



INSPIRE TALENT HUB PRESENTS

MONSOON MINDS

Championship 2026

SCIENCE & TECHNOLOGY CATEGORY

Forty-six online competitions across two books. This one holds the Science and Technology half — build it, code it, model it, fly it, and prove it works.

- Registrations open **31 August 2026 and close 15 September 2026**
- Open to **students of Grades 6 to 12 in schools across India**
- Every event **is conducted 100% online — no travel, no venue**
- Entry fee **₹600 per participant, per event — enter as many as you like**
- Schools entering 14+ events **unlock 40% off and Rolling Trophy eligibility**

23

EVENTS

100%

ONLINE

6-12

GRADES

500+

SCHOOLS

Register at inspiretalenthub.in/monsoon-minds

For inquiries & support: info@inspiretalenthub.in · inspiretalenthub.in

INVITATION

Respected Principal,

We are pleased to invite your institution to participate in the **Monsoon Minds Championship 2026**, an entirely online platform featuring a diverse range of Science & Technology competitions designed to foster innovation, creativity, and practical learning among students. This document includes the complete list of events along with detailed guidelines and participation instructions for your reference.

Registrations open on **31 August 2026** and close on **15 September 2026**. The participation fee for every event in this category is **₹600 per participant, per event**. For team-based events, the total fee is calculated on the number of participants in the team. A school may enter as many events, teams, and participants as it wishes. Payment details are provided on the official website for your convenience.

Every single participant receives a verifiable certificate. Certificates of Participation and winning certificates alike carry a unique QR code and can be verified at any time through our platform, which makes them genuinely useful for LinkedIn profiles, portfolios, and college applications. Winners additionally receive physical certificates, trophies, and medals; cash prizes and goodies are event specific.

Special school offer: schools entering **14 or more events** unlock a **40% discount** on their total participation fee and become eligible for the Rolling Trophy and a special cash prize based on overall performance across the championship.

In addition, participants will receive curated resources and expert feedback from the evaluation panel based on their performance, so that every entry becomes a chance to improve.

Almost every event in this brochure runs in one of two ways: a timed round taken on our own platform and scored automatically, or a submission uploaded through the website before a deadline — nothing to attend, no fixed appearance. The two exceptions are **Vibe Craft** and **Venture Launch**, which are held as private one-to-one online sessions that each team books for itself at a time that suits it. Students take part from school or from home with nothing more than a device and an internet connection. For any queries, assistance, or clarification regarding registration or payment, please feel free to contact us through our website or email us at **info@inspiretalenthub.in**.

We look forward to your school's enthusiastic participation.

Warm regards,
Siddhant Kumar
Founder, Inspire Talent Hub

REWARDS & RECOGNITION

THE SCIENCE & TECHNOLOGY CATEGORY CARRIES A PRIZE POOL OF

₹10,00,000

ALONG WITH A HOST OF EXCITING REWARDS

EVERYONE IS CERTIFIED

Every single participant receives a certificate — no entry goes unrecognised, whether it reaches the podium or not.

TROPHIES & MEDALS

Winners receive physical certificates, trophies, and medals delivered to their school, along with curated goodies for selected events.

JUNIOR & SENIOR GROUPS

Wherever both groups are open, junior and senior entries are judged separately, so younger students always compete on fair ground.

40% OFF AT 14+ EVENTS

Schools entering 14 or more events unlock a 40% discount on their total participation fee and become eligible for the Rolling Trophy and a special cash prize.

EXPERT FEEDBACK

Participants receive curated resources and written feedback from the evaluation panel, so every entry becomes a chance to improve.

EVERY CERTIFICATE IS VERIFIABLE

Participation certificates and winning certificates alike carry a unique QR code and can be verified at any time through our platform — real proof for LinkedIn, portfolios, and college applications.

A note on why we do this. Inspire Talent Hub is not a profit-making venture. What comes in through participation goes back out as prizes, certificates, and the cost of running the championship, and whatever remains is donated onward.

TIMELINE

1

REGISTRATION PHASE

31 August – 15 September 2026

Registrations open on 31 August and close on 15 September. Schools may register any number of participants and teams.

2

PARTICIPANT ONBOARDING

16 – 20 September 2026

Every registered participant and teacher-in-charge is added to a dedicated email chain. Schedules, instructions, guidelines, booking links, and all further correspondence run through that chain — please whitelist our address.

3

COMPETITION PHASE

21 – 30 September 2026

All events are conducted online as per their respective schedules across these ten days. Live rounds, submission windows, and demonstration slots are published in advance.

4

CONCLUSION OF EVENTS

30 September 2026

All competitions conclude and submission portals close. Evaluation by the expert panel begins immediately afterwards.

5

RESULTS & FELICITATION

10 October 2026

Final results are announced and winners are felicitated with certificates, medals, trophies, and prizes. Verifiable certificates go live on the website.

Almost nothing to attend. Timed rounds run on our own platform and are scored automatically, and every other event is a submission uploaded before its deadline. Only **Vibe Craft** and **Venture Launch** involve a live session, and each team books that one-to-one slot itself. No travel, no venue, no lost school days.

SCIENCE & TECHNOLOGY EVENTS

#	COMPETITION	GRADES	PARTICIPANTS	PAGE
01	ATL Innovators' Lab	6–12	2 to 5 participants per team	6
02	ATL Tinkering Challenge	6–12	2 to 5 participants per team	8
03	EcoVision 3D Challenge	6–10	2 to 5 participants per team	10
04	FutureTech League	5–12	1 to 5 participants per team	12
05	Code Xplosion	9–12	1 to 5 participants per team	14
06	Junior Code Drizzle	4–8	2 to 5 participants per team	16
07	Vibe Craft	6–12	2 to 5 participants per team	18
08	Prompt Storm	8–12	2 to 5 participants per team	20
09	App Monsoon	8–12	2 to 5 participants per team	22
10	Auto Drive Arena	8–12	2 to 5 participants per team	24
11	Sky Pilot Drone Sim	8–12	2 to 5 participants per team	26
12	Data Downpour	8–12	2 to 5 participants per team	28
13	Eco Invent: Waste to Wonder	6–12	1 to 5 participants per team	30
14	Hydro Hackers	8–12	2 to 5 participants per team	32
15	Cyber Shield	8–12	2 to 5 participants per team	34
16	Cosmos Quest	6–12	2 to 5 participants per team	36
17	Bio Bloom	8–12	2 to 5 participants per team	38
18	Chem Cloud	6–10	2 to 5 participants per team	40
19	Physics Phenomena	6–12	2 to 5 participants per team	42
20	AI Homo Bots	8–12	2 to 5 participants per team	44
21	CAD Cloudburst	8–12	2 to 5 participants per team	46
22	Game Jam Monsoon	8–12	2 to 5 participants per team	48
23	Venture Launch	9–12	2 to 5 participants per team	50

23 events, every one conducted online. Entry is **₹600 per participant, per event**, and a school may enter as many events, teams, and participants as it likes. Enter **14 or more events** and your school unlocks **40% off** the total fee plus Rolling Trophy eligibility.

ATL INNOVATORS' LAB

Build · Solve · Create

THEME

Original prototypes, working models, or concepts that solve a real problem through science, technology, engineering, or design thinking.

ELIGIBILITY

Grades 6 to 12

MODE OF CONDUCT

Online

TEAMS PER SCHOOL

Any number of teams may participate

PARTICIPANTS

2 to 5 participants per team

TIME LIMIT

3 to 4 minutes for the presentation video

EVENT FORMAT

ATL Innovators' Lab is a hands-on innovation challenge inspired by Atal Tinkering style problem solving. Teams choose a problem they see around them and build a prototype, a working model, or a clearly worked-out concept that answers it. The project should show real experimentation, practical thinking, and a young inventor's willingness to try, fail, and try again. Everything is submitted online through the official website, so teams can build at school or at home and present from anywhere.

INSTRUCTIONS

- 1 Teams must select a genuine problem and develop a solution-based project around it.
- 2 The idea may relate to safety, health, environment, education, agriculture, transport, accessibility, disaster readiness, or daily life.
- 3 Participants must submit a video explaining the problem, the concept, the working principle, and the usefulness of the project.
- 4 If the project includes a physical prototype, the team should show it clearly through photographs or a recorded demonstration.
- 5 Students may include sketches, logic flow, code, or circuit explanations as part of their presentation.
- 6 The final submission must be uploaded online in the required format before the announced deadline.
- 7 Every team member should appear in the video at least once and explain a part of the work.

