOWDOWN**

- The top 4 teams from Round 1 will compete in this Final Showdown
- The team with the highest score at the end of this round will be crowned the Sports Quiz Champions.

### Rules:

- |    |                                                                                         |    |                                                                               |
|----|-----------------------------------------------------------------------------------------|----|-------------------------------------------------------------------------------|
| 01 | All sports can be covered in this Quiz                                                  | 03 | Fair play only: Prompting answers and cheating will lead to negative marking. |
| 02 | The use of mobile phones or any other electronic devices is prohibited during the quiz. | 04 | Quiz Masters' decision will be discretionary and final.                       |



# REMONTADA

Real players, real action! Step into the world of FIFA and feel the thrill of the match. Can you strategize, score, and lead your team to victory on the big stage?



8th-12th  
Grade



32 teams



2 participants  
per team



2 Hours

## REMONTADA

### Event Description:

Experience the excitement of FIFA, where every match is a high-stakes battle for glory! Test your strategic prowess and goal-scoring skills as you guide your team through electrifying games and intense rivalries.

### Rules:

- 01 This game will be played by 2 players together on a PS5.
- 02 Each team can choose any football team which they want (club or international) but cannot pick teams like Classic 11 or World 11.
- 03 Each half will be for 4 mins.
- 04 If the score is tied at the end of the game, then it will be followed by extra time. If the score is tied at the end of the extra time, then we proceed to penalties.





