



indian schools
sultanate of oman

UNDER THE AEGIS OF THE BOARD OF DIRECTORS INDIAN SCHOOLS IN OMAN



INDIAN SCHOOL AL WADI AL KABIR
P R E S E N T S

STAI 2026

Science Technology And Innovation

Innovate. Integrate. Impact.



www.iswkoman.com





UNDER THE AEGIS OF THE BOARD OF DIRECTORS
INDIAN SCHOOLS IN OMAN

INDIAN SCHOOL AL WADI AL KABIR
PROUDLY PRESENTS

STAI 2026

Theme: FutureWorld

Innovate. Integrate. Impact.

Where Young Minds Build Tomorrow

Venue:

Indian School Al Wadi Al Kabir

October 23 & 24, 2026

PARTICIPATION INVITED FROM:
INDIAN, PRIVATE, INTERNATIONAL, AND MINISTRY-
APPROVED SCHOOLS



મહારાષ્ટ્ર રાજ્ય
Board of Directors



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WELCOME NOTE

A Message to Our Young Innovators!

Dear Students,

It gives us immense pride and pleasure to welcome you to STAI 2026 – Science, Technology And Innovation.

Each year, STAI transforms our schools into a vibrant platform where curiosity sparks ideas, creativity fuels innovation, and young minds turn imagination into impact. This year, we invite our students to embark on an extraordinary journey into the future with the theme:

FutureWorld – Innovate. Integrate. Impact.

Where Young Minds Build Tomorrow

FutureWorld challenges our young innovators to look beyond the present, envision the possibilities of tomorrow, and imagine the world they would like to create. It encourages them to explore how Science, Technology, Art, Mathematics, ICT and Innovation can come together to address real-world challenges and create a smarter, more sustainable, and inclusive future.

Through an exciting array of competitions, challenges, exhibitions, and interactive experiences, our students will have opportunities to question, investigate, design, calculate, code, create, collaborate, and innovate. More importantly, they will develop the skills and mindsets needed to become responsible creators and changemakers of the future.

We extend our heartfelt appreciation to our teachers and mentors for inspiring and guiding our students, and to our parents for their constant encouragement and support. Above all, we celebrate our students – the dreamers, thinkers, creators, and innovators – whose imagination gives life to FutureWorld. Let us dream boldly, think differently, innovate fearlessly, and create a future that makes a meaningful impact.

“Every innovation begins with a question and grows through the courage to imagine what comes next.”

Best Regards

D.N. Rao

Principal

Indian School Al Wadi Al Kabir



MISSION

TO DEVELOP AND DEPLOY SUSTAINABLE INNOVATIONS FOR GLOBAL HARMONY, RESILIENCE, AND PROGRESS.



VISIONARY INNOVATION.

VISION

A CONNECTED GLOBAL COMMUNITY ENJOYING AN EQUITABLE, HARMONIOUS, AND THRIVING EXISTENCE, POWERED BY INTELLIGENT SYSTEMS AND SHARED EMPATHY.



GLOBAL HARMONY & UNITY.



STAI 2026 - EVENTS AT A GLANCE

STAGES	PART 1: GRAND INNOVATION COMPETITIONS
Foundation Stage (FS)	Future Toy / Gadget Tech Talk
Foundation Stage (FS)	Cosmic Canvas
Foundation Stage (FS)	Futuristic Flora & Fauna
Preparatory Stage (PS)	Future Frames
Preparatory Stage (PS)	Global Vision: Tech-Tinkers Challenge
Preparatory Stage (PS)	LexiQuest
Middle Stage (MS)	Imagine AI
Middle Stage (MS)	Sustainability City Model
Middle Stage (MS)	Vault & Vector
Middle Stage (MS)	Pulse Probe
Middle Stage (MS)	Radiant Relay
Middle Stage (MS)	Clean Energy & Mobility: "The Hyper-Racer Grand Prix"
Secondary Stage (SS)	Cyber Shield
Secondary Stage (SS)	Optimax
Secondary Stage (SS)	Metroverse
Secondary Stage (SS)	SciTech Spark
Secondary Stage (SS)	Neonexus – Reimagining FutureWorld
Secondary Stage (SS)	SubSea: Submerge. Innovate. Impact.
Open to PS, MS & SS	PART 2: FUTURISTIC EXHIBITION



GRAND INNOVATION COMPETITIONS

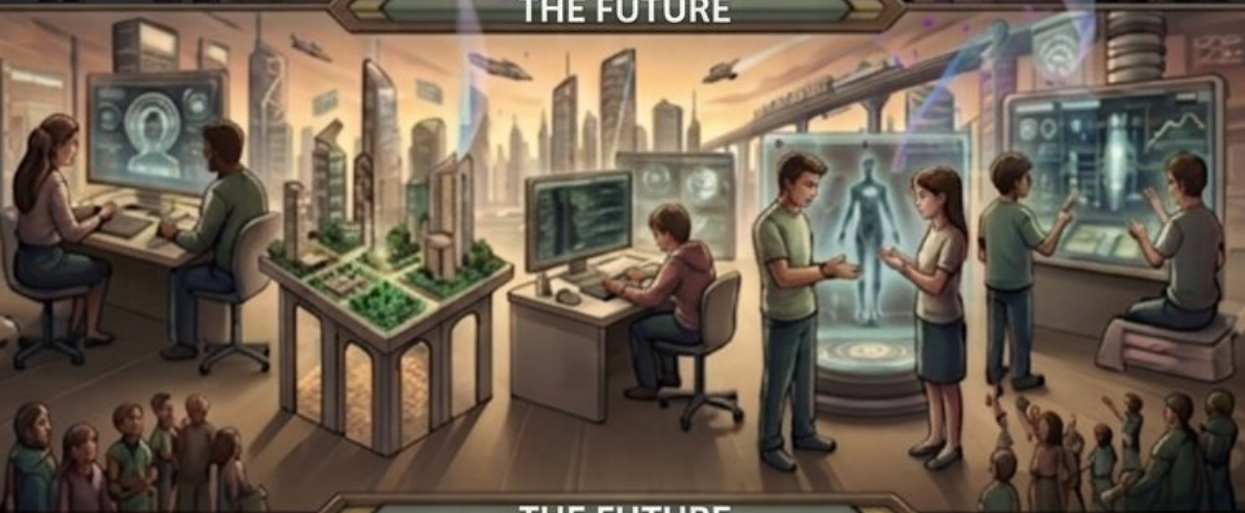
The universe is full of wondrous things, patiently waiting for our intellect to become more keen.



THE FUTURE



THE FUTURE



THE FUTURE



“THE TRUE SIGN OF INTELLIGENCE IS NOT KNOWLEDGE BUT IMAGINATION.”

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Future Toy / Gadget Tech Talk
FOUNDATION STAGE
Design It, Build It, Show It, Talk Tech.

Category: School-level event under STAI 2026 (FS)

Eligibility: Grades I and II

Competition Guidelines:

Students will create or design an innovative toy or gadget of the future using any suitable materials.

The students will present:

- Name of the toy/gadget
- Features
- How it works
- Benefits

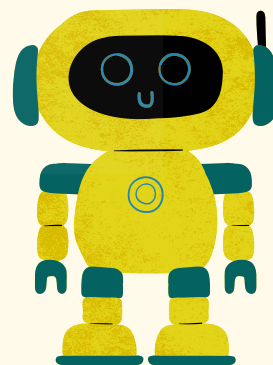
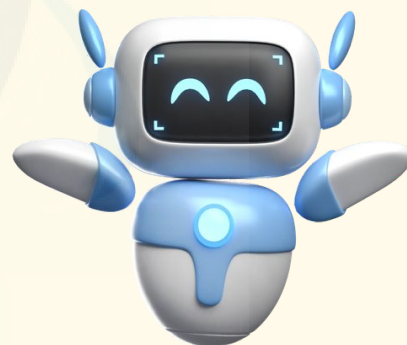
Presentation Time: 2 minutes

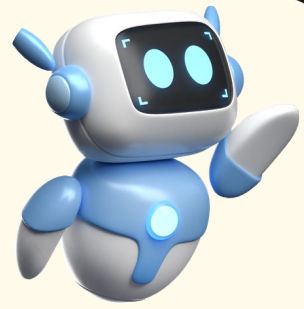
Evaluation:

Criteria	Marks
Creativity and innovation	10
Originality of the toy	10
Functionality and usefulness	10
Presentation and explanation	10
Confidence and communication	10
Total	50

Mode of Conduct:

- Each participating school shall conduct its own preliminary selection process.
- Schools have complete discretion in deciding the format of their internal competition.
- Each school will select three winners from Classes 1 and 2 (combined)
- Thus, each school will submit a total of three (3) winning entries.





