The Juhu Parle Education Society's

UTPAL SHANGHVI GLOBAL SCHOOL
— Not just another school —

ISO 21001

PRABHAVATI PADAMSHI SONI
INTERNATIONAL JUNIOR COLLEGE

Uniting Eras through...

Aikyam

2nd August, 2025

index

about aikyam

Aikyam - rooted in the Sanskrit word for unity - is where collaboration, creativity, and community come alive. Born from the vision of the alumni of Utpal Shanghvi Global School and Prabhavati Padamshi Soni International Junior College, Aikyam is all about bringing young minds together to build something bigger, brighter, and bolder - a celebration of what we can achieve, together.

What started as an idea has now grown into one of the most anticipated school festivals, drawing in over 2,000 students from 40+ schools. Aikyam thrives on energy, excitement, and the electric spirit of youth coming together - to compete fiercely, collaborate fearlessly, and connect meaningfully.

From Literary Arts to Performing and Visual Arts, from Gaming & Sports to Informals, Aikyam is a powerhouse of events that provides a platform for students to showcase their talent. Every challenge is a chance to unleash creativity, every stage an opportunity to inspire, and every moment a memory in the making.

With each passing year, Aikyam levels up - welcoming bold ideas, fresh energy, and limitless passion. It's more than just a fest. It's a movement. A vibe. A celebration of talent, unity, and the incredible power of young voices coming together.

So gear up, dive in, and be part of Aikyam - where unity meets creativity, and the future takes center stage.

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

about usgs and ppsijc

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. Founded in 1982, the school introduced the Cambridge International Curriculum in 2005. PPSIJC was launched in 2008 to offer the A-Level qualification, ensuring a seamless transition from IGCSE.

The institution is Cambridge school right from Early years. In 2022, the International Baccalaureate (IB) was introduced, reflecting Juhu Parle Education Society's forward-thinking vision to address the evolving skill gaps of tomorrow and now is an IBPYP authorized school. Utpal Shanghvi Global School is ranked No. 5 International Day School in India.

USGS ranked #5 nationally and #5 in Maharashtra, and is among the top 5 International Day Schools in Mumbai (Education World India Rankings 2024–2025). USGS has been ranked No. 1 in Mumbai in the National & International Curriculum and No.1 in Zone D by the Times School Survey 2024. USGS has been recognised as a Top Emerging School in Mumbai offering IB.

Over the years, USGS and PPSIJC have produced 43 World Toppers and 105 India Toppers across IGCSE and A-Level subjects. The schools are globally accredited for their academic excellence and provide a rich array of extra-curricular activities, with sports forming a vital part of student life.

Beyond academics, the institutions have successfully launched and hosted numerous student-led events such as TEDxYouth@PPSIJC and Global Confluence Model UN. They regularly organize inter-school and collegiate competitions across domains like sports and performing arts.

notes from

The Principal's Desk

It gives me immense joy to welcome you to yet another edition of Aikyam — a celebration of unity, talent, and shared purpose. Over the years, Aikyam has evolved into more than just a school festival; it has become a vibrant community shaped by the enthusiasm of students, the unwavering support of educators, and the heartfelt commitment of our alumni.

With a footfall of over 1000 students, Aikyam continues to grow as a dynamic platform that brings together young minds from across institutions, igniting creativity, collaboration, and camaraderie. I want to extend my deepest appreciation to all the students, faculty, and participating schools who have contributed to making Aikyam a resounding success in previous years. Your passion and energy have been the driving force behind the event's growth, and it is truly heartening to see such spirited participation year after year.

A special note of gratitude goes to our alumni, whose efforts in creating and nurturing Aikyam exemplify the values of togetherness and purpose that our institute fosters. Their continued involvement not only enriches this platform but strengthens the bonds that connect past and present students into one thriving community.

As we move forward, I look forward to witnessing many more such celebrations of talent, collaboration, and unity. Let us continue to embrace the spirit of Aikyam - where every voice is heard, every talent is celebrated, and every individual belongs.

Best Wishes,
Mrs. Rakhi Mukherjee
Principal, USGS & PPSIJC

The Vice Principal's Desk

It is with great warmth and pride that we present to you another edition of Aikyam. What began as a humble initiative has blossomed into a vibrant gathering of young minds - all coming together to express, perform, and grow in a space built on collaboration and shared joy.

We are incredibly grateful to the schools, students, and educators who have consistently brought life to Aikyam with their enthusiasm and dedication. Your active participation has helped shape Aikyam into the dynamic platform it is today - one where talent is showcased, friendships are formed, and memories are made.

A heartfelt thank you to our organising committee, whose vision and teamwork have played a vital role in building this legacy. Your commitment to giving back and creating opportunities for the next generation is inspiring, and it reflects the true essence of our school community.

As we look ahead, may Aikyam continue to be a space where creativity flourishes, connections deepen, and unity shines. Let's come together once more to make this edition just as remarkable, and look forward to many more years of growing, celebrating, and uniting through Aikyam.

With warm regards,
Mrs. Shubhangi Amonkar
Vice Principal, USGS & PPSIJC

notes from
The Chairperson

I still remember the rush of Aikyam's first edition two years ago - the endless Saturday meetings, the countless groups on Whatsapp, the buzzing energy backstage, and that one unforgettable moment when everything came together. Back then, I was a head of department, a small yet integral part of the team that built Aikyam from ground up, fuelled by a unique vision and an unshakable belief that something beautiful was taking shape.

This year, stepping into the role as Chairperson, I'm not just reliving that journey - I'm helping write its next chapter. Aikyam has always been more than a festival. It's a feeling. A collective heartbeat. A celebration of diversity, unity, and the magic that happens when students, teachers, alumni, and schools come together with one shared goal - to create something bigger than themselves.

What makes Aikyam truly special is not just the stage lights or the applause; it's the quiet resilience of teams putting in passionate effort, the joy in discovering a hidden talent, the friendships forged in practice sessions, and the shared purpose that binds us all, no matter our roles. It's in these small in-between moments that Aikyam finds its soul.

Because in the end, Aikyam isn't just remembered for the events that took place - it's remembered for the way it made us feel. For the goosebumps before a performance, the proud tears after a win, the shared silences and chaotic highs. It reminds us that when we come together with all our differences, talents, and dreams - something extraordinary unfolds.

To the schools who have stood by us since the start - thank you for your energy, your enthusiasm, and your trust. And to those joining us for the first time this year - a warm welcome. You're not just participating in an event, you're becoming part of a legacy.

I am endlessly grateful to our alumni who continue to show up, not just with memories but with mentorship. You are all proof that Aikyam isn't just something we do - it's something we carry with us.

This year, we try to take Aikyam a notch higher - with bolder events, deeper collaborations, and more moments that make us laugh, cheer, and reflect. Let's make 2025 another year filled with stories worth telling.

See you in the crowd, on the stage, and in every corner where magic happens.

With gratitude,
Pratha Kerawala

organising committee

Pratha Kerawala
Chairperson

Saanjh Agarwal
Vice - Chairperson

Kritika Mandholia
Vice - Chairperson

Uniting Eras through...