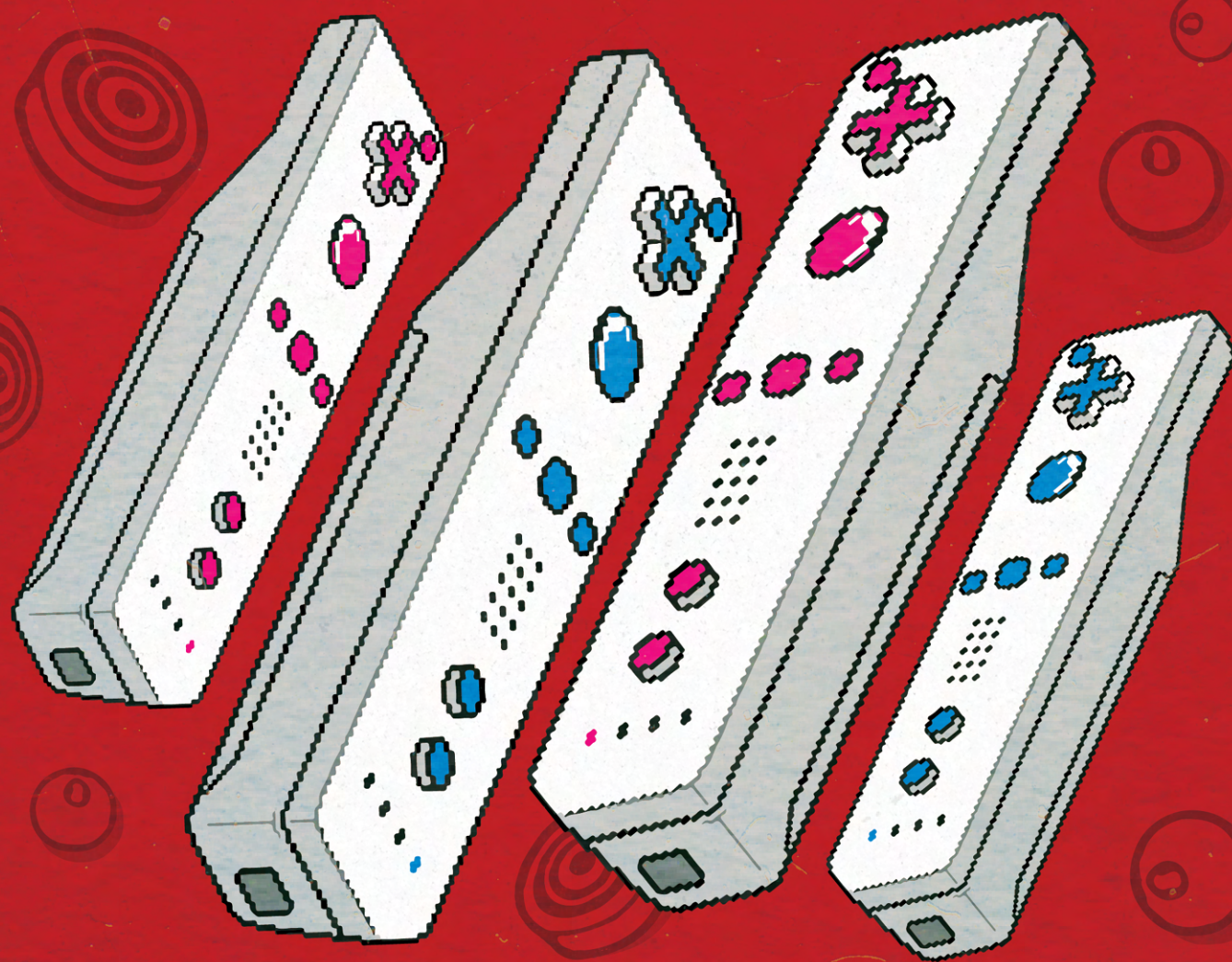
L3

Event  
Category

WiiSports

# RETRO WII WIND

Relive the classics and have a blast! Dive into our Wii Gaming event, where nostalgia meets fun in an epic gaming experience!



## RETRO WII WIND



8th-12th  
Grade



16 teams



1 participant  
per team



2.5 Hours

### Event Description:

Get ready for the ultimate gaming showdown in the Wii Championship! This exciting event will test your skills across three popular Wii games: bowling, tennis, and Mario Kart. Compete in each round to earn points and prove you're the ultimate Wii champion. It's a fun-filled, action-packed competition that promises excitement and thrills for all participants.

### Levels of the event:

- Round 01* 4 players will compete against each other in the Wii game of "**Bowling**". Winner of this round advances to the next round.
- Round 02* 2 Players will compete against each other in the Wii game of "**Tennis**". Winner of this round advances to the final round.
- Round 03* 2 Participants will compete against each other in the Wii game of "**Mario Kart**" to decide the Champion.

GAMING AND SPORTS



# VR BOXING



Escape reality and dive into an unforgettable gaming experience with VR! Feel the excitement and intensity as you navigate through virtual worlds. Are you prepared to play and conquer?

L3

Event  
Category

## VR BOXING



8th–12th  
Grade



16 teams



1 participant  
per team



2.5 Hours

### Event Description:

Step into the ring and experience the thrill of boxing like never before with our **VR Boxing Championship!** This cutting-edge event uses virtual reality technology to immerse participants in a realistic boxing environment. Put on your VR headset, enter the virtual ring, and go head-to-head with your opponents in an exhilarating boxing match. Test your agility, strategy, and endurance as you fight your way to the championship title.

### Rules:

- |                                                                                                                                                    |                                                                                                                              |
|----------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------|
| 01 <b>Scoring:</b> All matches will be in a knockout format and the game / AI will decide the winner based on the performance in the boxing match. | 04 <b>Fair Play:</b> Any form of cheating, including tampering with VR equipment, will result in immediate disqualification. |
| 02 <b>Equipment:</b> VR headsets and controllers will be provided by the organisers.                                                               | 05 <b>Conduct:</b> Participants must maintain sportsmanship and respect towards their opponents, officials, and organisers.  |
| 03 <b>Gameplay:</b> Each match will consist of a set number of rounds with a specific time limit.                                                  | 06 <b>Health and Safety:</b> Participants must follow all safety guidelines and take breaks if needed to prevent VR fatigue. |

## GAMING AND SPORTS





ઠઠ



# ઠઠ ઠઠ

Eternal Explorations–  
A Voyage around the World

Event head:

*Jai Bhayani*

+91 99303 15878

## *Events:*

Whispers of the World

Map the Moves!