• Video Submission Guidelines for Winners

The selected entries shall be submitted to the host school in the form of:

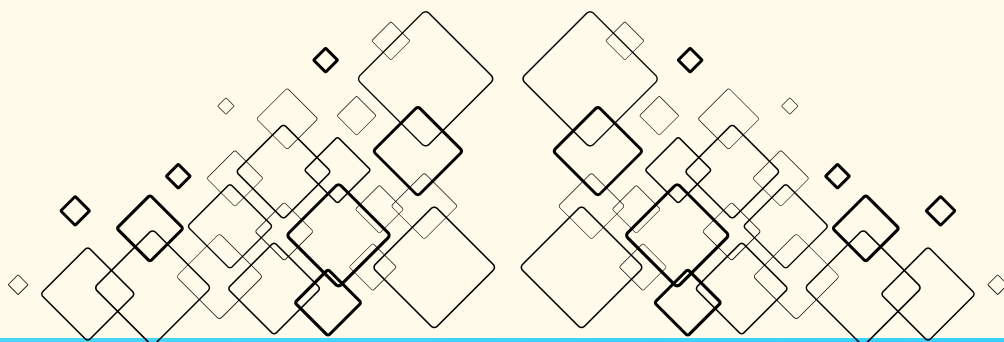
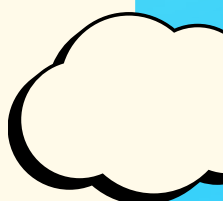
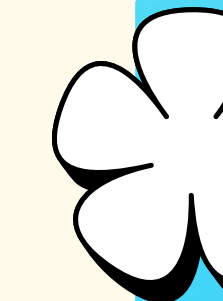
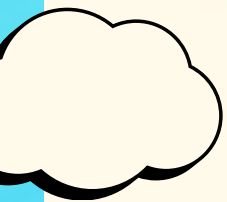
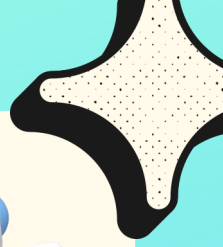
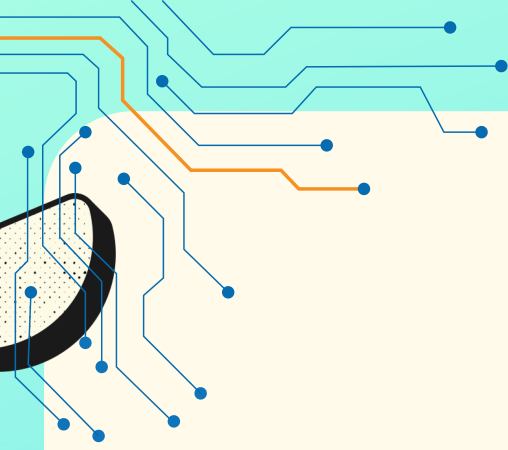
- One 30-second video of each school winner (1st, 2nd, and 3rd position) from each participating school.
- The video should be recorded in **landscape orientation**.
- Ensure **clear audio and good visibility** of the student and toy/gadget.
- At the beginning of the video, clearly announce or display the **student's name, class, school, competition category, and title of the toy/gadget**.
- Date of submission: **11 October 2026**.

• General Guidelines

- Models should be safe, age-appropriate, and easy for students to handle.
- Parents and teachers may assist only in model preparation. The presentation must be delivered entirely by the student.
- Use of recycled or eco-friendly materials is encouraged.

• Conclusion

The FutureWorld – Innovate, Integrate, Impact competition provides an exciting platform for young learners to dream beyond the present and envision a future shaped by science, innovation, and compassion. Through imagination, creativity, and communication, students will celebrate the possibilities of tomorrow while developing essential 21st-century skills that prepare them to become future innovators and responsible global citizens.



COSMIC CANVAS

FOUNDATION STAGE

My Magical Space Adventure

A Digital Paint creation challenge for young space explorers

EVENT OVERVIEW

EVENT	Cosmic Canvas A Digital Paint Creation Challenge
ELIGIBILITY	Grades 1–2
TOPIC	My Magical Space Adventure

PARTICIPATION PATHWAY

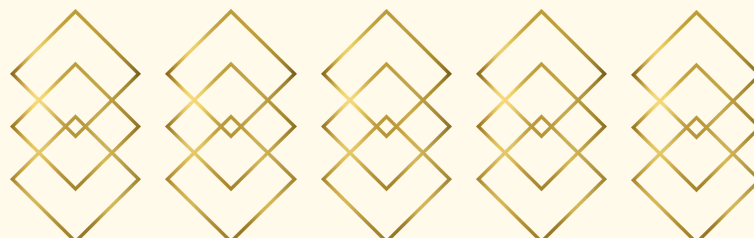
STAGE	WHEN	WHAT HAPPENS
SCHOOL LEVEL	At the school's convenience	Every eligible student participates. Each participating school conducts its own competition at its convenience and may decide its internal competition format.
WINNER SUBMISSION	By 11 October 2026	Each school selects its 1st-, 2nd-, and 3rd-place winners and submits three winning entries to the host school.

ARTWORK CHALLENGE

SOFTWARE	TASK
Your choice	Create an original digital artwork inspired by "My Magical Space Adventure."

GENERAL COMPETITION RULES

- Every eligible student must take part in the school-level preliminary selection conducted by the participating school.
- Participating schools have complete discretion in deciding the format of their internal competition.
- Each school must select three winners: 1st Position, 2nd Position, and 3rd Position.
- Each winner must work independently in the Paint app during the allotted 30 minutes.
- The artwork must be original and completed during the competition; no prepared or copied work is permitted.
- Use only the tools, shapes, colours and brushes available in the Paint app. No internet, external images or other software may be used.
- Save the completed file using the naming instructions given by the supervising teacher before leaving the workstation.
- Participating schools must ensure orderly participation, fair supervision and timely submission of each entry.



SCHOOL-LEVEL COMPETITION & SUBMISSION

SCHEDULE	SCHOOL WINNERS	DURATION	OUTPUT
At the school's convenience	1st, 2nd & 3rd winner per school	30 minutes	3 winning entries per school

EVALUATION CRITERIA | 50 MARKS

CRITERION	WHAT THE JUDGES WILL LOOK FOR	MARKS
Creativity & Imagination	A magical, child-friendly space idea with original visual thinking.	10
Theme Connection	Clear link to "My Magical Space Adventure."	10
Use of Paint Tools	Appropriate use of shapes, brushes, colours and available tools.	10
Colour & Composition	Pleasant colour choices, balance and meaningful placement of elements.	10
Overall Finish & Detailing	Neatness, completeness, attention to detail and the effort evident in the final artwork.	10
TOTAL		50

AWARDS & RECOGNITION

POSITION	RECOGNITION
1st Position	Outstanding artwork in the school-level competition
2nd Position	Excellent creative performance
3rd Position	Commendable creative performance

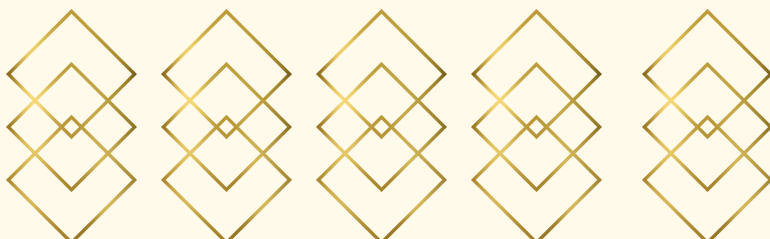
INSTRUCTIONS FOR PARTICIPATING SCHOOLS

- In the event of a tie, the higher score in Creativity & Imagination will decide the rank; if still tied, Theme Connection will be considered.
- The host school will acknowledge the 1st, 2nd and 3rd place winners submitted by each participating school.
- Each participating school shall submit the names of its 1st, 2nd and 3rd place winners and their videos to the host school by **11 October 2026**.

WINNER VIDEO SUBMISSION GUIDELINES

VIDEO REQUIREMENT	SUBMISSION STANDARD
One 30-second video of the digital artwork by each of the top 3 winners.	Record in landscape orientation with clear audio and good visibility of the student and the project.
At the beginning of the video, clearly announce or display: student name, class, school, competition category and the title of the event.	

Create boldly. Explore kindly. Let your imagination reach the stars.



Futuristic Flora & Fauna

FOUNDATION STAGE

Survive.Adapt.Thrive

"Futuristic Flora & Fauna" encourages young learners to explore how plants and animals might adapt and evolve to survive future environmental challenges. Students will become young scientists, artists, and innovators, using their creativity and scientific thinking to design imaginative plants and creatures with unique adaptations that help them survive, adapt, and thrive in the future.

1. Competition Activities

Participants may choose **ONE** of the following categories:

A. Futuristic Flora 🌱

B. Futuristic Fauna 🦁

2. Presentation Requirements

Each participant will present their **3D clay model** by covering the following:

1. **Name of the plant or creature**
2. **Future environmental challenge** it is adapted to address
3. **Special adaptations** shown in the model
4. **An interesting scientific fact** about the plant, creature, or its adaptations.

3. Competition Requirements

Students should identify a future environmental challenge and design an imaginative plant or creature adapted to address or survive that challenge.

The project should include:

- A creative name and a clear purpose.
- A 3D model using clay along with cardboard, recycled materials, or other suitable craft supplies.
- At least one special adaptation shown.
- A clear explanation of how the plant or creature survives and how its adaptations help it thrive in the future.

4. Judging Rubrics

Criteria	Marks
Concept Creativity & Originality	10
Environmental Relevance	10
Presentation & Communication	10
Adaptation Logic & Purpose	10
Explanation Clarity	10
Total	50

5. Mode of Conduct

A. School-Level Selection

- Each participating school shall conduct its own **preliminary selection process**.
- Schools have complete discretion in deciding the format of their internal competition.
- Each school will select **three winners from Classes I and II (Combined)**.
- Each school shall submit a total of **three (3) winning entries**.