● **Continued overleaf — Guidelines, Submission Format & Evaluation Parameters**



ATL INNOVATORS' LAB

GUIDELINES · SUBMISSION · EVALUATION

ELIGIBILITY

Grades 6 to 12

PARTICIPANTS

2 to 5 participants per team

TIME LIMIT

3 to 4 minutes for the presentation video

MODE

Conducted online

GUIDELINES

- The project must be original and student-led; mentors may guide but not build.
- The solution must be practical and connected to a real need, not a theoretical exercise alone.
- Innovation, experimentation, and problem-solving should be clearly visible in the project.
- The explanation should be simple, structured, and confident – jargon is not rewarded.
- The final work should not depend only on theory; it should show a genuine attempt to build or simulate a solution.
- Ready-made kits may be used as components, but the assembled idea must belong to the team.
- Plagiarised or purchased projects will lead to immediate disqualification.

SUBMISSION FORMAT

- 1 presentation video (3–4 minutes, MP4 or MOV)
- 1 synopsis in PDF format, maximum 2 pages
- Prototype images or model photographs (3 to 5 images)
- Code files, circuit details, or design sketches if applicable

EVALUATION PARAMETERS

- Innovation and problem-solving
- Practical usefulness of the solution
- Originality of the idea
- Technical understanding shown by the team
- Clarity and confidence of presentation

HOW TO TAKE PART

1. Register

Scan the QR code or visit the website and pick your events. Fee is ₹600 per participant, per event — enter as many events as you like.

2. Get onboarded

Every participant and teacher-in-charge is added to an email chain carrying schedules, instructions, and all event correspondence.

3. Compete online

Sit the timed round on our platform, or upload your submission through the website before the deadline. Two events instead use a one-to-one slot you book yourself.



SCAN TO REGISTER

<https://inspiretalenthub.in/monsoon-minds>

Registration closes 15 September 2026.

Fee ₹600 per participant, per event. Schools entering 14+ events get 40% off.



ATL TINKERING CHALLENGE

Tinker · Test · Transform

THEME

Hands-on tinkering with sensors, microcontrollers, motors, kits, and everyday materials to build a working device that does something useful.

ELIGIBILITY

Grades 6 to 12

MODE OF CONDUCT

Online

TEAMS PER SCHOOL

Any number of teams may participate

PARTICIPANTS

2 to 5 participants per team

TIME LIMIT

4 to 5 minutes for the demonstration video

EVENT FORMAT

ATL Tinkering Challenge is built in the spirit of an Atal Tinkering Lab: pick up the components, wire them wrong, work out why, and get it running. Teams build a working device using sensors, microcontrollers, motors, recycled parts, or an ATL kit, and record it doing its job. What separates entries here is the build log — teams are asked to show the versions that failed alongside the one that finally worked, because that is where the real learning sits. Schools without an ATL may use any equivalent kit, free simulator, or household materials.

INSTRUCTIONS

- 1 Teams must build a working device that performs a clear, demonstrable function.
- 2 Any ATL kit, hobby electronics, recycled parts, or free circuit simulator may be used.
- 3 A build log must record at least three stages of the build with dated photographs.
- 4 The demonstration video must show the device working from start to finish, uncut.
- 5 Teams must explain the components used, the circuit or logic, and what each part does.
- 6 At least one failed attempt or design change must be described honestly in the log.
- 7 The complete submission must be uploaded online before the announced deadline.

● Continued overleaf — Guidelines, Submission Format & Evaluation Parameters



ATL TINKERING CHALLENGE

GUIDELINES · SUBMISSION · EVALUATION

ELIGIBILITY

Grades 6 to 12

PARTICIPANTS

2 to 5 participants per team

TIME LIMIT

4 to 5 minutes for the demonstration video

MODE

Conducted online

GUIDELINES

- Schools without an Atal Tinkering Lab compete on completely equal terms; simulated and household builds are fully accepted.
- The device must be assembled by the students themselves; a mentor may advise but not build.
- Adult supervision is required for any soldering, cutting, or mains electricity is never to be used.
- Only battery or USB power is permitted; no mains voltage under any circumstances.
- Pre-assembled products bought and re-badged as a project will be disqualified.
- Honest reporting of what went wrong is rewarded, not penalised.
- Judges' decisions shall be final and binding.

SUBMISSION FORMAT

- 1 uncut demonstration video of 4 to 5 minutes
- 1 build log in PDF with dated photographs of at least three stages
- A component list with approximate costs
- Circuit diagram, code files, or wiring sketches if applicable

EVALUATION PARAMETERS

- Does the device actually work
- Quality of the tinkering and iteration shown in the build log
- Understanding of the components and circuit
- Usefulness and originality of the idea
- Clarity of the demonstration

HOW TO TAKE PART

1. Register

Scan the QR code or visit the website and pick your events. Fee is ₹600 per participant, per event — enter as many events as you like.

2. Get onboarded

Every participant and teacher-in-charge is added to an email chain carrying schedules, instructions, and all event correspondence.

3. Compete online

Sit the timed round on our platform, or upload your submission through the website before the deadline. Two events instead use a one-to-one slot you book yourself.



SCAN TO REGISTER

<https://inspiretalenthub.in/monsoon-minds>

Registration closes 15 September 2026.

Fee ₹600 per participant, per event. Schools entering 14+ events get 40% off.



ECOVISION 3D CHALLENGE

Sustainable Solutions for a Better Tomorrow

THEME

A three-dimensional model offering a practical, sustainable solution to a real-world environmental or community problem.

ELIGIBILITY

Grades 6 to 10

MODE OF CONDUCT

Online

TEAMS PER SCHOOL

Any number of teams may participate

PARTICIPANTS

2 to 5 participants per team

TIME LIMIT

2 to 3 minutes for the presentation video

EVENT FORMAT

EcoVision 3D Challenge is a creative model-making event where students design and present a 3D model that offers a practical solution to a real-world problem. The model must reflect sustainability, innovation, and social relevance. Ideas may connect to environmental protection, water management, community development, health, or climate awareness. Models are presented through a recorded video and photographs uploaded on the official website.

INSTRUCTIONS

- 1 Each team must develop a 3D model based on the given theme.
- 2 The model must present a realistic and useful solution to a real-life problem.
- 3 Participants must record a short presentation video explaining the concept of their model.
- 4 The presentation should clearly describe the problem, the proposed solution, how the model works, and its future scope.
- 5 All supporting materials, tools, and resources required for the model must be arranged by the participants themselves.
- 6 The final submission must be uploaded online in the required format.
- 7 The model should be visually appealing, original, and easy to understand.

● **Continued overleaf — Guidelines, Submission Format & Evaluation Parameters**



ECOVISION 3D CHALLENGE

GUIDELINES · SUBMISSION · EVALUATION

ELIGIBILITY

Grades 6 to 10

PARTICIPANTS

2 to 5 participants per team

TIME LIMIT

2 to 3 minutes for the presentation video

MODE

Conducted online

GUIDELINES

- The use of eco-friendly and reusable materials is strongly encouraged.
- Plastic, thermocol, and other non-environment-friendly materials should be avoided wherever possible.
- The model should not exceed reasonable dimensions suitable for digital presentation.
- The idea must reflect sustainable thinking and responsible use of resources.
- The work should be student-created and should not be copied from ready-made internet sources.
- Participants should ensure that the video is clear, steady, and well-lit.

SUBMISSION FORMAT

- 1 short presentation video (2–3 minutes)
- 3 to 5 photographs of the model from different angles
- 1 synopsis in PDF format
- Optional supporting notes or diagrams

EVALUATION PARAMETERS

- Relevance to the theme
- Creativity and originality
- Practical value of the solution
- Sustainability of the concept
- Clarity and confidence in presentation

HOW TO TAKE PART

1. Register

Scan the QR code or visit the website and pick your events. Fee is ₹600 per participant, per event — enter as many events as you like.

2. Get onboarded

Every participant and teacher-in-charge is added to an email chain carrying schedules, instructions, and all event correspondence.