Airyam

event heads

Prisha Zaveri
Tanishka Motwani

Performing Arts

Jash Paleja
Chaitanya Chavan

Gaming and Sports

Aasmi Shah
Vama Zaveri

Literary Arts

Vidhi Sanghvi

Informals

Helly Gala

Visual Arts

Jai Bhayani

Online Events

department heads

Jenika Fariya
Rohan Parikh

Hospitality

Dhruvi Bhabhera

School
Communications

Niska Tibrewala
Bhoomi Sheth

Logistics

Jai Bhayani
Parshvi Jain

Marketing

Yuvraj Veera
Devanshi Dhanuka

Photography &
Social Media

Aarav Nagarajan
Krish Shah

Security

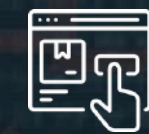Tavishi Kanojia

Decor

Mahek Mukati

Design

Aikyam' 24

timeline

28th June	Contingent Leader Meeting 10am - 12pm (Online)
11th July	Online Registration Closing
18th July	Submission for Online Events
26th July	Online Live Event
26th July	Offline Registration Closing
2nd August	Aikyam 2025
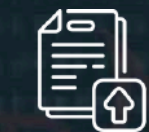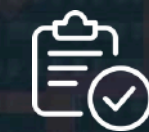
rules & regulations

- There is no participation fee for the schools / colleges to participate in Aikyam'25.
- 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. Only CLs / ACLs will be permitted re-entry basis their ID cards.
- Other than participants, a maximum of 10 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.)
- Any delivery items from online platforms (Eg. Zomato / Zepto) will be prohibited.
- 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 organizers will be final and binding. Organizers 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/on 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

PRIOR TO THE FEST:

- 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 11th July 2025 at 11:59 pm and 26th July 2025 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 2nd- 420 pts 3rd- 390 pts	1st- 400 pts 2nd- 360 pts 3rd - 320 pts	1st- 300 pts 2nd- 260 pts 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.

- **Kindly 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

Event Heads:

Aasmi Shah   *Vama Zaveri*
+91 84335 36820   +91 99209 91959

events

Pitch Perfect

Kuch Toh Gadbad Hai

Aikyam Assembly

The Genre Glide

PITCH PERFECT

PITCH PERFECT

Sell your story, seal the deal — the ultimate marketing showdown awaits

8th - 12th Grade	**20** Teams	**2** Participants per team	**3** Hours

Event Description:

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

Rules:

- 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.
- The second round will be an auction, where teams use their earned points to "purchase" a luxury brand and a common daily-use brand.
- In the final round, participants will have 60 minutes to prepare a compelling marketing pitch for the brand they selected during the auction.
- Time limit for presentation is 5 minutes.

Judging Criteria:

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

KUCH TOH GADBAD HAI

KUCH TOH GADBAD HAI

A celebrated author's final chapter has gone missing — and the suspects are all around you.

8th - 12th Grade	20 Teams	1 Participant per team	2 Hours

Event Description:

Step into the shoes of literary detectives in this thrilling mystery challenge where wit, wordplay, and deduction collide. From riddles and hidden ciphers to literary red herrings, participants will crack clues, observe suspicious behaviour, and uncover motives - all before submitting their own compelling theory in the form of a newspaper article. But beware... nothing is quite what it seems.

Rules:

- Scene Observation: Participants will be shown a mystery scene for 5 minutes - pay close attention to details!
- Suspect Questioning Round: Participants will then take part in a suspect interrogation session, where they get to ask 3 questions per participant to different suspects. Use this time wisely to uncover inconsistencies, motives, and hidden truths.
- Writing Time: Participants will be given 40 minutes to write a newspaper-style article outlining their theory of what really happened.
- Article requirements: the handwritten article must be between 350-500 words long.
- No Gadgets: Use of the internet or any electronic device is strictly prohibited.

Judging Criteria:

- Language & Grammar: Accuracy, fluency, and overall writing quality
- Cohesiveness with the Scene: How well the article aligns with the observed scene and gathered information
- Creativity: Originality in storytelling, article format, and narrative twist

AIKYAM ASSEMBLY

AIKYAM ASSEMBLY

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

8th - 10th Grade	20 Teams	1 Participant per team	2.5 Hours

Event Description:

Participants engage in a turncoat form of debate where they must argue for a stance that might bend their ideas of right and wrong. The true challenge is to convincingly defend a position, even if it goes against their own views. The speaker starts by taking a stance on the topic and switches sides after the judge presses a buzzer.

Rules:

- Topics will be given on the spot.
- Participants will get 15 minutes to prepare once the topic is allotted.
- Event structure -
  - Opening statements - 1.5 minutes each
  - Rebuttal - 5 minutes rebuttal
  - Judges Round - 1 question per team
  - Closing statements - 1 minute each

Judging Criteria:

- Turncoat - Emphasis on how smoothly the speaker changes his/her stance.
- Subject Matter: Validity of the arguments presented by the speaker.
- Language and Manner: Appropriate and precise use of language, including clarity of speech, respectful body language, and suitable intonation.

THE GENRE GLIDE

THE GENRE GLIDE

What if Harry Potter was a cyberpunk noir? Or The Hunger Games a romantic comedy?
Get ready to bend genres and break expectations by bringing your stories to life

8th - 12th Grade	**20** Teams	**1** Participant per team	**2.5** Hours

Event Description:

In this literature-inspired storytelling challenge, participants will dive into a world of creative reimagination. Each participant will pick two chits: one featuring the name of a popular book that has also been adapted into a movie, and another with a completely different genre. The twist? They must retell the story as if it were originally written in that new genre - whether it's turning a fantasy epic into a sci-fi thriller, or a dystopian novel into a slice-of-life comedy! Participants must retain the core elements of the original book - such as key characters, central conflict, or iconic settings - but transform the tone, themes, and narrative arc to fit the newly assigned genre.

Rules:

- Book and genre chits will be picked on the spot.
- Participants will get 1.5 hours to write their story.
- Story limit would be 1,000-1,500 words.
- Stories must be in English.
- Submissions must include the original book name and the new genre at the top of the page.

Judging Criteria:

- Originality in adapting the movie to the new genre.
- Structure, coherence, and flow of the rewritten story.
- Grammar, vocabulary, and overall quality of writing.
- Effective use of recognizable characters, plot elements, or references.

visual arts

Event Head:

Helly Gala
+91 99872 43803

events

Bring it to Life

The Reel Deal

Comic Chronicles

Emotion in Focus

Threaded Tales

BRING IT TO LIFE

BRING IT TO LIFE

It's not just what's in front of you — it's what you make of it.

8th - 12th
Grade

16
Teams

1
Participant
per team

2.5
Hours

Event Description:

Step into a world where the mundane becomes magical. Participants will select a single object from a curated still life setup and transform it through the lens of a surprise theme. With only their creativity and tools at hand, artists must turn the ordinary into the extraordinary – blending observation, imagination, and interpretation into a canvas masterpiece.

Rules:

- Materials: Paper and poster colour paints will be provided at the venue. Participants must bring their own stationery, brushes and palettes.
- No References: Use of reference material (books, images) or any electronic device is strictly prohibited.
- Object Selection: Multiple objects will be displayed as part of the still life setup. Each participant must choose only one object from this arrangement and incorporate the given theme, bringing the object to life.

Judging Criteria:

- Creativity: Innovative approaches used to transform the object.
- Relevance to Theme: How well the painting reflects the assigned theme.
- Technique: Painting skill, brushwork, colour usage, and overall composition.

Visual Arts

THE REEL DEAL

THE REEL DEAL

One product, one take — sell it with style before the clock runs out

8th - 12th
Grade

12
Teams

3
Participants
per team

2.5
Hours

Event Description:

Want to turn the ordinary into the extraordinary? In this fast-paced visual storytelling challenge, you'll start with just one product and a whole lot of imagination. With creativity in overdrive, you'll be racing to make Aikyam brand shine like movie star. It's about bold concepts, quick execution, and cinematic flair – transforming simple everyday objects into a captivating visual story, from start to finish!