B. Video Submission Guidelines for Selected Winners

- The selected entries shall be submitted to the Host School as **one video per winner**.
- The school should submit a **60-second video** showcasing their **Futuristic Flora or Fauna** for each winner.
- The video should be recorded in **landscape orientation**.
- Ensure **clear audio, good lighting, and visibility** of the student and the 3D model.
- The student should be **clearly visible** while presenting the project.
- At the beginning of the video, the student should clearly **announce or display**:
 - **Student's Name**
 - **Grade**
 - **School Name**
 - **Competition Category – Futuristic Flora or Futuristic Fauna**
 - **Name of the Plant or Creature**
- The presentation must be **entirely by the student**.
- **Submission Date: 11 October 2026.**

6. General Guidelines

- The project must be original and student-designed.
- Models must use safe and age-appropriate materials.
- Students should demonstrate their own scientific understanding and present their projects independently with minimal adult intervention.



FUTURE FRAMES

PREPARATORY STAGE

Vision • Creation • Impact

A digital presentation

EVENT CATEGORY: School-level event under STAI 2026 – PS

MODE: Individual; the participating school can host the event in the computer laboratory.

SOFTWARE REQUIRED: Any suitable software

OBJECTIVES:

Future Frames is a creative digital presentation challenge that invites young learners to imagine the world they would like to see in the future and transform that vision into a meaningful digital story.

EVENT FORMAT:

- 🌈 The competition is to be conducted independently at each participating school.
- 🌈 Schools may choose the date, time, venue, digital tools and internal arrangements that suit their own schedules, while following this common rulebook and judging framework.
- 🌈 Schools should ensure fair and standardised school-level competition.
- 🌈 School-level judges will evaluate entries using the prescribed 50-mark rubric.
- 🌈 Their decision will be final for the school-level competition.

REQUIRED PRESENTATION FORMAT

Each participant must prepare exactly three slides.

TIME LIMIT FOR THE PREPARATION OF THE PRESENTATION: 40 Minutes

SLIDE	FOCUS	REQUIRED CONTENT
1	VISION	What will the world look like in the future?
2	CREATION	What idea, invention or technology can make this future better?
3	IMPACT	How will the idea help people, society or the planet?



GUIDELINES:

- The presentation must contain exactly three slides. Additional slides, videos or materials will not be considered for judging.
- The work must be the student's original creation; copied presentations, downloaded templates used as the main content, or work created by adults are not permitted. Teacher guidance may be provided during the preparation process.
- Students may use age-appropriate text, images, diagrams, shapes, icons and transitions to communicate their ideas clearly.
- The content must be relevant to the STAI 2026 theme.
- Participants must follow the stated theme and sequence: **VISION → CREATION → IMPACT**.
- Ideas may explore areas such as sustainability, robotics, health, space, smart cities, education, green technology, inclusive living or any original future-focused idea.

RUBRICS:

CRITERION	MARKS
Creativity & Innovation	10
Vision & Relevance to the Future	10
Design & Visual Appeal	10
Impact & Practicality	10
Overall Presentation	10
TOTAL	50

PROPOSED TIMELINES

"FINAL RESULTS to be sent to the host school by 11 October 2026, in a prescribed format that will be shared with the participating schools shortly."

DOCUMENTATION:

- 1-minute video presentation by the top 3 winners each. Do not submit .pptx files. Submit ONLY a compulsory video of up to 1 minute per winner showing the student creating their presentation and explaining their 3 slides (*Vision, Creation, Impact*).
- The videos must be submitted together with the winners' details by 11 October 2026.
- Schools should ensure the video is suitable for use during STAI 2026 documentation.
- The video is a submission and compliance requirement only; **it is not a separate judging criterion and carries no additional marks.**



GLOBAL VISION: TECH-TINKERS CHALLENGE

PREPARATORY STAGE

A model making competition

Event Category: School-Level Event under STAI 2026

Mode: Model-Making Competition conducted at Participating Schools

Objectives:

- **STEM Concepts in Action:** Apply classroom science to build real working models that solve everyday problems.
- **Creative Problem-Solving & Innovation:** Design innovative, forward-thinking solutions for real-world environmental and technological challenges of the future.
- **Hands-On Engineering & Material Awareness:** Develop practical crafting skills and spatial awareness using safe, recycled materials.
- **Verbal Communication & Confidence:** Build public speaking confidence by explaining the science behind projects clearly in their own words.

Themes

- **Theme 1: Sustainable Cities – Visions of Tomorrow:**
 - Focus: How will cities function cleanly, efficiently, and sustainably in the future?
 - Suggested ideas: Vertical Green Farming & Smart Urban Agriculture; Automated Recycling Models; Solar & Wind-Powered Neighbourhood Grids; Smart Rainwater Harvesting & Purification Networks.
- **Theme 2: Smart Living – Homes & Communities of the Future:**
 - Focus: How can science and technology make daily life energy efficient, accessible, and comfortable?
 - Suggested ideas: Smart Water-Saving Automated Taps; Energy-Saving Setups; Accessible Living Solutions for Elders & Individuals with Disabilities.
- **Theme 3: AI & Automation – Robots & Smart Helpers:**
 - Focus: How can intelligent machines assist humans in creating a safer, cleaner, and better world?
 - Suggested ideas: Simple Transport Models; Garbage Sorters & Waste Segregator Models; Robotic Helpers for Household & Healthcare Assistance; Smart Sensors to Help People with Special Needs.
- **Note:** The project ideas are suggestive and intended as inspiration only. Students are free to develop any original idea related to the theme.



Guidelines

- **Team Size:** 2 students per team. Participation of the maximum number of teams is encouraged.
- **Child-Led Innovation:** Models must be designed and constructed primarily by students. Teacher mentorship and parental guidance are welcome; however, projects made by parents or teachers and store-bought kits are discouraged.
- **Eco-friendly & Interactive Elements:** Projects using recycled, upcycled, or natural materials and incorporating simple battery-operated electrical circuits are encouraged. Direct electrical plug-in models are not allowed.

Evaluation:

Criteria	Marks
Originality	10
Scientific Connection	10
Model Craftsmanship	10
Functionality	10
Presentation	10
Total	50

Presentation Window: Each team receives up to 3 minutes to complete its presentation.

Selection Process

- The competition is to be conducted independently at each participating school. Each participating school may exercise its discretion in conducting its own selection process.
- The details of the top three winning teams are to be sent to the Host School.
- The first-place winning team from each participating school will be allotted a stall at the Host School to exhibit its project on the day of the exhibition.

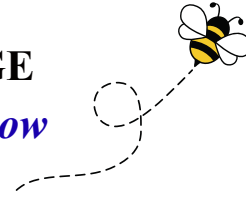
Timeline & Documentation

- **Top Three Teams:** Details to be sent to the Host School by **11 October 2026**.
- **First-Position Team (for Exhibition):** Details of the winning team's representation to be confirmed by **15 October 2026**.
- **Site Check and Rehearsal:** One day before the main exhibition.
- **Venue Clearance:** After the closing ceremony.
- **Selection Process Video:** A 2-minute landscape video highlighting each school's selection process to be sent by **15 October 2026**.
- **Winning Team Video:** A separate landscape video of the first-position team presenting its project to be sent by **15 October 2026**, for documentation.

Exhibition

- A stall will be provided by the Host School on the day of the exhibition. The details will be communicated in due course.
- A teacher mentor must be present to assist the team of students on the final day.
- **Code of Conduct:** Students must be dressed in their school uniform with ID cards. They should be able to engage courteously with visitors, clearly explain their models, and respond formally to questions, if asked.

LEXIQUEST
PREPARATORY STAGE
The Language of Tomorrow



Theme: Decode • Define • Spell • Conquer

About the Competition

Lexiquest is a school-level individual spelling and vocabulary challenge for learners of Grades 3 to 5.

More than a traditional spelling bee, Lexiquest challenges learners to explore and understand vocabulary related to Science, Technology, Artificial Intelligence, Innovation and the Future World.

Learners will DECODE → UNDERSTAND → DEFINE → SPELL their way through a series of exciting written challenges.

Who Can Participate?

- Individual learners from Grades 3 to 5.
- Every participant competes individually.
- Learners will be assessed according to their respective grade levels.

Objectives

1. Develop spelling and vocabulary skills.
2. Familiarise learners with future-oriented vocabulary.
3. Strengthen comprehension and word-analysis skills.
4. Encourage logical thinking and pattern recognition.
5. Build confidence and independent decision-making.
6. Inspire curiosity about Science, Technology and future innovations.

COMPETITION FORMAT

 ROUND 1 – LEXILAUNCH

The Written Qualifier

All participants compete in a written vocabulary challenge. The question paper will be sent to the participating school along with the answer key by 7 October 2026. Participating Schools must conduct the same during school hours on 8 October 2026. Top 25 learners of each grade will move to Round 2.

A stylized illustration of a planet with a grey and yellow surface, surrounded by several rings. The planet is set against a white background with several small, stylized stars and a few small yellow circles.

Imagine AI

MIDDLE STAGE

An Interactive Animation

The theme “**Imagine AI**” encourages students to explore their creativity and imagination by developing an interactive **Scratch animation** that demonstrates how Artificial Intelligence can help people in real-life situations.

Participants may choose **one or more** of the following areas:

-  Education
-  Environment
-  Healthcare
-  Agriculture
-  Smart Homes
-  Astronomy

The project should demonstrate how AI can be used to solve a problem, improve efficiency, or make everyday life easier.