3. Compete online

Sit the timed round on our platform, or upload your submission through the website before the deadline. Two events instead use a one-to-one slot you book yourself.



SCAN TO REGISTER

<https://inspiretalenthub.in/monsoon-minds>

Registration closes 15 September 2026.

Fee ₹600 per participant, per event. Schools entering 14+ events get 40% off.



FUTURETECH LEAGUE

Robotics, AI, and Smart Innovation

THEME

Ideas built on robotics, artificial intelligence, automation, or smart technology that are useful in everyday life or helpful to society.

ELIGIBILITY

Grades 5 to 12

MODE OF CONDUCT

Online

TEAMS PER SCHOOL

Any number of teams may participate

PARTICIPANTS

1 to 5 participants per team

TIME LIMIT

3 to 4 minutes for the presentation video

EVENT FORMAT

FutureTech League invites students to create ideas based on robotics, artificial intelligence, automation, or smart technology. The aim is to encourage young innovators to think creatively and develop solutions that are useful in everyday life. The event is divided into age-appropriate categories so that students from different levels can participate comfortably and meaningfully. Junior Category covers Grades 5 to 8 and Senior Category covers Grades 9 to 12; both are judged separately.

INSTRUCTIONS

- 1 Participants must prepare and submit a project based on the given theme.
- 2 The project may be a working prototype, a concept model, a demonstration video, or a combination of these.
- 3 The idea must solve a genuine problem or improve an existing process.
- 4 Students should explain the working principle, purpose, and possible impact of the project.
- 5 The entire submission must be made online in the required format.
- 6 If code, circuit design, or prototype images are included, they must be clearly labelled and explained.
- 7 Junior and Senior entries are evaluated within their own category only.

● **Continued overleaf — Guidelines, Submission Format & Evaluation Parameters**



FUTURETECH LEAGUE

GUIDELINES · SUBMISSION · EVALUATION

ELIGIBILITY

Grades 5 to 12

PARTICIPANTS

1 to 5 participants per team

TIME LIMIT

3 to 4 minutes for the presentation video

MODE

Conducted online

GUIDELINES

- The project should be student-led and original.
- Any software, programming language, or open-source tool may be used, provided the final work remains authentic.
- The presentation should be understandable even for viewers who are not experts in technology.
- The solution should be innovative, practical, and relevant to modern life.
- Participants must ensure that all uploaded files are properly named and organised.
- Simulation-based projects are fully accepted where hardware is not available.

SUBMISSION FORMAT

- 1 concept note or synopsis in PDF
- 1 video demonstration
- Code files, screenshots, or prototype images if applicable
- Optional presentation slides for support

EVALUATION PARAMETERS

- Innovation and originality
- Technical understanding
- Practical usefulness
- Clarity of explanation
- Overall design and execution

HOW TO TAKE PART

1. Register

Scan the QR code or visit the website and pick your events. Fee is ₹600 per participant, per event — enter as many events as you like.

2. Get onboarded

Every participant and teacher-in-charge is added to an email chain carrying schedules, instructions, and all event correspondence.

3. Compete online

Sit the timed round on our platform, or upload your submission through the website before the deadline. Two events instead use a one-to-one slot you book yourself.



SCAN TO REGISTER

<https://inspiretalenthub.in/monsoon-minds>

Registration closes 15 September 2026.

Fee ₹600 per participant, per event. Schools entering 14+ events get 40% off.



CODE XPLOSION

Think Fast, Code Smarter

THEME

Live competitive programming in Python — logic, creativity, and speed colliding in one explosive round.

ELIGIBILITY

Grades 9 to 12

MODE OF CONDUCT

Online

TEAMS PER SCHOOL

Any number of teams may participate

PARTICIPANTS

1 to 5 participants per team

TIME LIMIT

90 minutes

EVENT FORMAT

Code Xplosion is where ideas ignite and innovation comes alive. Teams enter an adrenaline-filled coding showdown where logic, creativity, and speed collide. Problem statements are released live on the official platform at the start of the round, and participants write and submit Python solutions within the time limit. Every line of code brings a team closer to victory. The event is conducted entirely online under proctored conditions.

INSTRUCTIONS

- 1 The problem set will be released on the official platform when the event starts.
- 2 All solutions must be written in Python.
- 3 Participants must join the platform and complete the system check before the scheduled start time.
- 4 Internet use for searching solutions is strictly forbidden during the contest.
- 5 Partial marking is awarded for partially correct answers.
- 6 Participants must arrange their own computer and a stable internet connection.
- 7 Submissions made after the timer ends will not be accepted.

● **Continued overleaf — Guidelines, Submission Format & Evaluation Parameters**



CODE XPLOSION

GUIDELINES · SUBMISSION · EVALUATION

ELIGIBILITY

Grades 9 to 12

PARTICIPANTS

1 to 5 participants per team

TIME LIMIT

90 minutes

MODE

Conducted online

GUIDELINES

- Only registered team members may sit at the machine during the contest.
- Any use of AI assistants, shared documents, or outside help will lead to disqualification.
- The webcam must remain switched on throughout the round.
- Code must be the participant's own work; copied submissions are rejected.
- Standard library modules are permitted; external packages are not.
- The decision of the organisers and the evaluation panel shall be final and binding.

SUBMISSION FORMAT

- Solution files submitted live through the official platform
- One file per problem, named as instructed
- Optional short comments explaining the approach

EVALUATION PARAMETERS

- Total score across all problems
- Correctness of output against test cases
- Time taken to submit answers
- Efficiency of the solution
- Readability and structure of code

HOW TO TAKE PART

1. Register

Scan the QR code or visit the website and pick your events. Fee is ₹600 per participant, per event — enter as many events as you like.

2. Get onboarded

Every participant and teacher-in-charge is added to an email chain carrying schedules, instructions, and all event correspondence.

3. Compete online

Sit the timed round on our platform, or upload your submission through the website before the deadline. Two events instead use a one-to-one slot you book yourself.



SCAN TO REGISTER

<https://inspiretalenthub.in/monsoon-minds>

Registration closes 15 September 2026.

Fee ₹600 per participant, per event. Schools entering 14+ events get 40% off.



JUNIOR CODE DRIZZLE

First Drops of Code

THEME

Block-based and beginner-friendly coding for young learners — animations, stories, and simple games built with logic.

ELIGIBILITY

Grades 4 to 8

MODE OF CONDUCT

Online

TEAMS PER SCHOOL

Any number of teams may participate

PARTICIPANTS

2 to 5 participants per team

TIME LIMIT

90 minutes

EVENT FORMAT

Junior Code Drizzle is the gentlest way into programming. Young participants use Scratch or any approved block-based coding platform to build an animation, an interactive story, or a simple game around a prompt revealed on the day of the event. The round is conducted live online, and teams share their finished project file along with a short screen recording of it running. The focus is on logic and imagination rather than syntax.

INSTRUCTIONS

- 1 The prompt will be revealed on the official website at the start of the event.
- 2 Participants may use Scratch, Blockly, or any approved block-based platform.
- 3 Teams get 90 minutes to build their project and 10 minutes to submit.
- 4 A short screen recording showing the project running must accompany the file.
- 5 Sprites, backdrops, and sounds available inside the platform may be freely used.
- 6 The project must be created during the event; pre-built projects are not allowed.
- 7 Participants must arrange their own device and internet connection.

● **Continued overleaf — Guidelines, Submission Format & Evaluation Parameters**



JUNIOR CODE DRIZZLE

GUIDELINES · SUBMISSION · EVALUATION

ELIGIBILITY

Grades 4 to 8

PARTICIPANTS

2 to 5 participants per team

TIME LIMIT

90 minutes

MODE

Conducted online

GUIDELINES

- The project must clearly connect to the revealed prompt.
- Logic blocks such as loops, conditions, and variables should be used wherever suitable.
- The project should run without crashing from start to finish.
- Content must be cheerful and school-appropriate.
- Teachers may help with technical setup only, never with the building.
- Late submissions will not be accepted.