Rules:

- Participants must create an attractive reel using Aikyam merchandise which will be provided at the event.
- Guidelines: Participants are allowed to move around and shoot within the Aikyam premises but should ensure no other ongoing events are disrputed.
- Reel Duration: Minimum 15 seconds, Maximum 45 seconds.
- Equipment: Participants can bring their own camera, phone, laptop, or tablet for shooting and editing.

Judging Criteria:

- Creativity: Originality and innovation in showcasing the product.
- Visual Appeal: Camera angles, lighting and dialogue.
- Product Usage: Effective use of the products and their features in the reel.
- Technical Execution: Smooth editing, sound design, and overall production quality.

Visual Arts

COMIC CHRONICLES

COMIC CHRONICLES

Start with a frame, end with a full-fledged tale

8th - 12th
Grade

20
Teams

2
Participants
per team

3
Hours

Event Description:

Ready to create a comic masterpiece? In Comic Chronicles, you'll be given a key central panel – your narrative launchpad. Armed with your imagination and drawing tools, your team will then design a meticulously crafted story. This isn't just about drawing; it's about transforming a single image into a full-fledged comic adventure, from start to finish!

Rules:

- Size of canvas: A3 papers will be provided.
- Drawing Tools: Participants will be provided with traditional drawing tools such as pens, colour pencils, and markers.

Judging Criteria:

- Creativity: The originality and innovation of the story and artwork.
- Continuity: How well the new sequences integrate with the provided central panel.
- Technique: The technical skill and visual appeal of the drawings.

Visual Arts

EMOTION IN FOCUS

EMOTION IN FOCUS

Capture emotions, one picture at a time.

10th - 12th Grade

20 Teams

1 Participants per team

2 Hours

Event Description:

Ready to capture feelings through your lens? In this photography challenge, you'll be given four unique emotions and will be challenged to capture them through your shots. With just two hours to shoot and edit with your full creative freedom, each photographer must submit four final photographs that narrate deep emotions and reflect their unique artistic eye.

Rules:

- Assignment and Submission: Each team will be assigned 4 emotions at the start of the event, basis which they must submit one photo for each emotion.
- Location: All photos must be taken strictly within the Aikyam premises. Pre-shot images are strictly prohibited.
- Equipment and Editing: Participants must bring their own devices (camera or smartphone) for photography and editing.
- Participants must ensure no disturbance is caused to other events during their shoots.

Judging Criteria:

- Originality: Authenticity in action.
- Relevance to Emotion: How well each photo aligns with the assigned emotion.
- Technical Execution: Composition, quality of focus, exposure, and editing.

Visual Arts

THREADED TALES

THREADED TALES

Thread your vision, tell your tale

8th - 10th Grade

16 Teams

2 Participants per team

2.5 Hours

Event Description:

Get ready to twist, loop, and thread your imagination into motion! In this hands-on creative challenge, teams will transform blank canvases into stunning string masterpieces. Using nothing but pins, strings, and a spark of creativity, you'll be guided by a surprise theme to craft intricate patterns, layer vibrant colors, and explore the beauty of lines, balance, and symmetry. Every design, whether bold or delicate, will tell a unique story-woven not with words, but with string.

Rules:

- Board, pins, and thread will be provided at the venue.
- The theme will be announced at the start of the event.
- Use of any external materials, tools, or visual references is strictly prohibited.

Judging Criteria:

- Creativity: How appealing is the aesthetic and the use of colours in the artwork.
- Relevance to Theme: How well does the string art reflect the theme.
- Precision: Assessment of neatness, symmetry, and accuracy of pin placement.

Visual Arts

performing arts

Event Heads:

Prisha Zaveri   *Tanishka Motwani*
+91 99309 19939   +91 84528 49499

events

Street Style Spectacle

Symphonic Showdown

Sequel Saga

Aikyam Indie

STREET STYLE SPECTACLE

STREET STYLE SPECTACLE

Command the floor, capture the crowd!

8ᵗʰ - 12ᵗʰ
Grade

16
Teams

6 - 12
Participants
per team

2.5
Hours

Event Description:

Ready for a dance showdown? Street Style Spectacle is where rhythm meets rebellion! In this two-round battle, teams will first present a powerful showcase performance built around the theme of "Breaking Boundaries." Then, the top crews will go head-to-head in an electrifying street battle, pushing their energy, coordination, and stage presence to the very edge. It's not just dance - it's about the bragging rights on the street!

Rules:

Event Sequence:
- Round 1 (Showcase): Teams will perform a 2-3 minute choreographed routine to a pre-recorded song, to the theme Breaking Boundaries. (Penalties apply for exceeding 3 minutes)
- Round 2 (Battle): A dance crew battle to rule the floor and win the streets.

Music:
- Music must be submitted via pen drive in MP3 format prior to the event.
- Songs must not contain explicit content and should be appropriate for school-environment.

Costumes:
- Outfits must be modest and appropriate. Prohibited attire: sleeveless, backless, cropped tops, deep necklines, ripped clothing, shorts, or revealing costumes.

Judging Criteria:

- Choreography: Creativity, difficulty, and technique of dance moves
- Energy & Interaction: Audience engagement and energy levels
- Synchronization & Ensemble Work: Precision and team coordination
- Costumes: Creativity, appropriateness, and visual appeal
- Adherence to Theme: Clarity and consistency with Breaking Boundaries.

Performing Arts

SYMPHONIC SHOWDOWN

SYMPHONIC SHOWDOWN

Turn the mic into magic - time's ticking, crowd's vibing!

8th - 12th Grade | **16** Teams | **3 - 5** Participants per team | **2** Hours

Event Description:

Symphonic Showdown brings a high-energy musical relay to the stage, where teams blend various songs in Hindi and English. The team can comprise of 2 or more vocalists and instrumentalists, each given a 30 second spotlight to showcase their talent. Performances should showcase creativity, seamless coordination, and musical finesse, with synergy taking center stage.

Rules:

Performance Format:
- Each team will have a performance time of 2 minutes
- Teams must ensure a 30 second solo window for any of their 3 performers
- A total setup time of 2 minutes will be provided. Exceeding the time limit will result in penalties.

Instruments:
- Participants must bring their own acoustic instruments (only guitars, clapbox or djembe are allowed). No amplification or electric instruments permitted.

Song Selection:
- Participants must perform in Hindi or English only.
- All songs must be free from explicit lyrics and inappropriate themes. Violations may lead to disqualification.

Dress Code:
- Modest and appropriate attire is required.
- Prohibited Attire: sleeveless, backless, cropped tops, deep necks, ripped clothing, shorts, or any costumes that reveal excessive skin.

Judging Criteria:

- Instrument Skill – Proficiency and technique in acoustic performance
- Vocal Ability – Vocal control, expression, and pitch accuracy
- Creativity & Originality – Song selection, transitions, and arrangement innovation
- Synchronization – Team coordination and timing across vocals and instruments.

SEQUEL SAGA

SEQUEL SAGA

From timeless classics to unforgettable characters
Rewrite the ending, reimagine the future, and bring the sequel to life.

8th - 12th Grade	16 Teams	5 - 10 Participants per team	2 Hours

Event Description:

Ready to write the next big blockbuster? We'll give your team a classic film, and you'll develop its creative next chapter. Imagine adding fresh plotlines, unexpected emotional depth, and thrilling new twists, all while honoring the original movies' spirit. This isn't just about making a movie; it's about celebrating reinvention, narrative flair, and the magic of answering, What happens next?