PARTICIPATION

- Each team shall consist of **3-4 students**.
- The competition is open to students of **Grades VI–VIII**.
- **One team from each participating school** may participate.

DURATION

- Each team will have **10 minutes** for presentation and interaction with the judges.
- Teams should be prepared to demonstrate their project and explain its working within the allotted time.

GENERAL GUIDELINES

1. Development Platform

- The project must be developed **using Scratch only**.
- Participants must create the project using their **own imagination, creativity, programming and design skills**.
- Use of any other programming language is **strictly prohibited**.
- Use of **predefined templates or ready-made projects** is strictly prohibited.
- Participants may use Scratch's built-in features and create or modify assets creatively.

2. Originality

- The project must be the **original work of the participating team**.
- Participants are encouraged to create their own characters, backgrounds, animations, sounds and other assets.
- The use of **original or creatively modified assets** is highly encouraged.
- The project should demonstrate meaningful use of Scratch programming concepts.

3. Storyline

- The project should have a **clear, well-developed and original creative storyline**.
- The storyline must be relevant to the theme “**Imagine AI**”.
- The use of AI should be clearly demonstrated through the animation.

- The project should address a **real-life situation or problem** and present an appropriate AI-based solution.

4. Backup

- Participants are advised to maintain a backup copy of their project to safeguard against unforeseen technical issues.

5. Knowledge of the Project

- All team members should have a clear understanding of their project.
- Participants should be able to explain the **logic, Scratch blocks, interactions and design decisions** used in their project.
- The judges may ask questions related to any part of the project.

PRESENTATION AND EVALUATION

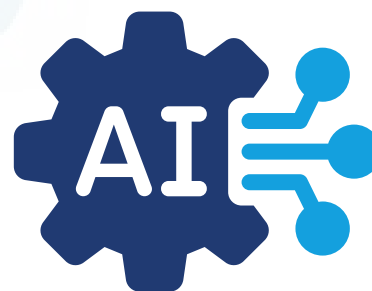
- The Scratch animation must be presented and demonstrated to the judges.
- The **source code/Scratch blocks** must be shown to the judges whenever requested.
- Participants are expected to answer questions related to their project and its programming.
- The team may be asked to make **logical changes or modifications to the project on the spot**.
- The team should demonstrate the changes and explain the logic used to implement them.
- The project should be **interactive** and demonstrate a practical or real-world application.
- Participants should be able to explain how their project could cater to the needs of potential users.

REQUIREMENTS

The use of **original or creatively modified characters, backgrounds, sounds, animations and other assets** is highly encouraged.

The project should:

- Be interactive and engaging.
- Have appropriate user interaction.
- Demonstrate a meaningful application of AI.
- Address a real-life problem or need.
- Provide a logical and practical AI-based solution.



JUDGING CRITERIA

Criteria	Marks
Originality & Creativity	10
Storyline & Relevance	10
Programming & Technical Knowledge	10
Graphics & Visuals	10
Interactivity & User Experience	10

Sustainable City Model

MIDDLE STAGE

A Mathematical Approach

Applicable Level: Middle Stage

Mode of Exhibition: Static Model Making

Theme: Sustainable City Model - Engineering FutureWorld Through Mathematics.

Description of the event: The objective is to create a cohesive miniature smart city ecosystem that promotes sustainable infrastructure, clean energy generation and food/water security through the application of core mathematical concepts and modern innovations.

Guidelines: Each team of 4 students will have a total of 5 minutes for their main presentation and Q&A by Judges. The presentation should showcase a Mathematics-Based Approach through innovations such as Solar Angle Geometry, Aero-Shade Building, Smart Traffic System, Hydroponic System etc.

Suggested Materials: Toy cars, mini traffic signals, mini houses or model buildings with cardboard, solar tile cutouts, cardboard window frames, cardboard tubes, plant cutouts or live plants, water pump or bottles, measuring cylinders, LED flashlight, protractor, ruler, digital thermometer, stopwatch and paper for live calculations or a laptop.

Judging Criteria:

Criteria	Marks
Mathematical Application and Accuracy	10
Alignment with Theme	10
Presentation Skills and Team Coordination	10
Effective use of models	10
Interactive Station Engagement	10



VAULT & VECTOR

MIDDLE STAGE

Problem Solving & Teamwork

Description of the event:

Vault & Vector is an exciting hands-on mathematics competition where students work as a team to design, construct, and test a stable structure using geometry, measurement, symmetry, creativity and problem-solving skills.

Applicable Level: Middle Stage

Objectives:

- ❖ Apply mathematical concepts such as symmetry, measurement, and geometry.
- ❖ Develop problem-solving, engineering and teamwork skills.
- ❖ Encourage creativity, mathematical and scientific thinking.

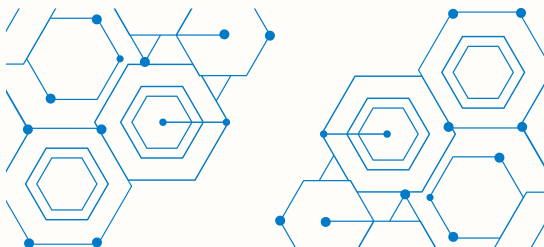
Guidelines:

- ❖ Each participating school may register only one team, comprising a maximum of 4 students.
- ❖ All teams will be provided with the same materials and working conditions.
- ❖ Participants must use only the materials provided by the organisers. No additional materials, adhesives, tools or supporting items will be permitted unless specifically provided by the organisers.
- ❖ Teams will have 60 minutes to plan, construct and prepare their final presentation.
- ❖ Each team will get 5 minutes to explain the mathematics behind the design, including Q&A
- ❖ The project must be completed within the stipulated time. No modifications or adjustments will be permitted after the allotted time has elapsed.
- ❖ The project must satisfy all mandatory conditions and constraints announced by the organisers at the beginning of the event.

Note: Detailed instructions, challenge conditions and measurement procedures will be communicated to participants at the venue immediately before the commencement of the event.

Evaluation criteria: (Total Score: 50)

Mathematical Accuracy	10
Design & Structural Stability	10
Precision & Construction Quality	10
Problem-Solving & Innovation	10
Presentation & Mathematical Explanation	10



Pulse Probe

MIDDLE STAGE

Powering Minds • Exploring Tomorrow • Shaping the Future

Objective:

To encourage students to develop their scientific knowledge, critical thinking, problem-solving skills, and awareness of emerging scientific and technological advancements through an engaging, challenging quiz, while inspiring them to contribute to a sustainable, technologically advanced future.

Category:

Middle School – Classes 6 to 8

Each team must consist of two members.

Topics:

The quiz will encompass key concepts, applications, and current developments across the following areas:

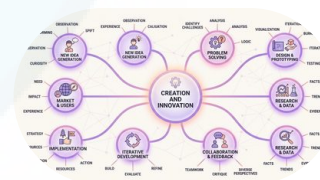
- ⚡ **Energy** – Renewable energy, future energy solutions, electricity and sustainable technologies
- 🌿 **Nature** – Biodiversity, ecosystems, conservation and natural resources
- 🚀 **Astronomy** – Space, planets, stars, galaxies, space exploration and future missions
- 🌡️ **Climate** – Climate change, global warming, sustainability, mitigation and adaptation
- 🌍 **Terra** – Earth sciences, geology, oceans, atmosphere and the changing Earth

Competition Structure

- Round 1 – Preliminary Round
- All registered teams will participate in the preliminary online round at the host school.
- The round will consist of 20 questions.
- Time: 20 minutes
- The top 8 teams based on their scores will qualify for the Final Round.
- In case of a tie for the 8th position, an appropriate tie-breaker question/round may be conducted.

Final Round

The 8 qualifying teams will compete in five exciting rounds which will also be organised online at the host school and the rounds are designed to test their knowledge, observation, scientific reasoning, speed and application of concepts.



Radiant Relay

MIDDLE STAGE

Follow the Clues. Solve the Puzzle. Find the Treasure.

About the Competition:

Radiant Relay is an exciting checkpoint-based treasure hunt where teams solve riddles, puzzles, and tasks at different locations to move forward in the game. The competition encourages teamwork, quick thinking, logic, and problem-solving.

Eligibility:

- Open to students in Grades 6 to 8, with one participant from each grade.
- Each team must consist of 3 members.



Game Guidelines:

- The game will have five rounds.
- In each round, teams will solve one puzzle and one riddle to move to the next challenge.
- After completing each round, teams will receive a coloured ribbon as proof of completion.
- Team members must keep their ribbons tied around their wrists throughout the game. Losing a ribbon will result in disqualification.
- In Round 3, the organisers may introduce a special challenge called “Prisoner of the Puzzle”, in which one member of each team may be temporarily held back.
- The remaining team members must complete the given challenge to free their teammate.
- If the team is unable to complete the challenge, the held-back member will be eliminated from the game.
- The team will then continue the remaining rounds with two members.
- The team that completes all five rounds correctly and in the shortest time will be declared the winner.
- The decision of the judges will be final and binding.

Judging Criteria:

Criteria	Marks
Accuracy of puzzle completion	10
Time taken to finish each round	10
Teamwork and coordination	10
Problem-solving ability	10
Discipline and rule compliance	10

Clean Energy & Mobility: "The Hyper-Racer Grand Prix"

MIDDLE STAGE

Innovative Challenges

Clean Energy & Mobility: "The Hyper-Racer Grand Prix" (Middle Stage)

This event turns high-performance clean transit concepts into an interactive STEAM competition where students engineer, sculpt, race, and redesign futuristic miniature vehicles.