Stamp Studio

Music Mania

Utopia Unveiled

Giggles on the Go

Game On

Fashion Fusion



## Specific Rules for Online Events:

- . Each students can participate in only 2 events
- . School registration begins on 24th August. Last date for registration is 14th September 2024.
- . Schools can register themselves for online events through the submission links provided on each individual event page.
- . Only submissions made through the official school email will be accepted. No other submissions will be taken into account.
- . The decision of the organising committee will be final and binding to all.
- . Any kind of profanity, vulgar language or disrespect will not be tolerated.
- . Any team found plagiarizing their work will be disqualified. The organising committee can request participants to resubmit their work for better clarity incase of discrepancies.
- . Specific rules for individual events are explained in detail on their respective event pages.
- . The highlight live event – ‘Whispers of the World’ will be held on an online meeting platform on 21st September, 2024. All other event submissions shall be made through Google Forms.
- . The timings and other details for the live event will be emailed to all participating schools.
- . E-certificates will be provided to students for participation. Winners will receive e-certificates of merit.

## Scoring for Online Events:

- . Each event has been categorised into three levels – L1, L2 and L3. Each level has been assigned different points, with L1 carrying the maximum points. (refer to the scoring pattern on page 18).
- . Points from all online events will be added to the school’s final score.
- . The top 3 schools receiving the highest points in online events will be awarded the Overall Winner’s Trophy for Online Events. Points for the Online Event will not be added to the offline event’s tally.
- . The winners of all the online events will be announced on 21st September (post the conclusion of the live event).
- . The Overall Winning Contingents for Online Events will be announced at the Closing Ceremony during the offline live event on 28th September, 2024.





L1

# WHISPERS OF THE WORLD

*The highlight online event takes you on a voyage around the globe, uncovering the secrets of our Earth and immersing into a journey unknown.*

## Event Description:

- This event will be conducted live on an online meeting. The timings for the event shall be communicated 2 days prior to the event.
- Date for this event: 21st September.
- Rounds: The event will consist of multiple rounds. Each round is a knockout round, meaning teams will be eliminated based on their performance.
- Skills Tested:
  - Current Affairs: Teams must be up-to-date with global events and news.
  - Communication Skills: Clear and effective communication will be crucial.
  - Geographical Knowledge: Understanding of world geography will be tested.
  - Other Skills: Various other skill sets will be evaluated. Though specific details are not provided, it can be inferred that these may include critical thinking, teamwork, problem-solving, and possibly subject-specific knowledge.

**Live event: 21st September 2024**



6th-7th  
Grade



1 team per  
school



2 participants  
per team

## Event Rules:

- Two participants must join on one device.
- They must rename themselves with their Contingent Code (e.g., AM01).
- They must wear semi-formal, decent clothing. Wearing school uniforms or revealing the school identity will lead to immediate disqualification.
- The 16 participating teams will be selected on a first-come, first-serve basis. The rest of the registered schools will be kept on the waiting list in case some participating schools back out of the event.
- A mail regarding your status will be sent a few days after registration.

## Judging Criteria:

- Current Affairs Knowledge
- Communication Skills
- Geographical Knowledge
- Overall Performance in various skills (inferred: critical thinking, teamwork, problem-solving, etc.)