SUBMISSION FORMAT

- 1 project file (.sb3 or platform equivalent)
- 1 screen recording of the project running, up to 2 minutes
- 1 short note in PDF describing the idea

EVALUATION PARAMETERS

- Relevance to the prompt
- Use of coding logic
- Creativity and imagination
- Working condition of the project
- Neatness of the build

HOW TO TAKE PART

1. Register

Scan the QR code or visit the website and pick your events. Fee is ₹600 per participant, per event — enter as many events as you like.

2. Get onboarded

Every participant and teacher-in-charge is added to an email chain carrying schedules, instructions, and all event correspondence.

3. Compete online

Sit the timed round on our platform, or upload your submission through the website before the deadline. Two events instead use a one-to-one slot you book yourself.



SCAN TO REGISTER

<https://inspiretalenthub.in/monsoon-minds>

Registration closes 15 September 2026.

Fee ₹600 per participant, per event. Schools entering 14+ events get 40% off.



VIBE CRAFT

Where Imagination Meets AI

THEME

Turning an idea into a working website using AI-assisted development — creativity, smart prompting, and innovation over complex coding.

ELIGIBILITY

Grades 6 to 12

MODE OF CONDUCT

Online

TEAMS PER SCHOOL

Any number of teams may participate

PARTICIPANTS

2 to 5 participants per team

TIME LIMIT

1 hour to build, plus a 5 to 7 minute demonstration

EVENT FORMAT

Vibe Craft is where imagination meets AI. Teams turn an idea into a working website using AI-assisted development tools. No complex coding is required — just creativity, smart prompting, and innovation. This event runs as a one-to-one online session booked by the team itself. After registering, each team receives an email with a booking link and chooses the slot that suits it. In its own private session the topic is revealed, the team gets one hour to build, and then demonstrates its site to the panel — no other school is present.

INSTRUCTIONS

- 1 Each team books its own one-to-one session through the link emailed after registration.
- 2 The topic will be revealed at the start of the session.
- 3 Teams get 1 hour to build the website on the given topic.
- 4 Each team will get 5 to 7 minutes to demonstrate their website in its allotted slot.
- 5 Judges may ask participants to explain features, implementation choices, or their AI-assisted workflow.
- 6 Each team must submit their source code at the end of the given time.
- 7 Participants will use their own devices along with an internet connection.

● **Continued overleaf — Guidelines, Submission Format & Evaluation Parameters**



VIBE CRAFT

GUIDELINES · SUBMISSION · EVALUATION

ELIGIBILITY

Grades 6 to 12

PARTICIPANTS

2 to 5 participants per team

TIME LIMIT

1 hour to build, plus a 5 to 7 minute demonstration

MODE

Conducted online

GUIDELINES

- Teams must join at the slot they booked; a slot may be rebooked once, up to 24 hours before it starts.
- Any AI website builder or coding assistant may be used, provided the team can explain the output.
- The site should be visibly different from a generic AI template.
- Copyrighted images and content may not be used without permission.
- All content must be school-appropriate.
- The website must open and work in a normal browser at the time of the demonstration.
- The decision of the judging panel shall be final and binding.

SUBMISSION FORMAT

- Source code files or a project export
- A live link or a local build that opens in a browser
- Screenshots of the finished pages

EVALUATION PARAMETERS

- Deviation from a generic AI website
- Creativity of the concept
- Functionality of the site
- Responsiveness across screen sizes
- UI and UX design
- Quality of the content and the demonstration

HOW TO TAKE PART

1. Register

Scan the QR code or visit the website and pick your events. Fee is ₹600 per participant, per event — enter as many events as you like.

2. Get onboarded

Every participant and teacher-in-charge is added to an email chain carrying schedules, instructions, and all event correspondence.

3. Compete online

Sit the timed round on our platform, or upload your submission through the website before the deadline. Two events instead use a one-to-one slot you book yourself.



SCAN TO REGISTER

<https://inspiretalenthub.in/monsoon-minds>

Registration closes 15 September 2026.

Fee ₹600 per participant, per event. Schools entering 14+ events get 40% off.



PROMPT STORM

The Art of Asking Well

THEME

Prompt engineering — steering an AI model to produce a precise, useful, and creative result within tight constraints.

ELIGIBILITY

Grades 8 to 12

MODE OF CONDUCT

Online

TEAMS PER SCHOOL

Any number of teams may participate

PARTICIPANTS

2 to 5 participants per team

TIME LIMIT

75 minutes

EVENT FORMAT

Prompt Storm treats prompting as a genuine skill. Teams receive a set of challenge briefs — a summary to produce, an image to describe into existence, a piece of code to generate, a tricky reasoning task — and must reach the target output using the fewest, cleanest prompts. Teams submit their full prompt transcript along with the final outputs. The round is conducted live online, and reasoning is valued as much as the result.

INSTRUCTIONS

- 1 Challenge briefs will be released live on the official platform.
- 2 Teams may use any freely available AI tool unless a specific one is named in the brief.
- 3 The complete prompt transcript must be recorded and submitted.
- 4 Each output must be paired with the prompt that produced it.
- 5 Teams must write a short reflection explaining why their prompts worked.
- 6 Participants must arrange their own device and internet connection.
- 7 Submissions after the deadline will not be considered.

● **Continued overleaf — Guidelines, Submission Format & Evaluation Parameters**



PROMPT STORM

GUIDELINES · SUBMISSION · EVALUATION

ELIGIBILITY

Grades 8 to 12

PARTICIPANTS

2 to 5 participants per team

TIME LIMIT

75 minutes

MODE

Conducted online

GUIDELINES

- Fewer and sharper prompts score higher than long chains of retries.
- Outputs must be checked for factual accuracy before submission.
- Teams must declare any tool used, including its version where visible.
- Prompts that attempt to bypass a tool's safety rules will be disqualified.
- All submitted content must be school-appropriate.
- Honest reporting of failed attempts is respected, not penalised.

SUBMISSION FORMAT

- 1 PDF containing the full prompt transcript
- Final outputs for each brief, in the format requested
- 1 reflection note of up to 300 words

EVALUATION PARAMETERS

- Precision of the final output against the brief
- Economy and clarity of prompting
- Verification of accuracy
- Creative use of constraints
- Quality of the written reflection

HOW TO TAKE PART

1. Register

Scan the QR code or visit the website and pick your events. Fee is ₹600 per participant, per event — enter as many events as you like.

2. Get onboarded

Every participant and teacher-in-charge is added to an email chain carrying schedules, instructions, and all event correspondence.

3. Compete online

Sit the timed round on our platform, or upload your submission through the website before the deadline. Two events instead use a one-to-one slot you book yourself.



SCAN TO REGISTER

<https://inspiretalenthub.in/monsoon-minds>

Registration closes 15 September 2026.

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APP MONSOON

An App for Every Rainy Problem

THEME

A mobile or web application prototype that solves a school, community, or everyday problem.

ELIGIBILITY

Grades 8 to 12

MODE OF CONDUCT

Online

TEAMS PER SCHOOL

Any number of teams may participate

PARTICIPANTS

2 to 5 participants per team

TIME LIMIT

4 to 5 minutes for the demonstration video

EVENT FORMAT

App Monsoon asks teams to design and build an application prototype that answers a real need. Teams may use full-stack code, low-code builders, or no-code app platforms — the judging looks at the problem, the thinking, and the usability, not at the difficulty of the toolchain. Teams submit a demonstration video, screens, and a short product note. Everything is prepared and uploaded online.

INSTRUCTIONS

- 1 Teams must identify a clear problem and design an application around it.
- 2 The prototype may be a mobile app, a web app, or a clickable interactive design.
- 3 The demonstration video must show the app being used, screen by screen.
- 4 Teams should explain the target user, the main features, and what makes the app different.
- 5 Low-code, no-code, and full-stack builds are all accepted.
- 6 The submission must be uploaded online before the announced deadline.
- 7 All screens shown must be created by the team.

● **Continued overleaf — Guidelines, Submission Format & Evaluation Parameters**



APP MONSOON

GUIDELINES · SUBMISSION · EVALUATION

ELIGIBILITY

Grades 8 to 12

PARTICIPANTS

2 to 5 participants per team

TIME LIMIT

4 to 5 minutes for the demonstration video

MODE

Conducted online

GUIDELINES

- The app must be original and student-built.
- Borrowed templates must be substantially modified and declared.
- User privacy and safety should be considered in the design.
- The interface should be clean, readable, and usable on a normal phone screen.
- The app need not be published on a store; a working prototype is enough.
- Judges' decisions shall be final and binding.