Rules:

Movie Selection:
- Each team will be allocated a movie via an online 'spin the wheel' upon registration.

Language and Actions:
- All dialogues and actions must be school-appropriate. Explicit language, indecent gestures, or mature content will be penalized.

Character Guidelines:
- Characters should be of the same original movie itself and no new characters can be introduced

Time Limits:
- Performance Time: 3 - 5 minutes
- Setup Time: 2 minutes
- Exceeding the the limit will be penalized.

Costume Guidelines:
- Prohibited Attire: sleeveless, backless, cropped tops, deep necklines, ripped clothes, shorts, or outfits revealing excessive skin.

Props:
- Basic props are allowed, but large or heavy items should be avoided for ease and safety and setup time should be kept into consideration

Judging Criteria:

- Dialogue Delivery– Voice Modulation and effective character portrayal
- Direction & Staging – Use of space, movement, and dramatic effect
- Costume & Makeup – Character portrayal through visuals
- Script & Plot Development – Coherence, innovation, and connection to the original film

Performing Arts

AIKYAM INDIE

AIKYAM INDIE

Can your dance transport us to realms of divine rasa?

8ᵗʰ - 12ᵗʰ
Grade

16
Teams

2 - 4
Participants
per team

2
Hours

Event Description:

Aikyam Indie is a celebration of India's timeless classical dance traditions. Each team will take the stage, performing a routine in any recognized Indian classical dance form. Dancers are encouraged to blend personal expression with traditional discipline — all while honoring the essence of the chosen style. With rhythm, elegance, and precision, this solo stage becomes a tribute to heritage in motion.

Rules:

Dance Form:
- Performances must follow any recognized classical dance form of India - Kathak, Kathakali, Kuchipudi, Manipuri, Odissi, Mohiniyattam, Bharatanatyam, Sattriya

Time Limit:
- Performance Time: 2 - 3 minutes
- Exceeding the the limit will be penalized.

Music:
- Participants must use pre-recorded music submitted via pen drive in mp3 format.

Costumes:
- Attire must be modest, respectful, and culturally appropriate.
- Not permitted: sleeveless, backless, cropped tops, deep necklines, ripped clothing, shorts, or revealing outfits.

Judging Criteria:

- Choreography: Skill, form, expressions and originality
- Costumes: Cultural appropriateness and aesthetic creativity
- Stage Utilization: Spatial awareness and movement dynamics
- Mudras & Technique: Precision in gestures, posture, and classical technique

Performing Arts

informals

Event Head:

Vidhi Sanghvi
+91 98198 27528

events

Aikyam Masterchef

Comic-Con Couture

Aikyam Feud

Aikyam Arcade

AIKYAM MASTERCHEF

AIKYAM MASTERCHEF

Wear your culinary hats and get ready for a food fiesta!

8ᵗʰ - 12ᵗʰ Grade | **20 Teams** | **2 Participants per team** | **2 Hours**

Event Description:

Step into the heat of the ultimate culinary showdown, where instincts rule and teamwork triumphs. Armed with only a mystery box and your creativity, each team must whip up a show-stopping dish under pressure. No phones. No recipes. Just raw skill, bold flavors, and the thrill of the unknown. Ready to cook like never before?

Rules:

- Participants will be provided with a mystery box containing standard ingredients, and a twist will be revealed on the day of the event.
- No phones or recipe devices are allowed.
- Teams must maintain clean workspaces at all times.
- Aprons, hand gloves, and hair nets are mandatory for all participants.
- Participants must carry their own serving and presentation items.
- Participants are requested to carry the following basic cooking aids: chopping board, spoons, mixing bowls (medium and large), measuring cups, peeler, grater, napkins.
- Wastage of ingredients is discouraged and may lead to a deduction in points.
- Cooking gas/stoves and electrical appliances will NOT be provided.
- Knives will be provided. Participants are strictly not allowed to carry any sharp objects.
- Participants are not allowed to carry any food items.
- All items brought by participants will be checked prior to the competition to ensure fair play. The Organising Committee reserves the right to confiscate or disallow the use of any items deemed inappropriate.

Judging Criteria:

- Taste and creativity
- Presentation
- Incorporation of Surprise Ingredient
- Cleanliness

COMIC-CON COUTURE

COMIC-CON COUTURE

From comic books to catwalk looks- because heroes deserve haute couture too!

8th - 12th Grade	16 Teams	4 - 6 Participants per team	2 Hours

Event Description:

Get ready to rule the runway at ComicCon Couture, a stylish showdown where fandom meets fashion! Step into the spotlight as your team struts down the ramp, bringing iconic characters, epic storylines, and imaginative worlds to life. Whether you're channeling superheroes, villains, or anime icons, your walk should be a tribute to the creativity that defines Comic Con. Style, storytelling, and sheer charisma will crown the ultimate champions of the catwalk.

Rules:

- Each team's performance must be between 3 to 5 minutes in duration. Exceeding the time limit will lead to negative marking.
- The central theme for the event is "ComicCon." Participants are expected to creatively interpret this theme through their costumes and presentation.
- Designated changing rooms will be made available for all participants.
- Music must be submitted in MP3 format via a pen drive prior to the start of the event.
- The use of props is permitted; however, props must not cause any damage to school property.
- The use of vulgar language, music, gestures, or inappropriate outfits will result in immediate disqualification.
- Costume Regulations: Outfits must not be sleeveless, backless, cropped, deep-neck, ripped, or above knee length. Participants must adhere to these guidelines strictly

Judging Criteria:

- Creativity & Styling
- Costume Design & Props
- Stage Presence & Confidence

Informals

AIKYAM FEUD

AIKYAM FEUD

Right answers? Overrated. Popular ones? Game-winning.

8th - 12th
Grade

16
Teams

4
Participants
per team

2
Hours

Event Description:

Aikyam Feud is a lively, fast-paced game show that puts your instincts and teamwork to the test. Inspired by the classic family quiz format, this event challenges teams to guess the most popular answers to fun, quirky, and sometimes unexpected questions. But here's the twist - it's not about accuracy, it's about predicting what most people would say.

Whether it's pop culture, school life, or everyday randomness, your goal is to tap into the crowd's mindset and rack up points by matching the most common responses. Quick thinking, great communication, and a little bit of psychic sync with your teammates can take you all the way to the top.

If you think you've got what it takes to read the room and outguess the rest - Aikyam Feud is your time to shine!

Rules:

- Game format is inspired by Family Feud (Steve Harvey) – guess the most common survey answers.
- Teams should use the buzzer before answering.
- Each question will be displayed for 3 minutes only.
- Phones or external help are strictly prohibited.
- The game master's call is the final decision.
- The highest total score wins.

AIKYAM ARCADE

AIKYAM ARCADE

Think fast. Play wild. Win legendary.

8th - 12th Grade

12 Teams

2 Participants per team

3 Hours

Event Description:

Aikyam Arcade is a high-energy showdown packed with a series of rapid-fire, unpredictable mini-games designed to challenge your reflexes, logic, and teamwork under pressure. Each round throws something entirely new your way - from brain-bending puzzles to fun team challenges, keeping you constantly on your toes.

Inspired by formats like Minute to Win It and XOXO, each round delivers unexpected challenges. Only the sharpest, speediest duo will survive the surprises and emerge victorious!

Rules:

- Teams must collaborate and communicate effectively.
- Each round has a strict time limit.
- No use of phones or external help is allowed.
- The team with the highest overall score wins.