## Submission link:

<https://forms.gle/KW-58CcqADygBBxm48>



# MAP THE MOVES!

L1

*Ever dreamt of being a pilot who can dance? Embark on a journey traveling the world where every twirl and step transports you to exotic lands from Parisian cabarets to Brazilian sambas.*

## Event Description:

- Access the Map: Retrieve the map from the drive link provided.
- Identify Locations: Look at the map to identify the countries marked with crosses.
- Plan the Journey: Decide on three countries to visit. Ensure the route makes sense geographically and is feasible.
- Research Dance Styles: Learn about the traditional dances from the three chosen countries. Understand the basic moves and the cultural significance behind them.
- Choreograph the Dance: Create a dance routine that incorporates elements from all three dance styles. Ensure the transitions between different styles are smooth and cohesive.
- Practice and Record: Practice the choreographed dance as a team. Once confident, record the performance.
- Create the Team Name: Come up with an interesting and unique name for your team that reflects your journey and dance styles
- Submit Your Work: Annotate the map to show your planned journey and ensure your dance video is ready. Submit both the annotated map and the video through the form provided.

**Submission date: 14th September 2024**



4th-7th  
Grade



1 team per  
school



6 participants  
per team

## Event Rules:

- All team members must be clearly visible throughout the video. The background must be clear of any distractions.
- The video should not exceed 3 minutes. Exceeding the time limit will result in negative marking.
- The video must be shot in landscape orientation only.
- Any music can be added as per the team's discretion. However, use of explicit songs will lead to disqualification.
- Props and other creative elements can be added to enhance the team's performance.
- The final video has to be renamed in the following format: CONTINGENT\_CODE\_EVENT NAME\_TEAM NAME (Example: AM01\_MAPTHEMOVES\_VOYAGERS).
- Only .mp4 format videos shall be accepted.
- The school's identity should not be revealed anywhere in the video.

## Judging Criteria:

- Technique and Choreography
- Performance and Expressions
- Synchronization and Ensemble Work
- Transition into Different Dance Styles

## Submission link:

<https://forms.gle/2eqhsyr5H-c4F2Src7>

## Resource File:

[https://drive.google.com/drive/folders/14Y4dgFOgNld0Dlvekrk-De\\_is2kC824\\_2?usp=sharing](https://drive.google.com/drive/folders/14Y4dgFOgNld0Dlvekrk-De_is2kC824_2?usp=sharing)



L3

# STAMP STUDIO

*Design a stamp that represents a country's culture, landmarks, and unique aspects. Pair it with a postcard describing the stamp to a friend.*

## Event Description:

- Choose the Country: Select a country that interests you or one you have visited. Consider its culture, landmarks, nature, or any unique aspects.
- Research and Inspiration: Gather images or symbols that represent the essence of the country.
- Design Elements: Incorporate these elements into your stamp design.
- Format: Ensure your design fits within the template provided. Stamps typically have a central image or symbol with borders and smaller elements.
- Writing the Postcard:
  - Introduction: Start with a greeting and introduce the country you have chosen to a friend.
  - Stamp Description: Describe the elements you have incorporated into your stamp design and why you chose them.
  - Closing: Conclude with a friendly farewell or a hope to visit someday.

**Submission date: 14th September 2024**



4th-7th  
Grade



2 teams per  
school



1 participant  
per team

## Event Rules:

- The template can either be printed or sketched on an A4-sized sheet (any color).
- Digital art is not allowed. Images from the internet or AI-generated images will lead to disqualification. Everything drawn has to be original.
- The postcard must include a write-up of not more than 100 words about the elements used in the stamp corresponding to the country chosen.
- The file must be renamed in the following format: CONTINGENT CODE\_EVENT NAME\_COUNTRY NAME\_PARTICIPANT NAME (Example: AM01\_STAMPSTUDIO\_INDIA\_TOMPATEL).
- Only .pdf submissions will be accepted. The scans of the postcards must be of high clarity.
- Revealing the school's identity anywhere in the submission will lead to immediate disqualification.