To make the competition exciting, hands-on, and easy to run, break the event into three main competition phases: **Engineering Challenge**, **The Grand Prix Track Race**, and **Design & Innovation Showcase**.

General Participation Guidelines

To ensure safety, fairness, and active learning during the **Hyper-Racer Grand Prix**, all student engineers, teams, and adult mentors must follow these core guidelines.

1. Team Structure & Roles

Group Size: Teams consist of **3 students**.

The event is open to students of grades VI to VIII.

2. Vehicle Building Rules

To keep the competition fair and accessible, all vehicles must meet the following constraints:

Parameter	Guideline / Limit
Dimensions	Max length: 30 cm (12 in) Max width: 15 cm (6 in) Max height: 15 cm (6 in).
Power Sources	Clean Energy Only: Solar mini-motors, latex balloons, or rubber bands. No store-bought battery packs or pre-made motor RC cars.
Chassis Materials	Must use lightweight, recycled, or natural materials (cardstock, balsa wood, cardboard, plastic bottles, straws, bottle caps, etc).
Pre-built Kits	Commercially purchased complete toy cars are not permitted . All chassis and wheel assemblies must be hand-built by students.

3. Safety & Materials Handling

- **Eye Protection:** Safety goggles must be worn during testing with stretched rubber bands or high-pressure balloon launches.
- **Tool Usage:** Scissors and hole punches may be used independently. Hot glue guns and utility knives must be operated at designated **Adult-Assisted Tool Stations**.
- **Clean Workspace:** Teams are responsible for keeping their Pit Area clear of trash, cut scraps, and loose glue to prevent track hazards.
- Teams are requested to bring their own materials and safety gear.

4. Sportsmanship & Competition Etiquette

- **Fair Play:** Vehicles must be released at the start line without pushing or launching by hand (power sources must trigger the motion).
- **The "Pit Stop" Rule:** Teams may only repair or alter their vehicle during official Pit Stop windows—not while on the track.
- **Supportive Racing:** Celebrate every vehicle's run! Whether a car sets a speed record or breaks an axle, teams cheer for peers and share troubleshooting ideas.

Judging Criteria

This scoring framework evaluates performance, engineering design, sustainability, and teamwork.

Scoring Overview

Category	Marks	Focus Area
1. Track Performance	10	Vehicle speed, total distance, or target accuracy on the track.
2. Engineering & Aerodynamics	10	Vehicle structural stability, low-drag shaping, and clean mechanics.
3. Sustainability & Innovation	10	Creative use of recycled/natural materials and clean energy selection.

4. Iteration & Pit Stop Log	10	Problem-solving, test data collection, and redesign modifications.
5. Sportsmanship & Teamwork	10	Shared responsibilities, peer encouragement, and safety compliance.

Teacher Preparation Guidelines:

Material Sourcing & Station Prep

- Each team will bring the following materials to build their car.
- **Build Basic Power Packs:** Pre-sort propulsion kits (mini-DC motors with 1.5V solar panels, 12-inch latex balloons with smoothie straw nozzles, and heavy-duty rubber bands with paperclip anchors).
- **Stock the Chassis Recycling Depot:** You can use clean milk cartons, egg boxes, balsa scraps, foam board cutouts, cardstock, bottle caps (for wheels), and wooden skewers (for axles).
- **Tool Station Isolation:** One monitored area for hot glue guns, utility cutters, and hole punches will be assigned.
- The teams will be given 2 hours to build their car and 1 hour to test the working of the car.



Cyber Shield
SECONDARY STAGE
Think. Protect. Defend.

Theme: “Think. Protect. Defend. - Develop Innovative Cybersecurity Software for a Safer Digital World.”

Participants: Classes IX–XII

Team Size: 3 students per team

Suggested Duration: 10 minutes

The competition may consist of a combination of:

- Threat Identification
- Digital Safety & Incident Response
- Creative Cybersecurity Solution

General Rules

- Students must use only the devices, software and resources permitted by the organisers.
- Participants should bring their own devices with the required peripherals.
- Internet access, if provided, may be restricted to specified websites or resources.
- Any form of plagiarism, impersonation, cheating or unauthorised assistance will lead to disqualification.
- Participants must respect data privacy and confidentiality throughout the competition.
- The decision of the judging panel will be final and binding.

Judging criteria (Total Score: 50)

- Cybersecurity Knowledge & Threat Analysis
- Problem-Solving, Logical Thinking & Decision Making
- Creativity, Innovation & Accuracy
- Incident Response & Solution Effectiveness
- Teamwork, Communication & Completeness

⚠ Safety Guidelines

The competition should focus on ethical cybersecurity and defence. Participants are expected to demonstrate responsible, ethical, and secure use of technology. Any attempt to gain unauthorised access, compromise systems, steal data, distribute malicious software, or disrupt competition infrastructure will result in immediate disqualification.



OPTIMAX

SECONDARY STAGE

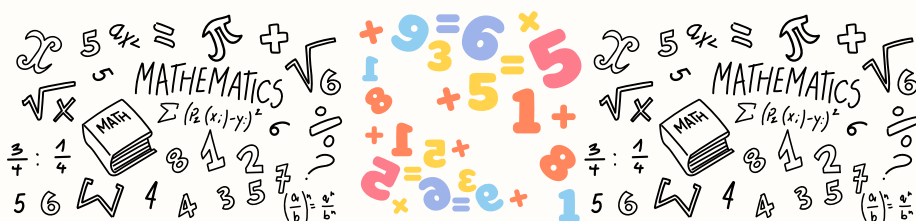
Build. Think. Optimise.

Description of the Event

OPTIMAX is an on-the-spot mathematical design and construction challenge that encourages students to apply mathematics in a practical and creative setting. Participants will be provided with a limited set of materials and a specific challenge to be solved within a given time. Teams will need to plan, design, construct, analyse, and present their solution while working within the constraints revealed at the venue. The exact materials, challenge requirements, constraints and measurement procedures will be revealed only at the beginning of the event.

General Guidelines

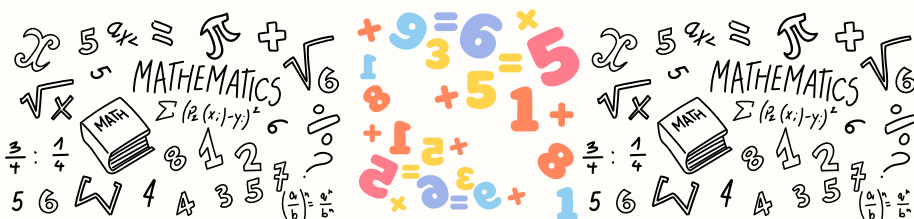
- The event is open to senior school students.
- Each participating school may register only one team, comprising a maximum of 4 students.
- All teams will be provided with the same materials and working conditions.
- Participants must use only the materials provided by the organisers. No additional materials, adhesives, tools or supporting items will be permitted unless specifically provided by the organisers.
- Teams will have 60 minutes to plan, construct and prepare their final presentation.
- The project must be completed within the stipulated time. No modifications or adjustments will be permitted after the allotted time has elapsed.
- The project must satisfy all mandatory conditions and constraints announced by the organisers at the beginning of the event.
- Each team will be required to **briefly explain and present their final design/solution to the judges, including the mathematical reasoning behind their decisions, supported by a brief digital presentation prepared on relevant aspects of their work.**
- Participants are expected to work collaboratively and follow all instructions given by the event coordinators and judges.
- Participants should be prepared to think on the spot, experiment, adapt and innovate.



Judging Criteria

Category	Marks	Focus Area
Mathematical Application	10	Accuracy, appropriate use of mathematical concepts, logical reasoning and application of mathematics to the task.
Design & Creativity	10	Originality, creativity, effectiveness of the proposed design and quality of ideas.
Problem-Solving & Strategy	10	Planning, analysis, decision-making, efficiency and ability to respond effectively to the given challenge.
Presentation & Justification	10	Clarity of explanation, mathematical justification, communication of ideas and responses during the Q&A session.
Teamwork & Execution	10	Collaboration, effective use of resources, time management, organisation and quality of execution.

Note: Detailed instructions, challenge conditions and measurement procedures will be communicated to participants at the venue immediately before the commencement of the event.



METROVERSE

SECONDARY STAGE

Connect. Think. Optimise.

Description of the Event

METROVERSE is an on-the-spot mathematical challenge. The event places participants in a dynamic, real-world-inspired scenario where they must use mathematical reasoning, strategic thinking and optimisation skills to arrive at an effective solution to the provided challenge. Working collaboratively with a set of resources and information provided at the venue, teams will be required to analyse, plan, construct and optimise their solution while responding to the conditions of the challenge.

General Guidelines

- The event is open to Senior School (SS) students.
- Each participating school may register one team, comprising a maximum of 4 students.
- All teams will be provided with the same resources, information and working conditions.
- Participants must use only the materials provided by the organisers. No additional materials, tools or supporting items will be permitted unless specifically provided.
- Teams will have 45 minutes to analyse the challenge, develop and execute their solution, and prepare for evaluation.
- The final solution must satisfy all conditions and constraints announced at the beginning of the event.
- No modification or adjustment will be permitted after the allotted time.
- Teams will be required to briefly explain and justify their final solution to the judges. A maximum of 5 minutes will be allotted to each team for the presentation and Question & Answer (Q&A) session.
- Participants are expected to demonstrate collaboration, creativity, adaptability and effective problem-solving skills.