Informals

gaming and sports

Event Heads:

Jash Paleja   *Chaitanya Chavan*
+91 99208 53911   +91 99679 71439

EVENTS

Football Fiesta

Remontada

Pickle Point Precision

Queen's Gambit

Drive To Survive

Gully Cricket

Dodgewars

Crosshair Carnage

Racquet Riot

FOOTBALL FIESTA

FOOTBALL FIESTA

Fast, fierce, and full of fire — this is football, Aikyam style.
Unconventional rules & Unforgettable finishes.

8th - 12th Grade	16 Teams	7 Participants per team	4.5 Hours

Event Description:

Welcome to Football Fiesta - a 5v5 turf showdown where classic football meets creative chaos. From dynamic substitutions to double-goal drama in the final minutes, this isn't your average match. With shorter halves, rapid gameplay, and high-stakes twists, players must bring both flair and focus to win. Whether you're scoring screamers or defending with grit, this game rewards speed, strategy, and spirit.

Rules:

- This is a 5v5 turf match.
- Each team must consist of 5 players on the field, plus 2 substitutes allowed.
- Each half will be 5 minutes long
- Additional twists will be revealed on the day of the event - expect the unexpected!
- Corner kicks will be allowed.
- The tournament will follow a direct knockout format.
- A yellow card will result in a 2-minute suspension.
- A red card will result in a 5-minute suspension.
- Referee's decisions will be final.
- Teams must maintain discipline and sportsmanship throughout.

REMONTADA

REMONTADA

Build chemistry, break defences and earn your way to Glory
The pitch may be virtual, but the passion is 100% real.

8th - 12th Grade	16 Teams	2 Participants per team	2.5 Hours

Event Description:

Step into the digital stadium for a classic FIFA face-off where precision passes, last-minute goals, and tactical brilliance take center stage. Whether you're setting up the perfect assist or blocking that crucial shot, every move could tip the scales in this high-octane football simulation challenge.

Rules:

- This game will be played by 2 players being on the same team together on a Play Station
- Each half will be for 4 minutes.
- 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.
- Each team can choose any football team they want (club or international) but cannot pick teams like Classic 11 or World 11.

PICKLE POINT PRECISION

PICKLE POINT PRECISION

Fast hands, sharp reflexes, and perfect coordination — it's not tennis, it's pickleball.
Every rally's a reset. Every point must be earned.

8th - 12th Grade	16 Teams	2 Participants per team	2.5 Hours

Event Description:

Welcome to Pickle Point Precision, where teams square off in a classic pickleball showdown. With traditional serve-to-score rules and a knockout format, this 2v2 event demands rhythm, timing, and razor-sharp teamwork. Whether you're setting up that fourth shot or guarding the kitchen line, it's all about smart plays under pressure.

Rules:

- This will be a 2v2 pickleball tournament conducted in a knockout format.
- No volleys allowed from the kitchen zone (the area near the net)
- Volleying is only allowed after each team's first return.
- The first team to reach 11 points wins the match.
- Serve must always be below the waist.
- Classic pickleball scoring applies:
  - Points can only be scored by the serving team.
  - The receiving team can only win back serve (not score points).
- Players switch sides after 6 points.
- Standard pickleball etiquette and fair play are expected at all times.
- Participants are encouraged to bring their own racquets. However, racquets will be provided if needed. Wearing sports shoes is mandatory.
- The decision of the match official is final and binding.

QUEEN'S GAMBIT

QUEEN'S GAMBIT

Checkmate before you blink or an all out attack?
Every second counts — think fast or fall behind.

| 8th - 12th Grade | 32 Teams | 1 Participants per team | 2.5 Hours |

Event Description:

Welcome to Queen's Gambit, a blitz-style chess battle where speed is just as crucial as strategy. Forget long, meditative games - this is chess at its most thrilling format - where bold sacrifices, tactical traps, and lightning-fast plays rule the board. Only the quickest minds will survive. Will you keep your cool… or let your king fall?

Rules:

- Each game will be a knockout Blitz game
- Chess clock and chess boards will be provided to the participants
- The tournament will follow a **direct knockout format.**
- 5 minutes on the clock will be set for each individual at the start of each match

DRIVE TO SURVIVE

DRIVE TO SURVIVE

One track. One shot. One fastest lap.

8th - 12th Grade

16 Teams

1 Participant per team

2.5 Hours

Event Description:

Get ready to experience the thrill of Formula1 like never before! In this solo time trial challenge, participants will race on a high-speed simulator track, pushing their reflexes and focus to the limit. With every corner and every second counting, it's not just about driving - it's about precision, control, and shaving milliseconds off your time.

Rules:

- This is a Solo event where each participant aims to get the fastest lap of the circuits.
- It is a time trial event where 3 circuits from the F1 calender will be chosen by the organisers.
- Each participant only gets one chance to set their time on the 3 chosen circuits which will be revealed on the day of the event.
- Participants will get 30s as an out lap on the first circuit to test the setup.
- Cumulative timings of all 3 circuits will decide the rankings and winners
- Unsportsmanlike conduct or tampering with simulator settings will lead to disqualification

Gaming and Sports

GULLY CRICKET

GULLY CRICKET

Boundaries fly but sixes prohibited — it's cricket, but with chaos!
No running, no mercy — just pure shot-making and strategy.

8th - 12th Grade	16 Teams	6 Participants per team	2.5 Hours

Event Description:

This isn't your typical cricket match - it's a boundary-hitting, no-running, adrenaline-pumping showdown where every shot could flip the game. Box cricket meets wild twists, fast plays, and fierce team spirit. Whether you're scheming in the field or bowling maiden overs, this event promises quick thrills, unpredictable turns, and nonstop action from the first ball to the last.

Rules:

- Each team must have 6 players, including at least one girl.
- The female player must bowl at least one over during the match.
- Matches will be 4 overs per side.
- One bounce = out
- Only 4s are allowed, no 6s.
- The 2nd over will be a target over where the batting team must declare and score exactly 5 runs:
  - If they succeed, they are awarded 10 runs.
  - If they fail to score exactly 5, zero runs will be added from that over.
- Each player can score a maximum of 20 runs after which the batter needs to change. The player can come back if the rest of the team gets out.
- In case of a tie, teams will have a bowl out.
- The umpire's call is final and binding.

Gaming and Sports

DODGEWARS

DODGEWARS

Dodge, duck, dominate — it's survival of the sharpest!

8th - 12th
Grade

16
Teams

6
Participants
per team

2.5
Hours

Event Description:

Get ready to dive, dodge, and dominate! In this girls-only showdown, every throw packs a punch and every catch flips the game. Dodgewars is where teamwork meets chaos, and survival depends on your reflexes. Dodge smart, throw sharper - and whatever you do, don't get hit. One wrong move, and you're out of the brawl.

Rules:

- This will be an exclusively girls-only event.
- Each team must consist of 6 players.
- The game will begin with an opening rush, where players race to the center to retrieve the balls.
- Any player hit by a ball will be considered eliminated.
- If a player catches a thrown ball, the player who threw it will be eliminated.
- Players will eliminate themselves if they step or run out of the court boundaries.
- Classic dodgeball rules will be followed throughout the game.
- The referee's decision will be final and binding.

CROSSHAIR CARNAGE

CROSSHAIR CARNAGE

Two players. One screen. Zero mercy.
Lock, load, and lead your duo to domination.

8th - 12th Grade	16 Teams	2 Participants per team	2.5 Hours

Event Description:

Ready your loadouts and sharpen your reflexes - it's time to enter the warzone. In this 2v2 Call of Duty: Black Ops face-off, teamwork and tactical precision are your deadliest weapons. It's not just about survival - it's about outsmarting your opponents under pressure. Only the sharpest duos will survive the heat of battle and emerge victorious.