SUBMISSION FORMAT

- 1 demonstration video (4–5 minutes)
- 5 to 8 screenshots of key screens
- 1 product note in PDF covering the problem, users, and features
- Source code or project link if available

EVALUATION PARAMETERS

- Clarity of the problem being solved
- Usability and interface design
- Technical execution
- Originality of the idea
- Quality of the demonstration

HOW TO TAKE PART

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AUTO DRIVE ARENA

Autonomous Driving, Simulated

THEME

An autonomous vehicle built and tested inside a simulator — lane keeping, obstacle avoidance, and safe decision making.

ELIGIBILITY

Grades 8 to 12

MODE OF CONDUCT

Online

TEAMS PER SCHOOL

Any number of teams may participate

PARTICIPANTS

2 to 5 participants per team

TIME LIMIT

5 minutes for the recorded run and explanation

EVENT FORMAT

Auto Drive Arena brings autonomous driving to every school, with no hardware required. Teams build a self-driving agent inside a free simulator of their choice and record it completing a course that includes lane following, obstacle avoidance, and a stop-and-go decision. The recorded run is submitted along with the logic explanation. Judges look for a vehicle that behaves safely and predictably, not merely quickly.

INSTRUCTIONS

- 1 Teams may use any freely available driving simulator or a self-built environment.
- 2 The agent must navigate a course involving lane keeping, obstacle avoidance, and a controlled stop.
- 3 The full run must be screen-recorded without cuts.
- 4 Teams must explain the decision logic, sensors, or rules used by the agent.
- 5 The code or node structure must be submitted along with the video.
- 6 Manual driving during the recorded run is not permitted.
- 7 The submission must be uploaded online in the required format.

● **Continued overleaf — Guidelines, Submission Format & Evaluation Parameters**



AUTO DRIVE ARENA

GUIDELINES · SUBMISSION · EVALUATION

ELIGIBILITY

Grades 8 to 12

PARTICIPANTS

2 to 5 participants per team

TIME LIMIT

5 minutes for the recorded run and explanation

MODE

Conducted online

GUIDELINES

- Rule-based logic, classical computer vision, and machine learning approaches are all welcome.
- The simulator and its version must be clearly declared.
- Safety behaviour is weighted more heavily than lap speed.
- The team must be able to explain every part of the submitted code.
- Pre-trained public models may be used if the integration work is the team's own and is declared.
- The decision of the evaluation panel shall be final and binding.

SUBMISSION FORMAT

- 1 uncut screen recording of the run
- Code files or the node graph of the agent
- 1 technical note in PDF explaining the approach
- Screenshots of the simulated environment

EVALUATION PARAMETERS

- Successful completion of the course
- Safety and predictability of the driving behaviour
- Soundness of the decision logic
- Technical understanding shown in the explanation
- Overall engineering quality

HOW TO TAKE PART

1. Register

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SKY PILOT DRONE SIM

Fly the Mission, Not the Risk

THEME

A drone mission planned and flown inside a simulator — survey, delivery, or disaster-relief scenarios during the rains.

ELIGIBILITY

Grades 8 to 12

MODE OF CONDUCT

Online

TEAMS PER SCHOOL

Any number of teams may participate

PARTICIPANTS

2 to 5 participants per team

TIME LIMIT

5 minutes for the recorded mission

EVENT FORMAT

Sky Pilot puts young pilots in the cockpit without any of the cost or risk. Teams plan and fly a mission inside a free drone simulator: surveying a flooded area, delivering a relief package, or inspecting infrastructure after heavy rain. The mission is recorded, and teams explain their flight plan, waypoints, and the safety choices they made. Skill, planning, and judgement all count.

INSTRUCTIONS

- 1 Teams may use any freely available drone simulator on a computer or phone.
- 2 A mission brief will be published on the official website before the event.
- 3 The full mission must be screen-recorded from take-off to landing.
- 4 Teams must submit a flight plan showing the intended route and waypoints.
- 5 Participants should narrate or annotate the key decisions during the flight.
- 6 Autonomous waypoint missions and manual piloting are both accepted.
- 7 The submission must be uploaded online before the deadline.

● Continued overleaf — Guidelines, Submission Format & Evaluation Parameters →

SKY PILOT DRONE SIM

GUIDELINES · SUBMISSION · EVALUATION

ELIGIBILITY

Grades 8 to 12

PARTICIPANTS

2 to 5 participants per team

TIME LIMIT

5 minutes for the recorded mission

MODE

Conducted online

GUIDELINES

- The simulator used must be named in the submission.
- The mission must be completed within the simulated battery or time budget.
- Safe flight practice — clearance, altitude discipline, controlled landing — is rewarded.
- Crashes must not be edited out of the recording.
- All work must be done by the registered participants.
- Judges' decisions shall be final and binding.

SUBMISSION FORMAT

- 1 screen recording of the complete mission
- 1 flight plan in PDF with the route and waypoints
- A short note on the safety decisions made

EVALUATION PARAMETERS

- Completion of mission objectives
- Quality of flight planning
- Control and smoothness of piloting
- Safety awareness
- Clarity of explanation

HOW TO TAKE PART

1. Register

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DATA DOWNPOUR

Reading the Rain in Numbers

THEME

Real data on monsoon, climate, water, health, or education turned into a clear, honest, and useful analysis.

ELIGIBILITY

Grades 8 to 12

MODE OF CONDUCT

Online

TEAMS PER SCHOOL

Any number of teams may participate

PARTICIPANTS

2 to 5 participants per team

TIME LIMIT

One week for analysis, plus a 4 minute presentation video

EVENT FORMAT

Data Downpour is a data storytelling challenge. Teams pick a public dataset — rainfall records, air quality, river levels, crop yield, school enrolment, public health — and produce an analysis that answers a question worth asking. Charts, a short written finding, and a presentation video are submitted online. The event rewards honest analysis and clear communication far above complicated tooling.

INSTRUCTIONS

- 1 Teams must choose a publicly available dataset and state its source clearly.
- 2 A specific question must be framed before the analysis begins.
- 3 Any tool may be used — spreadsheets, Python, R, or a visualisation platform.
- 4 At least three charts must be produced and explained.
- 5 Teams must record a video presenting their question, method, and finding.
- 6 The dataset or a link to it must accompany the submission.
- 7 The submission must be uploaded online in the required format.

● **Continued overleaf — Guidelines, Submission Format & Evaluation Parameters**



DATA DOWNPOUR

GUIDELINES · SUBMISSION · EVALUATION

ELIGIBILITY

Grades 8 to 12

PARTICIPANTS

2 to 5 participants per team

TIME LIMIT

One week for analysis, plus a 4 minute presentation video

MODE

Conducted online

GUIDELINES

- The data source must be public, credible, and correctly cited.
- Charts must be honestly scaled and clearly labelled.
- Correlation should not be presented as causation.
- Limitations of the analysis should be stated openly.
- All charts must be produced by the team, not copied from published reports.
- The decision of the evaluation panel shall be final and binding.

SUBMISSION FORMAT

- 1 analysis report in PDF, up to 5 pages
- Chart images or the notebook or workbook file
- 1 presentation video of up to 4 minutes
- A link or file for the dataset used

EVALUATION PARAMETERS

- Quality of the question asked
- Correctness of the analysis
- Clarity and honesty of the charts
- Insight and usefulness of the finding
- Communication in the presentation

HOW TO TAKE PART

1. Register

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ECO INVENT: WASTE TO WONDER

Repurpose, Rebuild, Reimagine

THEME

Waste materials repurposed into innovative, functional science and technology models.

ELIGIBILITY

Grades 6 to 12

MODE OF CONDUCT

Online

TEAMS PER SCHOOL

Any number of teams may participate

PARTICIPANTS

1 to 5 participants per team

TIME LIMIT

5 minute demonstration video

EVENT FORMAT

Eco Invent challenges students to look at waste and see raw material. Projects must use plastic, paper, metal, glass, fabric, or electronic waste to develop a practical and sustainable solution. Junior Category covers Grades 6 to 8 and Senior Category covers Grades 9 to 12, judged separately. Every entry is judged from the uploaded video and photographs, so a team submits once and is done.