## Judging Criteria:

- Incorporation of Country's Culture
- Creativity of the Stamp
- Symbolism and Representation

## Submission link:

<https://forms.gle/M8dN8p-d6UdEW2E1GA>

## Resource File:

[https://drive.google.com/drive/folders/1XnPP75Mf7mKlq1d6lhO-LA\\_sNPJT5RIZx?usp=sharing](https://drive.google.com/drive/folders/1XnPP75Mf7mKlq1d6lhO-LA_sNPJT5RIZx?usp=sharing)



# MUSIC MANIA

L2

*Where words fail, music speaks. Indulge in a musical fusion where melodies from diverse languages intertwine, creating a symphony of global harmonies.*

## Event Description:

- **Select Languages:** Choose a minimum of 3 languages for your mash-up, including English. The other languages can be based on your familiarity or interest.
- **Choose Songs:** Select songs from each language that you want to include in your mash-up. These songs should blend well together in terms of melody, rhythm, and theme.
- **Create the Mash-Up:** Arrange the songs in a way that they seamlessly transition from one language to another. Consider key changes, tempo adjustments, and how lyrics can complement each other.
- **Video Preparation:** Record a video of the team performing the mash-up. Perform live and/or to a pre-recorded backing track, ensuring your voice is clear and well-balanced with the music.
- **Team Name:** Decide on a team name that represents your mash-up and team identity.
- **Presentation:** Pay attention to the visual aspect of your video. Ensure good lighting, clear audio, and a background that complements your performance.

**Submission date: 14th September 2024**



6th-7th  
Grade



1 team per  
school



3-7 participants  
per team

## Event Rules:

- Instruments and other creative elements can be added to enhance the team's performance. Note: the instrumental track has no extra marks.
- The mash-up should not be more than 3 minutes.
- The submission must include songs based on three languages (English being mandatory). If the criteria are not met, the submission will be disqualified.
- The video should be shot in front of a clear background free of any distractions.
- No post-production on the audio must be done. Example: reverb or pitch-tuning will lead to disqualification.
- The video must be in .mp4 format only.
- The video must be in landscape orientation.
- The school's identity shall not be revealed anywhere in the video.
- The .mp4 files should be renamed in the following format: CONTINGENT CODE\_EVENT NAME\_TEAM NAME (Example: AM01\_MUSICMANIA\_LYRICLEGENDS).

## Judging Criteria:

- Combination of Songs
- Creativity and Presentation
- Musical Flow and Harmony

## Submission link:

<https://forms.gle/Y3bc-boAr3dSx4Qq29>



# UTOPIA UNVEILED

L2

*Create your own magical land with unique cultures, laws, and landscapes. Bring your visionary dreams to reality and let your creativity go crazy!*

## Event Description:

- **Conceptualize Your Country:**
  - Name: Come up with a unique and captivating name for your country.
  - Geography: Decide on the landscape (mountains, beaches, forests, etc.), climate, and major landmarks.
  - Culture: Define the culture, traditions, language, and lifestyle of the people.
  - Government and Laws: Briefly explain the type of government and important laws that ensure safety and harmony.
- **Answer the following questions:**
  - Why should I visit your country?
  - Will I be safe in your country?
  - How will I be entertained in your country?
  - What can you provide in your country that other countries cannot?
- **Creating the Video Presentation:**
  - Plan the flow of your video. Decide what to show and when to answer each question. Possible visual elements:

- 3D Live Models: Use clay, cardboard, or other materials to create models of landmarks and attractions.
- Digital or AR Models: Utilize software to create digital representations or augmented reality models of your country.
- Charts and Graphs: Display statistics on safety, tourist satisfaction, cultural diversity, etc.
- Images and Videos: Incorporate images or videos that represent the features of your country.
- Any other form of presentation: Use your own creativity to present the country.
- Narration: Write a compelling script that answers the questions in a persuasive manner. Use a confident and engaging tone.