Rules:

- This is a 2v2 split-screen multiplayer event played on PlayStation.
- The format will be a knockout tournament.
- Map will be randomised for each round
- The mode of each game will be Search & Destroy

RACQUET RIOT

RACQUET RIOT

Play hard, think harder, grip smarter.

8th - 12th
Grade

16
Teams

1
Participants
per team

2.5
Hours

Event Description:

This isn't just a test of reflexes - it's a match of mind games and chaos. Racquet Riot adds an unexpected twist to classic table tennis, turning each rally into a surprise. Just when you think you're in control, your opponent might flip the rules - and your grip. Think fast, play faster, and don't get thrown off by the spin!

Rules:

- Matches will be played in a **1v1** format.
- The **first player to reach 15 points** wins the match.
- If both players are tied at 14 - 14, the game proceeds with deuce.
- Twist Rule: At any point during the match, a player may challenge their opponent to switch and play using the **Chinese grip**. Participant can enforce the twist on his opponent for 2 points, regardless of who wins those points

Gaming and Sports

Online Events

Event Head:

Jai Bhayani
+91 99303 15878

Theme:
Mythos and Marvels
legends reimagined

Events

League Of Legends

Soundtrack of Realms

Divine Motions

Mythical Maps

Tales Retold

Totems and Talismans

Fashion Fusion

Gods of the Game

Specific Rules for Online Events:

- Each student can participate in only 2 events.
- School registration begins on 28th June. Last date for registration is 11th July.
- 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 - 'League of Legends' will be held on an online meeting platform on 26th July, 2025. 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 13. 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 26th July 2025 (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 2nd August, 2025.

LEAGUE OF LEGENDS

Enter the virtual arena where strategy meets speed, and only the sharpest minds and fastest reflexes survive. Compete live in a thrilling, round-based League of Legends showdown!

Event Description:

This event will be conducted live on an online meeting platform. Specific event timings and links will be shared 2 days before the event via email.

Rounds:
The event will feature multiple rounds, each designed as a knockout battle. Teams will be eliminated based on in-game performance, decision-making, and team synergy.

Theme: Mythos and Marvels - *legends reimagined*

Skills Tested:
- Strategic Thinking: Crafting and executing team strategies under pressure.
- Team Coordination: Collaborating effectively during high-stakes moments.
- Game Knowledge: Mastery of global mythology, mythological legendary figures, historical items, maps, and matchups.
- Communication & Adaptability: Responding quickly to evolving in-game situations.
- Reflexes & Mechanics: Speed, accuracy, and in-game control.

Live Event: 26th July, 2025

6th - 7th Grade

1 Team per school

2 Participants per team

Event Rules:

- All team members must play on their own devices with a stable internet.
- Players must rename themselves using their Contingent Code (e.g., AM01) in the game lobby.
- Voice communication between teammates during the match is mandatory.
- Players must wear semi-formal or neutral clothing—school uniforms or school identifiers are strictly prohibited.
- The first 16 teams to register will be selected to participate. Others will be added to a waiting list and notified via email after registration closes.
- Any form of cheating or inappropriate behavior will result in immediate disqualification.

Judging Criteria:

- Team Strategy and Gameplay
- Communication and Coordination
- Role Execution and Awareness
- Overall Match Performance

Submission Link:

https://forms.gle/g4xUNVSmz2qwB13P6

SOUNDTRACK OF REALMS

When tradition meets technology: create musical magic through a fusion of timeless instruments and today's trending beats.

Event Description:

Create Your Fusion:
Teams must design a musical mash-up that blends the soulful essence of traditional classical instruments (like sitar, djembe, veena, flute, tabla etc.) with the energy of modern beats (hip-hop, EDM, lo-fi, trap, etc.).

Add Your Voice:
You may include original lyrics or reinterpret existing songs to reflect your story or theme. The result should be fresh, engaging, and rhythmically powerful.

Cultural Harmony:
Make sure your composition highlights cultural elements - the clash or harmony between the ancient and the futuristic. It could be inspired by a myth, a festival, or a regional soundscape.

Team Name:
Choose a team name that reflects your theme, music style, or cultural fusion.

Submission Date: 18th July, 2025

6th - 7th Grade

1 Team per school

3 - 7 Participants per team

Event Rules:

- Fusion must include at least one traditional classical instrument (live or sampled) and modern rhythm elements.
- The final mash-up must not exceed 3 minutes in duration.
- Live vocals or recorded tracks can be used, but the voice must be clear and in sync with the music.
- No post-production effects like auto-tune, reverb, or pitch correction are allowed.
- Video must be shot in landscape orientation, with a clear and distraction-free background.
- The school's name or identity must not appear anywhere in the submission.
- Final video must be in .mp4 format and renamed in the following format:
  CONTINGENT CODE_EVENT NAME_TEAM NAME
  (Example: AM01_SOUNDTRACKOFREALMS_BEATMYTHS)

Judging Criteria:

- Fusion Creativity and Originality
- Rhythm and Musical Flow
- Cultural Integration
- Performance and Presentation

Submission Link:

https://forms.gle/g4xUNVSmz2qwB13P6

DIVINE MOTIONS

Dance like the deities – channel ancient mythologies into powerful, emotion-driven performances.

Event Description:

Choose Your God:
Pick a mythological god, goddess, or deity from any world culture: Greek, Egyptian, Indian, Norse, Aztec, etc. Base your performance on their emotion, domain, or myth. Examples include:
- Ares / Kartikeya – God of War (Power and Battle)
- Hades – God of the Underworld (Mystery and Fear)
- Persephone – Queen of Seasons (Transformation and Light vs. Dark)
- Aphrodite / Rati – Goddess of Love (Grace and Passion)
- Shiva – The Destroyer (Wrath and Rebirth)
- Loki – God of Mischief (Chaos and Trickery)

Choreograph With Purpose:
Let your movements reflect the emotions, symbols, and myths tied to your chosen deity. Use expressions, posture, rhythm, and formations to depict stories, internal conflicts, or divine power. Fusion dance styles are encouraged (e.g., classical + contemporary, hip-hop + folk).

Give your performance a title that reflects your chosen god and emotional theme (e.g., "Ashes of Wrath", "Chains of the Underworld", "Bloom of Love").

Submission Date: 18th July, 2025

4ʰ - 7ᵗʰ
Grade

1
Team
per school

3 - 7
Participants
per team

Event Rules:
- Dance must not exceed 3.5 minutes.
- Any style of dance is allowed, but movements must align with the chosen god's theme.
- Voiceovers, instrumental tracks, or background scores are allowed (no extra marks).
- Props and costumes may be used, but the performance must focus on expression and storytelling through dance.
- Video must be shot in landscape orientation with a clean background.
- No revealing of school identity in costume, dialogue, or backdrop.
- Final video must be submitted in .mp4 format, renamed as:
  CONTINGENT CODE_EVENT NAME_TEAM NAME
  (Example: AM01_DIVINEMOTIONS_FLAMESOFFURY)

Judging Criteria:
- Concept and Theme Interpretation
- Choreography and Storytelling
- Expression and Energy
- Creativity in Fusion and Style
- Overall Performance Impact

Submission Link:

https://forms.gle/p6dfNRzJR2FKQX7b6

MYTHICAL MAPS

Submission Date: 18th July, 2025

4th - 7th Grade

1 Team per school

3 Participants per team

Dive into your imagination and design a mythical land rich with magic, legends, and fantastical traditions. Build your world from the ground up: where gods walk among people, creatures roam freely, and stories shape everyday life!