INSTRUCTIONS

- 1 Projects must be built primarily from waste or discarded material.
- 2 The model must perform a genuine function, not act as decoration alone.
- 3 An inventory of every waste material used must be submitted.
- 4 The demonstration video must show the model working.
- 5 Participants must explain how the model reduces waste or saves resources.
- 6 Models must be designed and built entirely by students.
- 7 The final submission must be uploaded online in the required format.

● **Continued overleaf — Guidelines, Submission Format & Evaluation Parameters**



ECO INVENT: WASTE TO WONDER

GUIDELINES · SUBMISSION · EVALUATION

ELIGIBILITY

Grades 6 to 12

PARTICIPANTS

1 to 5 participants per team

TIME LIMIT

5 minute demonstration video

MODE

Conducted online

GUIDELINES

- Only safe materials are permitted; organic waste, toxic items, and sharp glass are prohibited.
- Adult supervision is required for any cutting, heating, or electrical work.
- Presentations exceeding 5 minutes will incur penalties.
- Original work only; plagiarism will lead to disqualification.
- Newly purchased materials should be kept to a minimum and declared.
- Judges' decisions shall be final and binding.

SUBMISSION FORMAT

- 1 demonstration video of up to 5 minutes
- 1 project summary in PDF, 1 to 2 pages
- An inventory of waste materials used
- Photographs showing the build stages

EVALUATION PARAMETERS

- Innovation in reuse of waste
- Functionality of the model
- Real-world impact and scalability
- Craftsmanship and safety
- Clarity of the demonstration

HOW TO TAKE PART

1. Register

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HYDRO HACKERS

Every Drop Counts

THEME

Water conservation, rainwater harvesting, flood management, and clean water access.

ELIGIBILITY

Grades 8 to 12

MODE OF CONDUCT

Online

TEAMS PER SCHOOL

Any number of teams may participate

PARTICIPANTS

2 to 5 participants per team

TIME LIMIT

48 hour challenge window, plus a 4 minute pitch video

EVENT FORMAT

Hydro Hackers is a themed online hackathon built around water. Teams get a 48 hour window to research a water problem in their own city or village and produce a solution — a device concept, an app, a system design, a low-cost filter, or a community plan. The output is a proposal document and a pitch video. The event rewards teams who actually go and look at the problem near them rather than solving a generic one.

INSTRUCTIONS

- 1 The challenge brief opens on the official website at the announced start time.
- 2 Teams must ground their solution in a specific, named local water problem.
- 3 Field observations, photographs, or short interviews strengthen the entry and are encouraged.
- 4 The proposal must cover the problem, the solution, feasibility, and cost.
- 5 A pitch video of up to 4 minutes must be recorded and submitted.
- 6 All work must be produced within the 48 hour window.
- 7 The submission must be uploaded online before the window closes.

● **Continued overleaf — Guidelines, Submission Format & Evaluation Parameters**



HYDRO HACKERS

GUIDELINES · SUBMISSION · EVALUATION

ELIGIBILITY

Grades 8 to 12

PARTICIPANTS

2 to 5 participants per team

TIME LIMIT

48 hour challenge window, plus a 4 minute pitch video

MODE

Conducted online

GUIDELINES

- The solution must be realistic for the community it targets.
- Costs must be estimated honestly, in rupees, with assumptions stated.
- Students must not enter unsafe locations such as drains, canals, or flooded ground for research.
- Existing solutions may be improved upon, provided the original is credited.
- Every team member must contribute a stated part of the work.
- Judges' decisions shall be final and binding.

SUBMISSION FORMAT

- 1 proposal document in PDF, up to 8 pages
- 1 pitch video of up to 4 minutes
- Supporting photographs, sketches, or diagrams
- A simple cost estimate

EVALUATION PARAMETERS

- Depth of understanding of the local problem
- Practicality and feasibility of the solution
- Innovation in the approach
- Cost realism
- Quality of the pitch

HOW TO TAKE PART

1. Register

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2. Get onboarded

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CYBER SHIELD

Stay Safe in the Storm of Data

THEME

Digital safety, privacy, online fraud awareness, and responsible use of the internet.

ELIGIBILITY

Grades 8 to 12

MODE OF CONDUCT

Online

TEAMS PER SCHOOL

Any number of teams may participate

PARTICIPANTS

2 to 5 participants per team

TIME LIMIT

60 minute live round

EVENT FORMAT

Cyber Shield is a live online round that tests how well students can protect themselves and others in a connected world. The round mixes scenario questions, spot-the-scam exercises, password and privacy puzzles, and short judgement calls drawn from real situations that school students actually face. Teams answer in real time on the official platform. The aim is awareness and good habits, never any form of hacking.

INSTRUCTIONS

- 1 The round is conducted live online through the official platform.
- 2 Participants must log in and complete the system check before the event begins.
- 3 Only registered team members may participate.
- 4 No outside help, notes, search engines, or internet assistance is allowed during the round.
- 5 Participants must ensure a stable internet connection.
- 6 Answers must be submitted within the time shown for each section.
- 7 The organisers' decision will be final.

● Continued overleaf — Guidelines, Submission Format & Evaluation Parameters →

CYBER SHIELD

GUIDELINES · SUBMISSION · EVALUATION

ELIGIBILITY

Grades 8 to 12

PARTICIPANTS

2 to 5 participants per team

TIME LIMIT

60 minute live round

MODE

Conducted online

GUIDELINES

- This is an awareness and defence event; no offensive or intrusive techniques are involved or rewarded.
- Questions are drawn from everyday student situations — messages, links, apps, accounts, and social media.
- Team members should discuss before answering; team reasoning is part of the score.
- Screens must remain shared where the platform requires it.
- Any attempt to interfere with the platform leads to immediate disqualification.
- Results are announced only through the official website.

SUBMISSION FORMAT

- Live responses submitted through the official platform
- No separate file submission is required

EVALUATION PARAMETERS

- Accuracy of answers
- Quality of judgement in scenario questions
- Speed of response
- Team coordination
- Overall performance

HOW TO TAKE PART

1. Register

Scan the QR code or visit the website and pick your events. Fee is ₹600 per participant, per event — enter as many events as you like.

2. Get onboarded

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3. Compete online

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COSMOS QUEST

Beyond the Clouds

THEME

Astronomy, space science, and space technology — observation, research, and imagination.

ELIGIBILITY

Grades 6 to 12

MODE OF CONDUCT

Online

TEAMS PER SCHOOL

Any number of teams may participate

PARTICIPANTS

2 to 5 participants per team

TIME LIMIT

4 minute presentation video

EVENT FORMAT

Cosmos Quest invites students to look past the monsoon clouds. Teams choose one strand — an observation log, a research presentation on a mission or phenomenon, or a designed concept such as a rover, habitat, or satellite payload — and build a project around it. Everything is submitted online. Teams without a telescope can compete fully using open sky-survey data and free planetarium software.

INSTRUCTIONS

- 1 Teams must choose one strand: observation, research, or design concept.
- 2 The chosen strand must be stated clearly at the top of the submission.
- 3 Observation entries must include dated logs, sketches, or photographs.
- 4 Research entries must cite at least three credible sources.
- 5 Design entries must include labelled drawings and a working rationale.
- 6 A presentation video of up to 4 minutes must accompany every entry.
- 7 The submission must be uploaded online in the required format.

● **Continued overleaf — Guidelines, Submission Format & Evaluation Parameters**



COSMOS QUEST

GUIDELINES · SUBMISSION · EVALUATION

ELIGIBILITY

Grades 6 to 12

PARTICIPANTS

2 to 5 participants per team

TIME LIMIT

4 minute presentation video

MODE

Conducted online

GUIDELINES

- Free planetarium software and public survey data are fully acceptable substitutes for a telescope.
- Students must never observe the Sun directly without proper filters.
- All images taken from public archives must be credited.
- Scientific accuracy matters more than visual polish.
- The work must be original and student-produced.
- Judges' decisions shall be final and binding.

