

ASN Senior Secondary School

Mayur Vihar-I, Delhi - 110091

6th ASN Yamuna Wealth Inter School IT Competition – ‘Tech-a-thon’

General Guidelines

1. The registration form filled in capital letters and duly attested by the Principal must reach the school latest by **18th Jan, 2018** on e-mail asnyamunawealth@asnschoolmasp.onmicrosoft.com or register online on the below mentioned link

<https://forms.office.com/Pages/ResponsePage.aspx?id=qOoXqHx36Ue7voKH9znjGyGveSdfd9dliiR-nNJDF45UODJLSDIUUV0hTWktKSllJmk8wR09JUzJaWi4u>

or Register by [Scanning the below QR Code](#)



2. Registration time is between 8:30 a.m. and 9:00 a.m. at the School Reception.
3. School codes will be provided at the time of Registration.
4. The order of performance will be as per the order of Registration.
5. One student can participate **only in One event**.
6. Participants of all events are to come in school uniform except Fancy Dress Event. School logo should be covered to conceal School identity.
7. Escort teacher must ensure that the teams stay back till the end of the programme to boost the morale of other participants.
8. **Decision of the judges would be final and irrevocable.**
9. Results will be announced on the same day.
10. I Card of the Students participating and accompanying teacher is must.
11. The escort teacher is requested to collect the participation certificates/ prizes (if any) after the day's event is over. The school shall not be responsible for sending the prizes after the event.

Gadget Show

Event – Fancy Dress

Class- KG

Time Limit- 1-2 mins

No. of Participants- 1

Topic- Gadget Talk



Particulars

1. Participant has to dress up in appropriate costume.
2. The presentation should be in English.
3. Use of only 2 props is allowed.

Rules & Regulations

1. Use of music for presentation is not allowed.
2. The Participant should not mention his / her School's name during presentation.

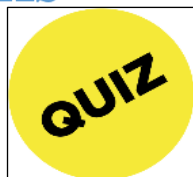
Criteria for Judgement

- a. Costume
- b. Content Relevance
- c. Clarity of Speech
- d. Overall Presentation

Teacher Co-ordinator

Ms. Kanchan Mishra

Compu-Geeks



Event – Quiz

Classes – I & II

Time Limit – 1 -1 ½ Hr

No. of Participants – 2

(A Team of 2 students, one from each class)

Topic – World of Information Technology

Particulars

1. Question and Answer sheets will be provided by the host school.
2. Participants need to carry blue gel pen, pencil, eraser and colour sketch pens/pencil colours.

Rules & Regulations

1. Preliminary Round of 20 minutes will be conducted for all the participating teams and top five will be considered for the final round.
2. The final round of the Quiz will have 4 stages (General, Rapid Fire, Visual and Buzzer).

Criteria for Judgement

Scores of the Teams

Teacher Co-ordinator

Ms. Smitha K.

Ms. Priyanka Thukral

Emulsion-Expression



Event- Poster Making

Class – III

Time Limit –1 ½ Hr

No. of Participants – 2

(A Team of 2 Students)

Software to be used – Microsoft 3D Paint

Theme – Road Safety

Particulars

Topic will be given on the spot.

Rules & Regulations

The participants will have to make a Poster on the given topic using the Software Ms 3D Paint

Criteria for Judgement

- a. Creativity
- b. Relevance to the theme
- c. Usage of the tool
- d. Overall Presentation

Teacher Co-ordinator

Ms. Nitika Vig

Digi -Fabler



Event – Digital Story Telling

Class – IV – V

Time Limit for Presentation – 4-5 Min

No. of Participants – 2 (Team of 2 Students per School)

Software to be used – Sway

Topic – India@2030

Particulars

1. Participants to prepare a storyline on the given topic using online software Sway and share the link via email at asnyamunawealth@asnschoolmasp.onmicrosoft.com by **18th Jan'2018**
The Sway link must contain the Name of the Participants, School Name and Event Name.
2. The teams will be shortlisted and the same will be intimated to the shortlisted teams through email by **20th Jan 2018**
3. On the day of the event the shortlisted teams will present the sway presentation using interactive content like videos or an interactive chart to talk about their ideas.

Rules & Regulations

One Internet enabled multimedia computer will be provided by the host school.

Criteria for Judgement

- a. Creativity and Innovation
- b. Originality
- c. Content Relevance
- d. Overall Presentation

Teacher Co-ordinator

Ms. Hema Singh

Gamify - Simplify



Event – Game Designing

Class – VI – VIII

Time Limit – 1 ½ Hrs

No. of Participants – 2 (Team of 2 Students per School)

Software to be used – Kodu Game Lab

Topic – Environment

Particulars

1. The team has to design a creative computer game/puzzle (Fun being its main element)

Rules & Regulations

The participants will be given 1½ hour to design the game.

Criteria for Judgement

1. Meaningfulness of the Game
2. Players Involvement
3. Landscape design and craftsmanship
4. Creativity and Innovation

Teacher Co-ordinator

Ms. Binita Gupta

Frame It

Event – Movie / Documentary Making



Class – IX, XI

Time Limit – 2-4 min

No. of Participants – 2 (Team of 2 Students per School)

Topic - Beti Bachao - Beti Padhao / Alert Today : Alive Tomorrow(Road Safety)

Format: .MP4/ .AVI

Particulars

1. Participants have to make a 2-4 min long movie/ documentary on Beti Bachao-Beti Padhao or Alert Today : Alive Tomorrow (Road Safety)
2. The movie/ Documentary should not violate the copyright/intellectual property law.
3. Movie/ Documentary has to be **uploaded on youtube** and the **link shared via email at asnyamunawealth@asnschoolmasp.onmicrosoft.com by 18th Jan'2018**
4. Language Hindi/ English or Bilingual
5. Format SD/ HD

Rules & Regulations

1. Only the shortlisted teams will be invited for this competition on the day of event. The School teams will be intimated about their selection by date 20th Jan 2018.
2. Shortlisted films will be showcased on the day of the event.
3. Judges can ask questions based on the Movie/ Documentary from participating teams

Criteria for Judgement

- a. Originality
- b. Adherence to Theme
- c. Creativity

Teacher Co-ordinator

Ms. Prajakta Kalgaonkar

Create – Innovate

Event – Project Exhibit



Class – VI-XI

Time Limit – 3-5 Min

No. of Participants – 2

Particulars

1. Participants have to bring innovation related to technology. Innovation can be an App/ Website/ Game/ IoT (Hardware / Software or Combination of both)
2. Participants need to showcase their project and explain their idea to judges.
3. All the necessary hardware/software / accessories for the event need to be brought by participants.

Rules & Regulations

1. Each Team will be given 3-5 minutes to present.
2. Host school will provide electricity connection to display the project.
3. Participants shall not plagiarize any idea, writing, data or invention belonging to another person.

Criteria for Judgement

- a. Creativity and Innovation
- b. Benefit to the Society
- c. Technical Specification
- d. Overall Presentation

Teacher Co-ordinator

Ms. Komal Arora