Event Description:

Invent Your Own Legendary Land:
Name: Give your land a unique and mythical name that captures its magical essence.
Geography: Describe the landscapes, weather, and mystical landmarks that make your land extraordinary (e.g., floating mountains, glowing forests, lava rivers).
Culture: Define the traditions, festivals, legends, and everyday lifestyle of the people and creatures that inhabit your land.
Mythical Beings: Create original gods, magical creatures, or ancient spirits that are worshipped or feared.
Laws and Society: Set the rules and structure that govern your land: is it ruled by a sorcerer queen, a council of dragons, or a shapeshifting oracle?

Answer the Following Questions:
- What makes your land special?
- How do legends influence daily life?
- What is a famous tale from your land?

Creating the Video Presentation:
Plan your storytelling flow and use any of the following formats to present your land:
- Live Models: Build your world using clay, cardboard, paper, or recyclable materials to showcase key landmarks and magical creatures.
- Digital Creations: Use software or online tools to create digital maps, 3D models, or animations of your land.
- Charts & Visuals: Add maps, symbols, or mythical alphabets to explain traditions, travel routes, or rituals.
- Narration: Write a powerful script that brings your land to life and answers the key questions with drama and imagination. Speak with energy and clarity!

Event Rules:

- Team members must be clearly visible throughout the video.
- Background must be clean and free from distractions.
- The video must be shot in landscape mode.
- Video duration must not exceed 3.5 minutes. Overtime will result in negative marking.
- The land's name must be original and not match any real country.
- The final video file must be renamed in the following format:
  CONTINGENT CODE_EVENT NAME_COUNTRY NAME
  (e.g., AM01_MYTHICALMAPS_DRAGONHOLLOW)

Judging Criteria:

- Creativity and Innovativeness
- Practicality and World-Building
- Presentation and Storytelling

Submission Link:

https://forms.gle/cWicjMBXq6JDYRLs5

Online Events

TALES RETOLD

Bring legendary mythological characters into the modern world and let the laughter begin!

Submission Date: 18th July, 2025

6ᵗʰ - 7ᵗʰ Grade

2 Teams per school

1 Participants per team

Event Description:

Choose Your Character:
Pick a well-known and kid-friendly mythological character from any culture like Thor, Hanuman, Medusa, or Anansi the Spider.

Create Your Monologue:
Reimagine your chosen character living in today's world.
How would they deal with rush hour traffic, mobile apps, food delivery fails, or airport security?
Write a humorous monologue that showcases their confusion, frustration, or surprise as they adapt to modern life.
Think modern. Think funny. Think mythical madness.

Event Rules:

- The participant must be clearly visible throughout the video.
- The background must be free from any visual distractions.
- The video must be shot in landscape orientation.
- The video should not exceed 3 minutes. Exceeding the limit will result in negative marking.
- Props and costumes are allowed to enhance the performance.
- No discriminatory content is allowed. Violations will lead to immediate disqualification.
- The final video must be renamed in the following format:
  CONTINGENT CODE_EVENT NAME_PARTICIPANT NAME_CHARACTER NAME
  (e.g., AM01_TALESRETOLD_AARAVSHAH_HANUMAN)

Judging Criteria:

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

Submission Link:

https://forms.gle/5XrUbxgKUzZFKadJ7

TOTEMS & TALISMANS

Let your imagination shape ancient power! Craft legendary objects that tell a story, hold magic, and connect to myth.

Event Description:

Design Your Artifact:
Create a mythical totem, talisman, or wearable artifact inspired by a legendary god, hero, or magical creature from any culture.
Use recycled or handmade materials to build your piece - it could be a glowing pendant from Atlantis, a serpent ring from Norse tales, or a phoenix feather brooch from Indian legends.

Tell Its Story:
Every object has a past. Write a short description explaining:
- Who created or used the artifact?
- What powers does it hold?
- What culture or myth inspired it?

Make it magical. Make it meaningful. Make it memorable.

Submission Date: 18th July, 2025

4th - 7th Grade

2 Teams per school

2 Participants per team

Event Rules:
- All materials used must be handmade or recycled.
- Mix-media (real cloth/fabric, glitter, etc.) is allowed, but must be securely attached.
- A brief written description must accompany the artifact on the same page or clearly attached.
- The school name must not appear anywhere in the submission.
- The final entry must be submitted as one clear image in .pdf format.
- The file must be renamed in the following format:
  CONTINGENT CODE_EVENT NAME_TEAM NAME
  (e.g., AM01_TOTEMSANDTALISMANS_MYTHMAKERS)

Judging Criteria:
- Creativity and Originality
- Craftsmanship and Use of Materials
- Mythical Relevance and Storytelling
- Overall Visual Appeal

Submission Link:
https://forms.gle/W5mM95iBWn6ndGY87

FASHION FUSION

Create waves in the fashion industry by blending ancient mythology-inspired traditional attire with cutting-edge modern fashion trends to design truly legendary looks.

Event Description:

Each team is required to create two sketches: one depicting a male outfit and one depicting a female outfit. Participants must select one ancient civilization (e.g., Greek, Egyptian, Norse, Aztec, etc.) and combine elements of their traditional mythological attire with modern fashion trends such as streetwear, avant-garde, or futuristic fashion, to design a unique blended look fit for a god or goddess.

Create the Team Name: Come up with an interesting and unique name that reflects the fusion of ancient mythology and modern style in your designs.

Design Requirement: The fusion of the chosen ancient civilization's attire and modern fashion must be clearly visible in the sketches. Outfits must reflect mythical or legendary inspirations from the selected civilization.

Content Requirement: A 50-word write-up describing the concept and elements of the fusion design must accompany the submission as a separate pdf. It should clearly mention the chosen ancient civilization and the modern trend fused into the design.

Submission Date: 18th July, 2025

4th - 7th
Grade

2
Teams
per school

2
Participants
per team

Event Rules:

- Mix-media is not allowed. Use of actual cloth or materials in the sketches will lead to disqualification.
- Only one A4/A3 page must be submitted as a scanned .pdf. If more than one page is submitted, only the first page will be judged.
- School name or identity must not be revealed anywhere on the submission.
- The write-up does not carry marks but helps judges understand your creative intent.
- The main submission pdf file name (A4/A5 size) must follow this format:
  CONTINGENT CODE_EVENT NAME_TEAM NAME
  (e.g., AM01_FASHIONFUSION_FASHIONFIRST)
- The writeup pdf file must follow this format:
  CONTINGENT CODE_EVENT NAME_TEAM NAME_WRITEUP
  (e.g., AM01_FASHIONFUSION_FASHIONFIRST_WRITEUP)

Judging Criteria:

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

Submission Link:

https://forms.gle/zncLJXagsnaoSdH48

GODS OF THE GAME

Event Description:

What if gods played sports? In this imaginative challenge, participants will transform mythological gods, heroes, or creatures into modern-day athletes ruling the sporting arena. Design a digital sports profile or trading card that reimagines your chosen character as a legendary player in a contemporary sport.

What to Include:
- Character Name & Mythology (e.g., Loki - Norse)
- Chosen Sport (e.g., Poseidon - Swimming)
- Stats & Skills (Speed, Strength, Strategy, etc.)
- Team Name & Jersey Number (optional)
- Tagline/Backstory (e.g., "Once ruled the skies - now rules the court.")