SUBMISSION FORMAT

- 1 project report in PDF, up to 6 pages
- 1 presentation video of up to 4 minutes
- Observation logs, sketches, or design drawings as applicable
- A list of sources and tools used

EVALUATION PARAMETERS

- Scientific accuracy
- Depth of research or observation
- Originality of the concept
- Quality of supporting evidence
- Clarity of presentation

HOW TO TAKE PART

1. Register

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2. Get onboarded

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3. Compete online

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BIO BLOOM

Life Science in the Rainy Season

THEME

A biology investigation rooted in the living world around the student — plants, soil, water, health, or biodiversity.

ELIGIBILITY

Grades 8 to 12

MODE OF CONDUCT

Online

TEAMS PER SCHOOL

Any number of teams may participate

PARTICIPANTS

2 to 5 participants per team

TIME LIMIT

Two weeks for the study, plus a 4 minute video

EVENT FORMAT

Bio Bloom is a small, real investigation rather than a poster. Teams frame a question about the living world near them — how seed germination changes with rainfall, which plants recover fastest after waterlogging, how mosquito breeding sites appear, how local biodiversity shifts during the monsoon — and gather their own observations over two weeks. Findings are written up and presented in a short video, submitted online.

INSTRUCTIONS

- 1 Teams must frame a clear, testable question before starting.
- 2 Observations must be recorded with dates and repeated at least three times.
- 3 Photographs of the actual setup or site must be included.
- 4 Results must be presented in a table or chart.
- 5 A conclusion must state what was found and what remains uncertain.
- 6 A video of up to 4 minutes must present the study.
- 7 The submission must be uploaded online before the deadline.

● **Continued overleaf — Guidelines, Submission Format & Evaluation Parameters**



BIO BLOOM

GUIDELINES · SUBMISSION · EVALUATION

ELIGIBILITY

Grades 8 to 12

PARTICIPANTS

2 to 5 participants per team

TIME LIMIT

Two weeks for the study, plus a 4 minute video

MODE

Conducted online

GUIDELINES

- No experiment may involve harm to animals; observation only.
- Studies involving humans require nothing more than consented, anonymous survey responses.
- Students must not enter stagnant water bodies or unsafe sites.
- Data must be reported honestly, including results that disagree with the hypothesis.
- Photographs must be taken by the team.
- The decision of the evaluation panel shall be final and binding.

SUBMISSION FORMAT

- 1 study report in PDF, up to 6 pages
- Data tables and charts
- Dated photographs of the setup or site
- 1 presentation video of up to 4 minutes

EVALUATION PARAMETERS

- Quality of the question and method
- Rigour and honesty of the observations
- Interpretation of the results
- Scientific understanding shown
- Clarity of presentation

HOW TO TAKE PART

1. Register

Scan the QR code or visit the website and pick your events. Fee is ₹600 per participant, per event — enter as many events as you like.

2. Get onboarded

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CHEM CLOUD

Safe Chemistry, Real Wonder

THEME

A safe, well-explained chemistry demonstration using everyday household materials.

ELIGIBILITY

Grades 6 to 10

MODE OF CONDUCT

Online

TEAMS PER SCHOOL

Any number of teams may participate

PARTICIPANTS

2 to 5 participants per team

TIME LIMIT

3 to 5 minute demonstration video

EVENT FORMAT

Chem Cloud is a video demonstration event built entirely around safe, household chemistry. Teams choose a reaction or process they can perform with kitchen and stationery materials, film it clearly, and explain the chemistry behind what the viewer is seeing. The best entries make an ordinary reaction feel astonishing and then explain exactly why it happens. All entries are uploaded online.

INSTRUCTIONS

- 1 Only safe, commonly available household materials may be used.
- 2 The demonstration must be filmed in a single clear sequence.
- 3 Participants must explain the chemistry involved in their own words.
- 4 Balanced equations or a clear word description of the reaction must be included.
- 5 Safety measures taken must be visible in the video.
- 6 An adult must be present during filming, though they must not perform the experiment.
- 7 The submission must be uploaded online in the required format.

● Continued overleaf — Guidelines, Submission Format & Evaluation Parameters



ELIGIBILITY

Grades 6 to 10

PARTICIPANTS

2 to 5 participants per team

TIME LIMIT

3 to 5 minute demonstration video

MODE

Conducted online

GUIDELINES

- Strong acids, strong bases, open flames beyond a candle, and any explosive or toxic reaction are strictly prohibited.
- Gloves and eye protection should be worn wherever there is any splash risk.
- Experiments must be performed in a ventilated space.
- Entries breaking the safety rules will be disqualified regardless of quality.
- The explanation must be the students' own, not read from a script found online.
- Judges' decisions shall be final and binding.

SUBMISSION FORMAT

- 1 demonstration video of 3 to 5 minutes
- 1 explanation note in PDF with the reaction and materials
- A list of safety precautions followed

EVALUATION PARAMETERS

- Safety practice shown
- Correctness of the chemical explanation
- Clarity of the demonstration
- Presentation and video quality
- Curiosity and engagement generated

HOW TO TAKE PART

1. Register

Scan the QR code or visit the website and pick your events. Fee is ₹600 per participant, per event — enter as many events as you like.

2. Get onboarded

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3. Compete online

Sit the timed round on our platform, or upload your submission through the website before the deadline. Two events instead use a one-to-one slot you book yourself.



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PHYSICS PHENOMENA

Show Me Why It Works

THEME

A physics concept demonstrated with simple materials and explained from first principles.

ELIGIBILITY

Grades 6 to 12

MODE OF CONDUCT

Online

TEAMS PER SCHOOL

Any number of teams may participate

PARTICIPANTS

2 to 5 participants per team

TIME LIMIT

3 to 5 minute demonstration video

EVENT FORMAT

Physics Phenomena asks teams to take one concept — surface tension, air pressure, resonance, centre of mass, refraction, momentum — and prove it with materials anyone could find at home. The video must both show the effect and explain the physics clearly enough that a younger student would understand it. Simulations may support the explanation but cannot replace the physical demonstration.

INSTRUCTIONS

- 1 Teams must select a single physics concept and build a demonstration around it.
- 2 Materials should be simple and easily available.
- 3 The video must show the demonstration working, filmed clearly.
- 4 The explanation must derive the effect from the underlying principle.
- 5 Measurements or observations should be shown wherever possible.
- 6 A written note explaining the concept must accompany the video.
- 7 The submission must be uploaded online before the deadline.

● **Continued overleaf — Guidelines, Submission Format & Evaluation Parameters**



PHYSICS PHENOMENA

GUIDELINES · SUBMISSION · EVALUATION

ELIGIBILITY

Grades 6 to 12

PARTICIPANTS

2 to 5 participants per team

TIME LIMIT

3 to 5 minute demonstration video

MODE

Conducted online

GUIDELINES

- The demonstration must be safe; no high voltage, projectiles, or heating beyond a candle.
- The explanation must be in the students' own words.
- Simulations may support but not substitute for the real demonstration.
- Formulae used must be stated with their symbols defined.
- The work must be original and student-performed.
- The decision of the evaluation panel shall be final and binding.

SUBMISSION FORMAT

- 1 demonstration video of 3 to 5 minutes
- 1 explanation note in PDF, up to 3 pages
- Photographs of the setup
- Measurement data if recorded

EVALUATION PARAMETERS

- Correctness of the physics
- Effectiveness of the demonstration
- Depth of the explanation
- Ingenuity of the setup
- Presentation quality

HOW TO TAKE PART

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AI HOMO BOTS

Designing a Helpful Humanoid

THEME

A humanoid or assistive robot concept designed to help a specific group of people in a specific situation.

ELIGIBILITY

Grades 8 to 12

MODE OF CONDUCT

Online

TEAMS PER SCHOOL

Any number of teams may participate

PARTICIPANTS

2 to 5 participants per team

TIME LIMIT

5 minute presentation video

EVENT FORMAT

AI Homo Bots is a design and reasoning challenge rather than a hardware build. Teams identify a group of people who need help — elderly residents, hospital staff, flood-relief workers, students with limited mobility — and design a humanoid or assistive robot for them. The submission covers the user, the tasks, the body plan, the sensors, the AI behaviour, and the ethical limits the team would place on the machine.