**Submission date: 14th September 2024**



4th-7th  
Grade



1 team per  
school



3 participants  
per team

## Event Rules:

- All team members must be clearly visible throughout the video. The background must be clear of any distractions.
- The video must be shot in landscape orientation.
- The video should not exceed 3.5 minutes. Exceeding the time limit will result in negative marking.
- The country name cannot be the name of an already existing country.
- The final video must be renamed in the following format: CONTINGENT\_CODE\_EVENT NAME\_COUNTRY NAME (Example: AM01\_UTOPIAUNVEILED\_UTOPIA).

## Judging Criteria:

- Creativity and Innovativeness
- Practicality and Application to Real World
- Presentation and Persuasion

## Submission link:

<https://forms.gle/D8UScMn-QW9R7nXWu9>

Online events



# GIGGLES ON THE GO

L2

*Bring beloved international characters to life in India with humorous monologues that capture their unique perspectives.*

## Event Description:

- Choose your character:
  - Pick a kid-friendly international character known for their travel adventures or humorous personality.
  - Examples include Paddington Bear, Dory from Finding Nemo, Olaf from Frozen, Mater from Cars.
- Create Your Monologue:
  - Imagine your chosen character embarking on an exciting journey to a destination in India.
  - Think about the funny situations they might encounter and how they would describe their adventure.
  - Ensure your monologue is engaging and humorous.

**Submission date: 14th September 2024**



6th-7th  
Grade



2 teams per  
school



1 participant  
per team

## Event Rules:

- The participant must be clearly visible throughout the video. The background must be clear of any distractions.
- The video must be shot in landscape orientation.
- The video should not exceed 3 minutes. Exceeding the time limit will result in negative marking.
- Any discriminatory comment will lead to disqualification.
- The participant is allowed to use props and costumes to enhance the performance.
- The final video must be renamed in the following format: CONTINGENT CODE\_EVENT NAME\_PARTICIPANT NAME\_CHARACTER NAME (Example: AM01\_GIGGLESONTHEGO\_TOMPATEL\_NEMO).

## Judging Criteria:

- Humor and Entertainment Value
- Content and Relevance
- Performance Quality
- Delivery and Acting Skills

## Submission link:

<https://forms.gle/bExu6W7aP-WLub2TQ6>



# GAME ON!

L2

*Invent your own sport by adding magic to everyday activities and create a thrilling new game.*

## Event Description:

- Sport Creation: Each team will create a new sport. This can be a fusion of two or more existing sports or a completely original sport invented by the team.
- Rule Development: Based on the concept of the sport, teams are required to formulate the rules governing how the sport is played.
- Presentation Preparation: Teams must prepare a detailed presentation explaining their sport. The presentation should be in the form of a video.
  - Introduction: Introduce the name of the sport. Provide a brief overview of the sport, including its objectives and key features.
  - Concept and Origin: Explain the inspiration behind the sport. If it is a fusion, mention the sports it combines and the rationale for the combination.
  - Rules and Gameplay: Outline the rules of the sport. Describe how the game is played, including the number of players, equipment needed, and the playing field/court/arena.
  - Scoring and Winning: Explain the scoring system. Detail how a team or individual wins the game.
  - Demonstration (if possible): Include a demonstration of the sport showcasing gameplay and rules in action.

**Submission date: 14th September 2024**



4th-7th  
Grade



1 team per  
school



3 participants  
per team

## Event Rules:

- The sport should not be an already existing sport or an already invented variation of a sport. Such submissions will be disqualified.
- A 3.5-minute video should be shot in .mp4 format only presenting the sport. Longer videos will be negatively marked.
- How to present and explain the sport is up to the team's creativity.
- Revelation of the school identity anywhere in the video will lead to immediate disqualification.
- The .mp4 files should be renamed in the following format: CONTINGENT CODE\_EVENT NAME\_SPORT NAME (Example: AM01\_GAMEON\_CRAZYBALL).