Judging Criteria

Category	Marks	Focus Area
Mathematical Reasoning	10	Accuracy, logical thinking, interpretation of information, and application of mathematical concepts.
Strategy & Optimisation	10	Effective planning, decision-making, efficiency, and selection of an appropriate approach.
Problem-Solving & Adaptability	10	Analysis of the challenge, handling of constraints, creativity in approach, and ability to adapt when required.
Presentation & Justification	10	Clarity of explanation, mathematical justification, communication of ideas, and responses to judges' questions.
Teamwork & Execution	10	Collaboration, effective use of available resources, time management, organisation, and quality of execution.

Note: The detailed challenge, resources, conditions, constraints, procedures and evaluation criteria will be revealed to participants at the venue immediately before the commencement of the event.

SciTech Spark
SECONDARY STAGE
Pitch. Innovate. Sell

About the Competition

SciTech Spark is a product pitch competition where students form teams to create, design, and launch a ready-to-sell product. Teams will present their product to a panel of jury and must convince them of its value, innovation, and market potential.

Eligibility

- Open to students of Grades 9 to 12.
- Participation is in teams of exactly 4 members.
- All members should participate in the pitch.

Suggested Themes

All products should align with the overarching theme:
Science, Technology and Innovation – FutureWorld

Sub-themes:

- Smart Solutions for Everyday Problems
- Green Tech for a Sustainable Future
- Innovations for Health and Well-being
- Future of Learning and Education
- Tech for Social Good

Product Requirement:

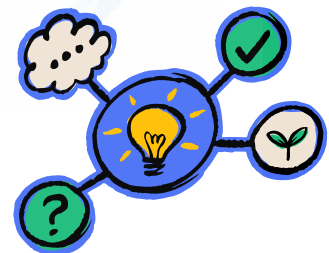
- A ready-to-sell product (physical) must be presented.
- Prototypes, models, or demo versions will not be accepted.

Pitch Duration:

Each team will have 5 minutes for the pitch, followed by 2 minutes of Q&A with the judges.

Content:

- The product and pitch must be original, clean, respectful, and age-appropriate.
- Use of copyrighted material (logos, songs, images, etc.) should be avoided unless permitted.



Language:

The pitch must be delivered in English.

Materials & Aids:

Teams may use any additional materials needed, such as:

- Charts, posters, or banners
- Slides or digital presentations
- Props, models, or samples; videos or audio clips (if relevant)

A short video showcasing the preparatory stages of the project must be submitted at the time of lot picking. The identity of the school must not be disclosed or revealed anywhere in the video.

Innovation & Feasibility:

- The product should demonstrate innovation, practicality, and market potential.
- Teams should be prepared to answer questions on cost, production, target audience, and scalability.

Conduct:

- The Organising Committee reserves the right to disqualify entries that do not adhere to the prescribed rules, guidelines, or theme, in the interest of ensuring fairness and maintaining the standards of the competition.
- The decision of the judges will be final and binding.

Judging Criteria:

Criteria	Marks
Innovation & Creativity	10
Market Potential	10
Pitch & Presentation	10
Product Design & Functionality	10
Q&A Response	10

Neonexus – Reimagining FutureWorld

SECONDARY STAGE

Envision. Innovate. Perform.



About the competition

NEONEXUS is a Science Skit Competition that encourages students to present an imaginative, innovative, and scientifically meaningful vision of the future through the performing arts.

Eligibility

Open to students of Grades 9 to 12.

Participation is in teams of exactly 8 to 10 members.

Each team must include at least 2 students from Grade 9 and 2 students from Grade 10.

Theme:

Teams may explore areas such as:

- Scientific discoveries and innovations
- Artificial Intelligence, robotics and smart technology
- Space science and future exploration
- Sustainability and green technology
- Future healthcare and human enhancement
- Smart cities and future transportation
- Science fiction and future possibilities
- Science, fashion and technology



Mandatory Elements:

The skit must be presented in English. Each team must incorporate the following elements into their performance:

Science: At least one clearly identifiable and scientifically accurate concept.

Connection: A meaningful link between the science and a future situation or possibility.

Innovation: At least one futuristic invention, technology or solution.

Storyline: A clear progression such as Problem → Scientific Idea → Innovation → Outcome.

Live Performance: Live acting and live singing.

Science Explanation: A brief explanation of the scientific principle behind the idea.

Message: A clear message highlighting the impact of science and technology on society, humanity or the environment.



Duration

- Performance time: 5–8 minutes.
- An additional 2 minutes will be provided for stage setup and clearing.
- Exceeding the performance time may result in a deduction of marks.

Props, Costumes & Presentation

Teams may use props, costumes, scientific models, prototypes, musical instruments, posters, LED lighting and digital projections, provided they are:

- Safe and school-appropriate
- Portable and easy to assemble
- Suitable for the stage
- Costumes and visual presentation should complement the futuristic science theme and remain inclusive, secular and appropriate for a school audience.

Safety & General Guidelines

- Fire, explosives, weapons, hazardous chemicals and toxic substances are strictly prohibited.
- All demonstrations must be safe and age-appropriate.
- Teams must not damage the stage or venue.
- Content must be respectful, inclusive, non-discriminatory and suitable for a school audience. The content must remain neutral and must not include political or religious themes, references or messages.
- Plagiarism or direct imitation of existing performances should be avoided; originality will be valued.
- The organisers reserve the right to stop or disqualify a performance that violates safety requirements or competition guidelines.
- The decision of the judging panel will be final and binding.

Judging Criteria:

Criteria	Marks
Scientific Content & Accuracy	10
Creativity & Originality	10
Acting & Characterisation	10
Live Singing & Musical Presentation	10
Stage Presentation, Overall Impact & Message	10



SubSea: Submerge. Innovate. Impact.

SECONDARY STAGE

Next-Generation Mobility

Theme: Next-Generation Mobility

Target Audience: Grades 9-12

Team Size: 3-5 Students + 1 School Mentor

1. Introduction to the Competition

Welcome to SubSea, a STEM-based innovation competition challenging students to solve future world problems. Under the subtheme of "Next-Generation Mobility," teams will design and build a working (or partially functioning) underwater prototype/model. This competition spans an intensive 1.5 to 2-month preparation period, culminating in a 2-day event.

2. The Challenge: Under the Sea

Teams must construct a submerged vehicle (ROV/AUV) capable of performing tasks in an underwater environment. Teams have full creative freedom regarding materials (e.g., Arduino, ESP32, Lego, PVC, 3D-printing, etc.), provided they meet strict safety standards.

Basic Criteria (Mandatory):

- **Underwater Mobility:** Reliable propulsion and movement.
- **Direction & Pathfinding:** Ability to steer and navigate effectively.
- **Depth Control:** Maintaining buoyancy and diving capabilities.
- **Payload Handling:** Capability to load and unload a simple payload.
- **Obstacle Avoidance:** Ability to detect and navigate around obstacles.

Some Optional Features:

- Data collection and information transmission.
- Capturing underwater video (live feed or recorded).
- Autonomous control programming.

3. Competition Timeline & Milestones

To ensure authentic student work, teams must meet the following submission deadlines prior to the competition:

- **3-5 Weeks Prior (Research & Idea Draft):** Submission of a detailed document (min. 5 pages) outlining the project objective, product design/features, real-world application, parts/components, their explanation, and total budget. (Optional but recommended: 3D models, circuit diagrams).

- **2 Weeks Prior (Proof of Progress):** Submission of behind-the-scenes pictures and visual evidence demonstrating active student model-building.
- **1 Week Prior (Code Submission):** Submission of the prototype's programming code with explanations.

4. Event Schedule

Day 1: Testing & Mini Challenges

- **Water Testing:** Teams will have time to test waterproof compartments and make final modifications before the judged challenges begin.
- **Mini Challenges:** Teams will participate in specific tasks to earn performance points:
 - Underwater Grand Asphalt: The fastest underwater vehicle. Must stay submerged, pass through 3 gates, and complete 2 pool laps.
 - Clean the Ocean: Retrieve specific underwater waste (e.g., plastics, cans). Penalties apply for retrieving incorrect/unwanted objects.
 - Underwater Delivery: Transport a package between underwater stations while tackling obstacles. Scored on time, successful delivery, and penalties for touching boundaries.

Day 2: Exhibition & Pitching

- **Exhibition Fair:** A showcase of all team projects to learners and teachers.
- **Pitching Competition:** Teams will present their research, methodology, plan of action, budget feasibility, technical specs, and future improvements.

5. Rules, Safety, and Guidelines

Team Rules

- Each team must consist of 3-5 high school students (Grades 9-12) and exactly 1 mentor.
- Mentors may provide guidance but **must not** construct or program the prototype.
- Teams must be able to independently explain the operation and technology of their prototype.

Safety Guidelines (Strictly Enforced)

- **Electrical Limits:** To ensure pool and participant safety, prototypes must use a maximum of 12V DC batteries.
- **No AC Current:** The use of alternating current (AC) is strictly prohibited. NO rectifiers or battery eliminators are permitted.

- **Waterproofing:** All electronic components, especially batteries and microcontrollers, must be securely waterproofed.
- **Pool Safety:** Prototypes must not feature sharp edges, hazardous materials, or components that could damage the pool lining or harm participants.
- **One member of the team will be allowed, upon request, to enter the swimming pool provided a valid certificate for swimming proficiency is submitted in advance.**
- The host school will arrange for safety personnel at the time of the competition and follow all safety protocols.