Submission Date: 18th July, 2025

4th - 7th Grade

2 Teams per school

1 Participants per team

Event Rules:

- One A4 page submitted as a scanned PDF to be submitted (artwork + text)
- Include a 50–100 word write-up explaining the concept (Note: The write-up does not carry marks but supports the judges' understanding of your idea.
- Mix-media is not allowed. Use of actual pictures or materials in the sketches will lead to disqualification. No digital art is allowed.
- Only one A4 page must be submitted. If more than one page is received, only the first page will be judged.
- School name or identity must not be revealed anywhere on the submission.
- The PDF file name must follow this format:
  CONTINGENT CODE_EVENT NAME_TEAM NAME.
  (e.g., AM01_GODSOFTHEGAME_TEAMZEUS)

Judging Criteria:

- Creativity and Originality
- Design Technique and Style
- Incorporation of the Fusion (Mythology + Sport)
- Clarity and Relevance of Stats & Skills
- Overall Appeal

Submission Link:

https://forms.gle/p6dfNRzJR2FKQX7b6

Reference Link:

https://drive.google.com/file/d/1RcOzRvc4ofI
dxqerz7vWYJT5ZgAgPbyU/view?
usp=sharing

contact details

core committee

Pratha Kerawala	Chairperson	+91 9820980731
Saanjh Agarwal	Vice - Chairperson	+91 7738733877
Kritika Mandholia	Vice - Chairperson	+91 7506143620

event heads

Prisha Zaveri	Performing Arts	+91 9930919939
Tanishka Motwani	Performing Arts	+91 8452849499
Helly Gala	Visual Arts	+91 9987243803
Aasmi Shah	Literary Arts	+91 8433536820
Vama Zaveri	Literary Arts	+91 9920991959
Vidhi Sanghvi	Informals	+91 9819827528
Jash Paleja	Gaming and Sports	+91 9920853911
Chaitanya Chavan	Gaming and Sports	+91 996971439
Jai Bhayani	Online Events	+91 9930315878

department heads

Jenika Fariya	Hospitality	+91 9987755850
Rohan Parikh	Hospitality	+91 9987347435
Dhruvi Bhabhera	School Communications	+91 9820192700
Niska Tibrewala	Logistics	+91 8879580184
Bhoomi Sheth	Logistics	+91 8928716770
Jai Bhayani	Marketing	+91 9930315878
Parshvi Jain	Marketing	+91 9326575838
Aarav Nagarajan	Security	+91 9833031130
Krish Shah	Security	+91 8454945558
Mahek Mukati	Design	+91 7021212458
Tavishi Kanojia	Decor	+91 9820634199
Yuvraj Veera	Photography	+91 9082463236
Devanshi Dhanuka	Social Media	+91 9653256602

sponsors

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Website : https://www.gagangiri.in/
Gagangiri Group is one of the leading organisations in the field of construction and development based in Mumbai. The group has been involved in the development of both residential and commercial projects. Their expertise in almost every field of the construction industry provides a great advantage and they pledge to maximise on this advantage with utmost sincerity as we have in the past and in the coming future.

AIC Infrastructure Pvt Ltd (AICPL)

AWARD SPONSOR

AIC Infrastructures Pvt. Ltd. is a leading infrastructure company committed to constructing, and maintaining sustainable and resilient infrastructure projects. With a strong focus on innovation, quality, safety and environmental responsibility, we strive to create infrastructure solutions that enhance the well-being of communities and promote economic growth. Through our dedication and commitment, we aim to deliver infrastructure projects that meet the needs of today while ensuring a better tomorrow.

Leadership That Works

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Transforming the world;
One Heart at a Time
Website: www.ltwindia.com
LTW India is a globally recognized provider, which specialises in offering professional coaching programs that are accredited by the International Coach Federation (ICF), renowned for its exceptional quality and innovative approach to the coaching profession. Our pioneering spirit has enabled us to consistently raise the bar, providing specialised services in Executive Coaching, Leadership Coaching, Diversity, Equity, Inclusion, and Justice (DEIJ works) and Internal Family Systems (IFS works), as well as custom-designed coaching programs for educational institutions.

WOICH

GIFTING SPONSOR

Website: http://www.woich.in/
WOICH - Delivered Ghar Se:
It is more than a marketplace: it's a thriving community of 350+ local entrepreneurs, especially women, who've turned their skills into successful home-based businesses. From homemade treats and wellness goods to eco-friendly décor and personalized gifts, WOICH connects consumers with authentic, high-quality products made with heart.

What makes WOICH unique is its direct link between maker and buyer—enabling customization and meaningful connections. By supporting WOICH, you're backing a movement that promotes: Sustainability, Women's Empowerment, Local Creativity and Conscious Consumerism

The Buddies Huddle Cafe (TBHC)

FOOD SPONSOR

TBHC (The Buddies Huddle Cafe), located in Andheri is a Dream come true !!! A place created to serve great coffee and scrumptious food. In a city like Mumbai -not everyone has the privilege of owning a house with a balcony where you can relax for hours together with your coffee and your favourite book - if you can picture this and if you miss this. TBHC is the place for you, A no fuss, no frills- just a Good Food cafe.

RJ Creation – FITTO

PERFORMING ARTS SPONSOR

RJ Creation's FITTO (Foundations in Imagination, Training, Theatre, and Originality) is a premier performing arts program designed to empower young learners and adults through immersive training.

Beyond training, FITTO also specializes in conceptualizing and curating high-calibre stage productions, school shows, and creative showcases across educational and corporate spaces.

RJ Creation's Heal Your Soul initiative brings the power of the arts into wellness. These transformative workshops include dance therapy, mindfulness and breathing techniques, sound healing, storytelling, and art-based team bonding, crafted especially for professionals to rejuvenate, realign, and rise. RJ Creation's FITTO continues to sculpt performers, storytellers, and change-makers — one inspired soul at a time.

Instagram: @fittorjc

FOOD & BEVERAGE

SBARRO

Sbarro is a global leader in the quick-service pizza segment, known for serving authentic, New York-style pizza by the slice. Since its founding in 1956 in Brooklyn, New York, Sbarro has become synonymous with fresh ingredients, generous portions, and bold flavors. What began as an Italian salumeria has evolved into a beloved brand with a presence in over 600 locations across 25+ countries. Every Sbarro kitchen continues the tradition of hand-stretching dough made fresh daily, topped with 100% whole milk mozzarella and San Marzano-style tomato sauce.
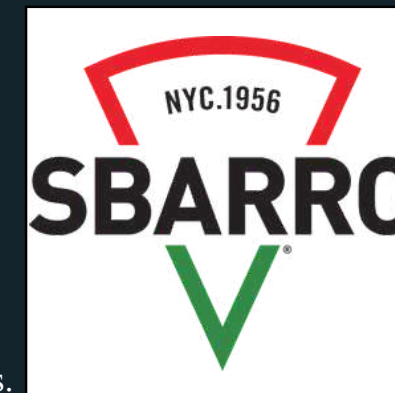
The Belgian Waffle Co.

Website: https://thebelgianwaffle.co/
The Belgian Waffle Co is India's largest waffle brand, boasting a presence across 650+ stores in over 191 cities. The brand pioneered the concept of on-the-go waffles in India with its flagship offering – The Original Waff-wich – a warm, crisp waffle sandwich served in a distinctive, easy-to-eat format. In 2025, The Belgian Waffle Co celebrates 10 years of redefining the dessert experience in India. Known for constant innovation, The Belgian Waffle Co has continued to raise the bar in the dessert space, most recently with the introduction of its premium Gourmet Waffles.

The Belgian Waffle Co – Celebrating 10 Years of Decadence. Still Hot. Still Winning ❤️

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