## Judging Criteria:

- Creativity and Originality
- Rule Development and Gameplay Clarity
- Presentation

## Submission link:

<https://forms.gle/UYS-KHat3ZPyGxm558>



L3

# FASHION FUSION

*Create waves in the fashion industry by blending traditional dress styles from two different countries into unique, innovative outfits.*

## Event Description:

- Each team is required to create two sketches: one depicting a male outfit and one depicting a female outfit.
- Participants must select two countries and combine elements of their traditional dress styles to create a unique blended design (e.g., a fusion of a Japanese kimono with a Kenyan kanga).
- Create the Team Name: Come up with an interesting and unique name for your team that reflects the fusion of your dress styles.
- Design Requirement: The fusion of the two selected countries' fashion styles must be clearly visible in the sketches.
- Content Requirement: A 50-word write-up describing the concept and elements of the fusion design must accompany the submission.

**Submission date: 14th September 2024**



4th-7th  
Grade



2 teams per  
school



2 participants  
per team

## Event Rules:

- Mix-media is not allowed. If any team uses actual cloth/material in their painting, the submission will be disqualified.
- There are no additional marks for the write-up; however, it may help the judges understand the design better.
- The countries chosen by the team must be mentioned in the write-up.
- The final design must be submitted as one A4 page scanned in .pdf format only. In case more than one page is present, only the first page will be judged.
- Revealing the school identity anywhere in the submission will lead to immediate disqualification.
- The .pdf file should be renamed in the following format: CONTINGENT CODE\_EVENT NAME\_TEAM NAME (Example: AM01\_FASHIONFUSION\_FASHIONFIRST).

## Judging Criteria:

- Creativity and Originality
- Design Technique and Style
- Incorporation of the Fusion
- Overall Appeal

## Submission link:

<https://forms.gle/GxwzLpki-Ce6ScmRq9>



# contact વેટહૌડ

## core committee

|                 |                  |                |
|-----------------|------------------|----------------|
| Varun Chhabria  | Chairperson      | +91 9821430343 |
| Akriti Kerawala | Vice Chairperson | +91 9619439697 |
| Raj Katwala     | Vice Chairperson | +91 9820830038 |

## event heads

|                  |                   |                |
|------------------|-------------------|----------------|
| Prisha Zaveri    | Performing Arts   | +91 9930919939 |
| Aasmi Shah       | Literary Arts     | +91 8433536820 |
| Vidhi Sanghvi    | Visual Arts       | +91 9819827528 |
| Jash Paleja      | Gaming and Sports | +91 9920853911 |
| Chaitanya Chavan | Gaming and Sports | +91 9967971439 |
| Shruti Sehgal    | Informals         | +91 8369693694 |
| Jai Bhayani      | Online events     | +91 9930315878 |

## department heads

|                   |                                  |                |
|-------------------|----------------------------------|----------------|
| Saanjh Agarwal    | School and College Communication | +91 7738733877 |
| Pratha Kerawala   | Hospitality                      | +91 9820980731 |
| Jinay Jagawat     | Security                         | +91 9987860900 |
| Helly Gala        | Logistics                        | +91 9987243803 |
| Rinika Chheda     | Marketing                        | +91 8356926846 |
| Aaroshee Doshi    | Marketing                        | +91 9833737993 |
| Kritika Mandholia | Finance                          | +91 7506143620 |
| Tanooj Mehra      | Technicals                       | +91 9820283097 |
| Yuvraj Veera      | Photography and Social Media     | +91 9082463236 |
| Navya Jain        | Design                           | +91 8291026234 |
| Tavishi Kanojia   | Design                           | +91 9820634199 |
| Dhruvi Lakhani    | Content                          | +91 9820666946 |



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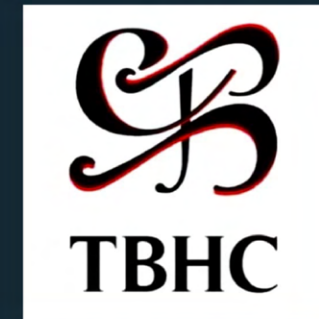
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Website : <http://www.flairworld.in>

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