Prototype & Programming Rules

- Teams may use commercially available components and open-source libraries, but must acknowledge all external sources.
- Plagiarism in reports, presentations, or uncredited code will result in severe penalties or disqualification.
- The external appearance of the prototype will not be judged independently of its engineering performance.



6. Judging Criteria

Judges will evaluate teams across five main categories.

Category	Evaluation Criteria	Marks
Pre-Competition Submissions	• Research Draft: Clarity of objectives, design logic, realistic budget, and real-world application feasibility. • Authenticity: Timely submission of code and proof-of-building, demonstrating clear student-led engineering.	10
Prototype Engineering & Functionality	• Mandatory Tasks: Effectiveness of underwater mobility, depth control, payload handling, and obstacle avoidance. • Build Quality: Durability, effective waterproofing, and safety compliance.	10
Mini-Challenge Performance (Day 1)	• Underwater Grand Asphalt: Speed, control, and successful gate navigation. • Clean the Ocean: Accuracy in trash identification and removal. • Underwater Delivery: Precision, reliability, and time efficiency during tasks.	10
Pitch & Presentation (Day 2)	• Communication: Clarity, professionalism • Technical Defense: Ability to confidently and accurately answer judges' technical Q&A. • Future Scope: Insight into lessons learned and future application of the model.	10
Teamwork and Cohesion (Day 1 & 2)	• Team collaboration during the pitch.	10

SHAPING THE WORLD OF THE FUTURE

FUTUREWORLD: UNVEILING SOLUTIONS & INNOVATIONS



EXPLORE THE PIONEERING SCIENCE &
TECHNOLOGIES CREATING A GLOBAL IMPACT

FEATURING: QUANTUM COMPUTING, SUSTAINABLE ENERGY
HARVESTING, NEURAL-INTERFACE APPLICATIONS,
GEO-ENGINEERING MODELS, BIO-INTEGRATED URBAN PLANNING

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FutureWorld

*Imagining Tomorrow – Innovation, Sustainability
& Technology*

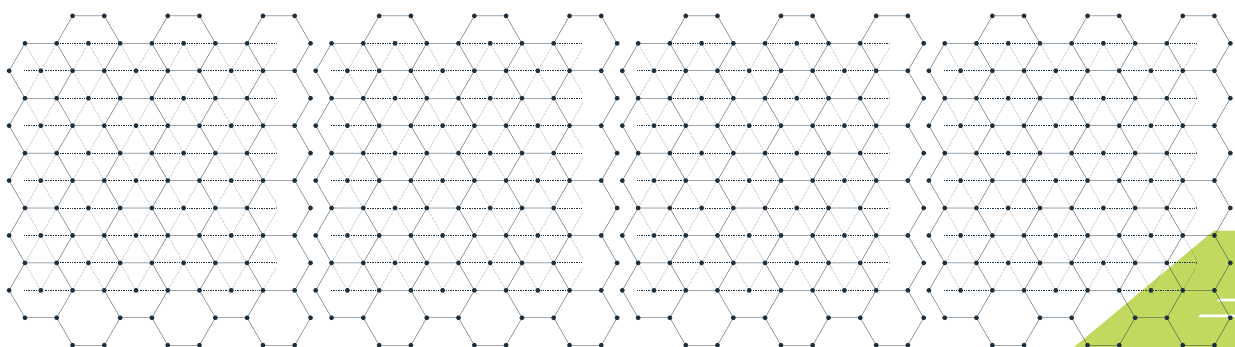


1. About the Theme:

FutureWorld invites students to imagine what the world could look like a century on. The theme challenges participants to move beyond futuristic gadgets and imagine integrated systems — cities, ecosystems, economies and communities — that are smarter, greener, fairer and more resilient.

2. Objectives:

- Inspire design-thinking and future-readiness among student participants.
- Showcase interdisciplinary innovation across science, technology, and mathematics.
- Provide a professional exhibition experience benchmarked against global education expos.
- Encourage sustainable, inclusive and ethically-grounded visions of the future





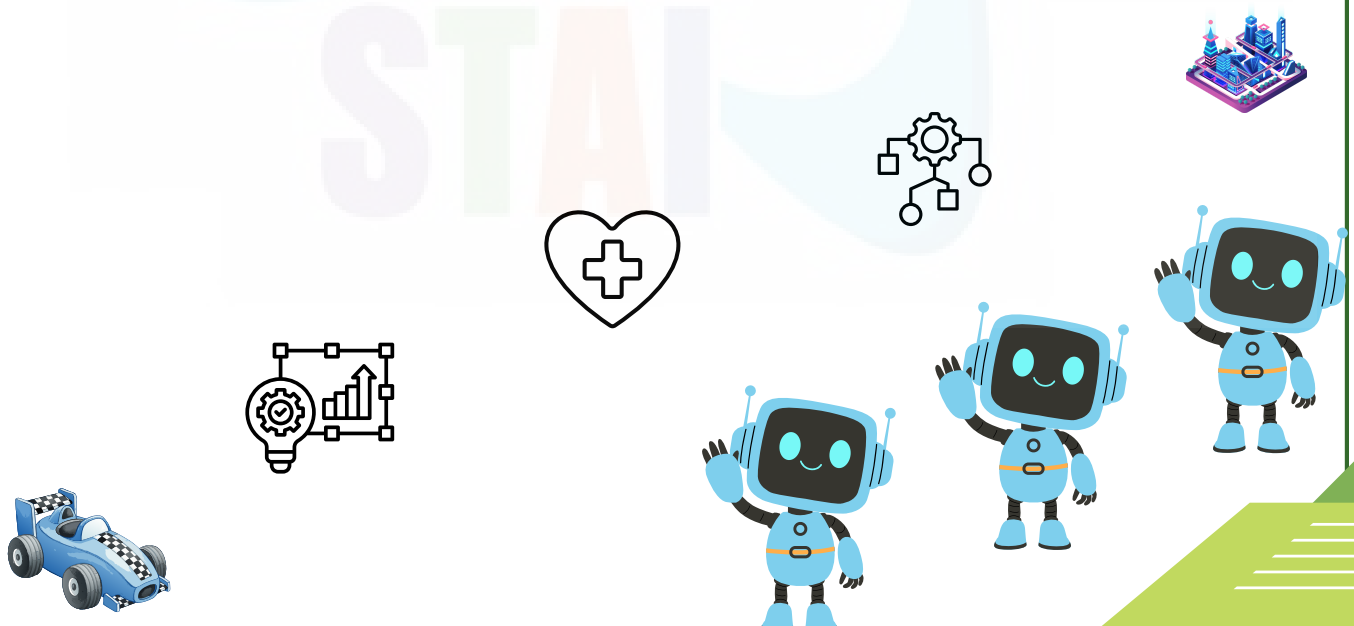
3. Innovative Subthemes: Teams may choose one subtheme to anchor their stall concept. Cross disciplinary combinations are welcome and encouraged.

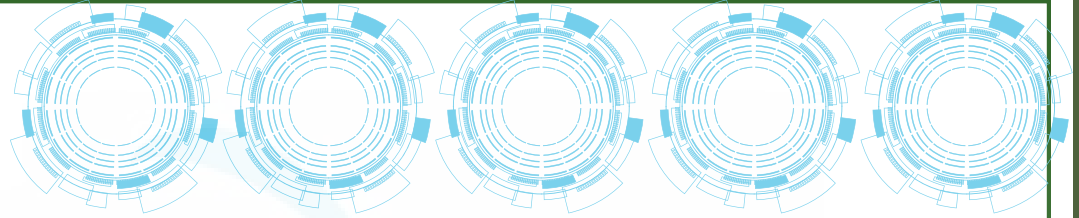
3.1. Smart & Sustainable Cities: Self-sufficient urban ecosystems: vertical farming, renewable micro grids, autonomous public transport, climate-responsive architecture, and circular waste systems.

3.2. Future of Learning: AI-personalised classrooms, immersive VR/AR learning labs, borderless virtual campuses, and skill-based education models replacing traditional grading.

3.3. Health & Human Enhancement: Predictive and personalised medicine, bio-printed organs, wearable diagnostics, mental-wellness technology, and assistive robotics for aging populations.

3.4. Next-Generation Mobility: Hyperloop and flying transit networks, hydrogen and electric propulsion, autonomous logistics, and mobility solutions for space and undersea travel.

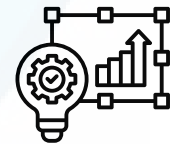




3.5. AI, Robotics & Human Collaboration: Ethical AI governance, human-robot co-working environments, emotionally intelligent assistants, and automation that augments rather than replaces jobs.



3.6. Climate Action & Green Energy: Carbon-capture technology, fusion and next-gen solar, rewilding and biodiversity restoration, and climate-resilient agriculture.



3.7. Future of Work & Economy: Gig and creator economies, four-day work weeks, universal digital identity, decentralised finance, and lifelong-learning career models.



3.8. Space, Frontiers & New Habitats: Lunar and Martian settlements, space tourism infrastructure, satellite-based connectivity, and resource mining beyond Earth.



3.9. Inclusive & Connected Societies: Universal accessibility design, digital equity for underserved communities, cultural preservation through technology, and future models of governance.