INSTRUCTIONS

- 1 Teams must name a specific user group and the situation the robot serves.
- 2 The design must include labelled drawings or 3D renders of the robot.
- 3 Sensors, actuators, and the reasoning the robot uses must be described.
- 4 Teams must explain what the robot will deliberately not be allowed to do, and why.
- 5 A presentation video of up to 5 minutes must accompany the entry.
- 6 A physical build is not required; a strong concept is.
- 7 The submission must be uploaded online in the required format.

● **Continued overleaf — Guidelines, Submission Format & Evaluation Parameters**



AI HOMO BOTS

GUIDELINES · SUBMISSION · EVALUATION

ELIGIBILITY

Grades 8 to 12

PARTICIPANTS

2 to 5 participants per team

TIME LIMIT

5 minute presentation video

MODE

Conducted online

GUIDELINES

- The concept must be technically plausible with technology available today or in the near future.
- Designs must respect the dignity, privacy, and consent of the people served.
- Weaponised or surveillance-focused concepts will not be accepted.
- All drawings, renders, and text must be the team's own work.
- AI tools may assist with renders if declared.
- Judges' decisions shall be final and binding.

SUBMISSION FORMAT

- 1 design document in PDF, up to 8 pages
- Labelled drawings or 3D renders
- 1 presentation video of up to 5 minutes
- A short ethics and safety statement

EVALUATION PARAMETERS

- Clarity of the user need addressed
- Technical plausibility of the design
- Depth of the AI behaviour described
- Quality of ethical reasoning
- Presentation and visual communication

HOW TO TAKE PART

1. Register

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CAD CLOUDBURST

Design It Before You Build It

THEME

A 3D computer-aided design of a useful object, mechanism, or structure, modelled to a given brief.

ELIGIBILITY

Grades 8 to 12

MODE OF CONDUCT

Online

TEAMS PER SCHOOL

Any number of teams may participate

PARTICIPANTS

2 to 5 participants per team

TIME LIMIT

2 hour live round

EVENT FORMAT

CAD Cloudburst is a live online modelling round. A design brief is released at the start — a rainwater collector, a foldable stool, a bracket, a hand tool, a small mechanism — and teams have two hours to model it in any free CAD tool. Teams submit the model file, rendered views, and a dimensioned drawing. Precision, sound construction, and buildability all count.

INSTRUCTIONS

- 1 The design brief is released live on the official platform at the start of the round.
- 2 Any free CAD tool may be used, including browser-based platforms.
- 3 The model must meet every dimension and constraint stated in the brief.
- 4 Teams must export rendered views from at least three angles.
- 5 A dimensioned 2D drawing must accompany the model.
- 6 Participants must arrange their own device and internet connection.
- 7 Submissions after the timer ends will not be accepted.

● **Continued overleaf — Guidelines, Submission Format & Evaluation Parameters**



CAD CLOUDBURST

GUIDELINES · SUBMISSION · EVALUATION

ELIGIBILITY

Grades 8 to 12

PARTICIPANTS

2 to 5 participants per team

TIME LIMIT

2 hour live round

MODE

Conducted online

GUIDELINES

- Models must be created during the round; pre-built models are prohibited.
- Downloaded model libraries may not be used for the main body of the design.
- Standard fasteners from a tool's own library are permitted.
- The model should be manufacturable by common methods such as 3D printing or sheet cutting.
- The CAD tool used must be declared in the submission.
- The decision of the evaluation panel shall be final and binding.

SUBMISSION FORMAT

- 1 model file (STEP, STL, or native format)
- Rendered views from at least three angles
- 1 dimensioned drawing in PDF
- A short note on design decisions

EVALUATION PARAMETERS

- Accuracy against the brief
- Soundness of the construction
- Manufacturability of the design
- Quality of the drawing and renders
- Design thinking shown

HOW TO TAKE PART

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GAME JAM MONSOON

Build a World in the Rain

THEME

A small, complete, playable game built around a surprise theme revealed at the start of the jam.

ELIGIBILITY

Grades 8 to 12

MODE OF CONDUCT

Online

TEAMS PER SCHOOL

Any number of teams may participate

PARTICIPANTS

2 to 5 participants per team

TIME LIMIT

72 hour jam window

EVENT FORMAT

Game Jam Monsoon is a 72 hour online game jam. The theme is revealed on the official website when the window opens, and teams have three days to build something small and complete. Any engine, framework, or no-code game builder may be used. Teams submit a playable build, a short gameplay video, and a note on their design. Finishing a small idea well beats leaving a big idea half-built.

INSTRUCTIONS

- 1 The theme is announced on the official website when the jam window opens.
- 2 All game assets and code must be produced within the window, except for declared open-licence assets.
- 3 Teams may use any engine, framework, or no-code builder.
- 4 A playable build or a hosted link must be submitted.
- 5 A gameplay video of up to 3 minutes must accompany the build.
- 6 The game must run without special hardware.
- 7 The submission must be uploaded online before the window closes.

● **Continued overleaf — Guidelines, Submission Format & Evaluation Parameters**



GAME JAM MONSOON

GUIDELINES · SUBMISSION · EVALUATION

ELIGIBILITY

Grades 8 to 12

PARTICIPANTS

2 to 5 participants per team

TIME LIMIT

72 hour jam window

MODE

Conducted online

GUIDELINES

- The connection to the theme should be visible in the gameplay, not only in the title.
- Open-licence assets are permitted if credited in a readme file.
- The game must be school-appropriate with no graphic violence.
- A short, finished game scores higher than a long, broken one.
- The build must open on a common laptop or browser.
- Judges' decisions shall be final and binding.

SUBMISSION FORMAT

- 1 playable build or hosted link
- 1 gameplay video of up to 3 minutes
- 1 design note in PDF with credits and controls
- Source project files where possible

EVALUATION PARAMETERS

- Interpretation of the theme
- Fun and playability
- Completeness and stability of the build
- Art, sound, and presentation
- Technical execution

HOW TO TAKE PART

1. Register

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VENTURE LAUNCH

The Student Startup Launchpad

THEME

An original, technology-driven business model that supports Atmanirbhar Bharat — a self-reliant India.

ELIGIBILITY

Grades 9 to 12

MODE OF CONDUCT

Online

TEAMS PER SCHOOL

Any number of teams may participate

PARTICIPANTS

2 to 5 participants per team

TIME LIMIT

5 minute live pitch and 2 minute question round

EVENT FORMAT

Venture Launch is the student startup launchpad for original, technology-driven business models. Teams present a startup idea covering the problem statement, the technological solution, the target audience, scalability, and market impact. A working prototype or demonstration is optional but highly encouraged. The final round is a one-to-one online session that the team books itself: after the report is submitted, each team receives an email with a booking link and chooses its own slot for a 5 minute live pitch followed by a 2 minute question round with the jury.

INSTRUCTIONS

- 1 Only one entry is permitted per team.
- 2 Teams must submit a project report through the website before the final round.
- 3 Each team books its own one-to-one final-round session through the link emailed after the report is submitted.
- 4 The pitch must cover problem, solution, audience, business model, scalability, and impact.
- 5 Slides, charts, mock branding materials, or a prototype may be used during the pitch.
- 6 Every team member should speak during the pitch.
- 7 Participants must arrange their own equipment and a stable internet connection.

● **Continued overleaf — Guidelines, Submission Format & Evaluation Parameters**



VENTURE LAUNCH

GUIDELINES · SUBMISSION · EVALUATION

ELIGIBILITY

Grades 9 to 12

PARTICIPANTS

2 to 5 participants per team

TIME LIMIT

5 minute live pitch and 2 minute question round

MODE

Conducted online

GUIDELINES

- Teams must join at the slot they booked; a slot may be rebooked once, up to 24 hours before it starts.
- Original ideas only; plagiarism will result in disqualification.
- Financial figures must be reasoned, with assumptions stated openly.
- The technology described must be plausible and explained clearly.
- Existing companies may be studied but not copied.
- The pitch must finish within 5 minutes; overrunning attracts a penalty.
- The jury's decision shall be final and binding.

SUBMISSION FORMAT

- 1 project report in PDF, up to 10 pages, submitted before the final round
- Pitch deck in PDF or PPT
- Optional prototype video or demonstration
- A simple financial and market estimate

EVALUATION PARAMETERS

- Originality of the idea
- Strength of the technological solution
- Market understanding and scalability
- Feasibility and business sense
- Quality of the pitch and the answers given

HOW TO TAKE PART

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