4. General Participation Guidelines

1. Registration:

- Each participating school must register team members, subtheme choice and stall category latest by September 24, 2026.

2. Team size:

- Maximum 4 students per stall, with 1 mentor/teacher-in-charge for Middle stage (Classes VI to VIII).
- Maximum 4 students per stall with 1 mentor/teacher-in-charge for Secondary stage (Classes IX to XII).

3. Originality:

- All models, posters, and digital content must be original student work; properly credit any referenced research, images or open-source assets.

4. Concept note:

- A one-page concept note (problem → future solution → impact) must be submitted with registration for pre-approval.

5. Language:

- Presentations may be delivered in English.

6. Conduct:

- Participants must remain at their stalls during official visiting and judging hours, dressed appropriately and maintaining a professional appearance. They should confidently and courteously engage with visitors and judges, clearly explain their projects, and respond to questions professionally.

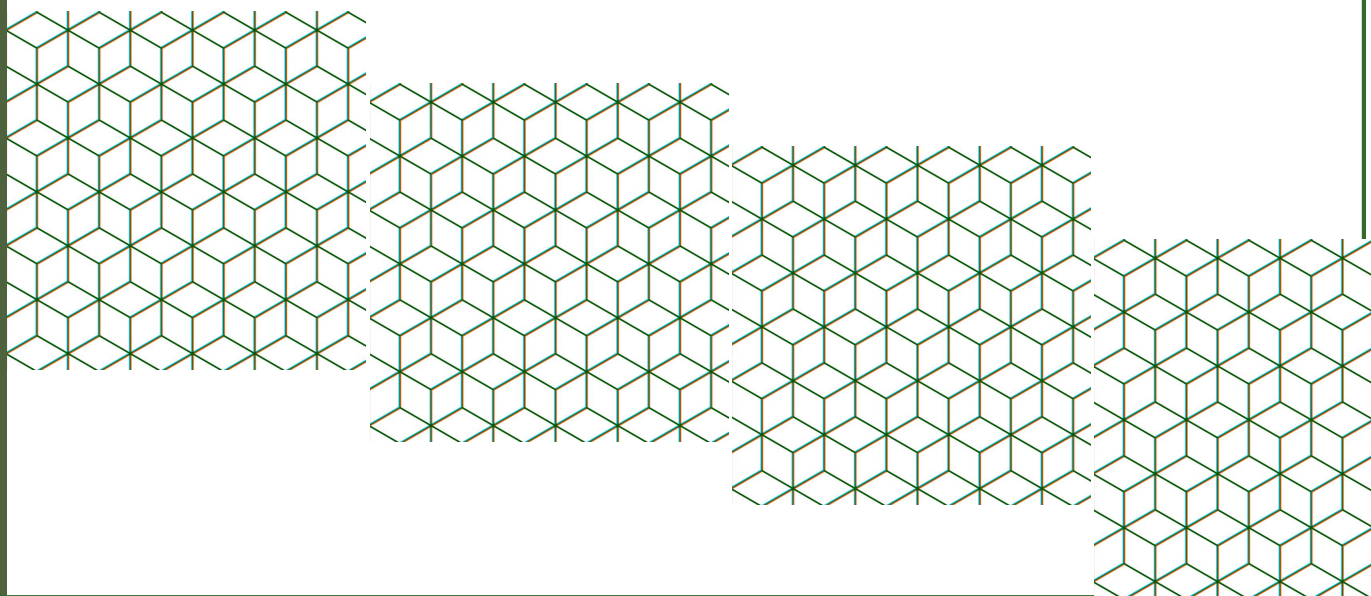


5. Stall Category & Space Allocation

Category	Area	Ideal For
Standard Stall	3m x 2m (6 sqm)	Individual students / small teams

6. Content & Presentation Guidelines

- Prepare a 2–3 minute ‘future pitch’ that explains the problem, the solution, and its real-world impact.
- Include at least one working model, prototype, simulation, or interactive demo — not posters alone.
- Prepare simple visuals (infographics/before-after comparisons) that make complex tech understandable to a general audience.
- All team members should be able to answer questions confidently, not just the designated speaker.
- Keep a short leave-behind (digital preferred) summarising the idea for visitors and judges.





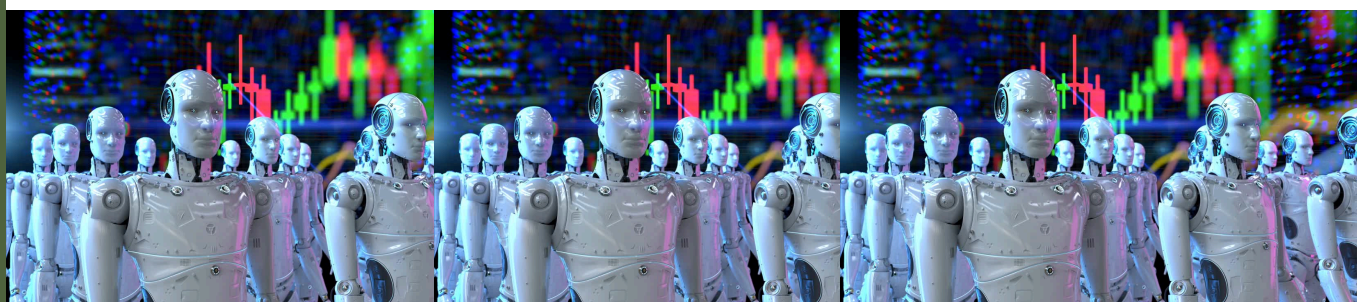
7. Judging Criteria

Judging follows a transparent, weighted rubric, so the teams know exactly where to focus their effort.

Criteria	Weightage	What Judges Look For
Innovation & Originality	25%	Novelty of idea, fresh take on the subtheme, creative problem-solving
Relevance to Theme	15%	Clear connection to "FutureWorld " and the chosen subtheme
Technical Execution	20%	Working model/prototype quality, functionality, use of technology
Stall Design & Visual Impact	15%	Layout, branding, signage, use of space, lighting, cleanliness
Presentation & Communication	15%	Clarity of pitch, student knowledge, audience engagement, Q&A handling
Sustainability & Feasibility	10%	Real-world practicality, eco-consciousness, scalability

8. Suggested Preparation Timeline

Milestone	Deadline
Theme & subtheme selection / registration	Week 1
Concept note + stall design sketch submission	Week 2
Material, model & content preparation	Weeks 3–4
Mentor review & rehearsal walkthrough	Week 5
Stall setup & technical check (on-site)	1 day before exhibition
Exhibition Day — judging & public viewing	Exhibition Day
Teardown & venue clearance	Exhibition Day, post-closing





MEET STAI ROBO BUDDY

YOUR COMPANION ON THE JOURNEY TO FUTUREWORLD!

**Your Future
Begins Today!**



CALCULATION OF POINTS

Grade	Performance	Prizes & Certificates
A+	Outstanding	Merit Certificate
A	Excellent	Merit Certificate
B+	Very good	Merit Certificate
B	Good	Merit Certificate
C	Participation	Participation Certificate

The point calculation for the STAI 2026 Championship Trophy will be as follows:

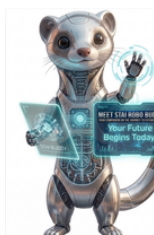
Category	A+	A	B+	B	C
Group Events	25	20	15	10	05

▪ Accompanists will NOT be awarded with any certificate.





STAI QUICK 360°: THE BIG PICTURE



Sl. No.	Particulars	Description
1	Number of Competitive Events	18
2	Age Group	Open to school students from Class I to Class XII
3	Stages / Categories	FS: Classes I–II PS: Classes III–V MS: Classes VI–VIII SS: Classes IX–XII
4	Team Participation	Schools may send only one team for each team event . Registration URLs will be shared shortly with all STAI School Coordinators.
5	Changes in Participant Names	Any changes in participant names must be communicated by Thursday, 8 October 2026 .
6	Registration via Email Only	stai2026@iswkoman.com
7	Participant Identification	All participants must carry a Photo ID issued by their school .
8	Results & Prizes	Results will be announced and A+ prizes distributed immediately after each event at the respective venue. Winners should be present to receive their prizes.
9	Accommodation	Free campus accommodation will be provided to out-stationed schools on request. Students should bring their own bedding/sleeping bags.
10	Hotel Accommodation	Hotel accommodation may be arranged on request. Expenses will be borne by the participating school.
11	Audience Entry	Entry will be by invitation pass . School students must carry their school ID cards .
12	School Identity	Participants must not reveal the identity of their school to the judges or audience, either verbally or through their actions.
13	Food & Refreshments	Food and refreshments will be provided to participating students and teacher-in-charges as per the scheduled timings.
14	Feedback & Suggestions	Schools may send their feedback and suggestions to stai2026@iswkoman.com .
15	Conduct & Discipline	Students and parents must not interfere with the smooth conduct of the programme. No one is permitted to communicate with the judges.
16	Valuables	Participants and teacher coordinators are responsible for the safe custody of their personal belongings. The organisers will not be responsible for lost valuables .

SPOC

Ms. Batul Saifee

FS & PS

Competitions

SPOC

Ms. Jasmin Joseph

MS & SS

Competitions



भारतीय इकोनॉमिक्स
इंटरनेशनल ऑफ कलान



SPOC

Ms. Parul Talita Singh

Futuristic Exhibition



**For all communications
reach out to us at Email ID
stai2026@iswkoman.com**

www.iswkoman.com