JMD World School

A Senior Secondary School Affiliated to CBSE

Presents

Tarang 1.0

Unbox the genius within

ONE WAVE MANY TALENTS

A Confluence of Culture, Literature, Creativity & Technology






27 & 28 November 2026

The Essence of Tarang 1.0

Where Young Minds Meet, Ideas Soar and Talents Shine !

Every great wave begins with a spark — a spark of imagination, a bold idea, a creative expression, or the courage to explore the extraordinary. Tarang 1.0 brings this spirit to life, celebrating the boundless potential of young minds and the many talents that make each one unique.

Envisioned as a vibrant Inter-School festival, Tarang 1.0 is a confluence of creativity, innovation, intellect and expression. It offers students from Pre-Primary to Senior Secondary a dynamic platform to challenge conventions, discover possibilities, collaborate with peers and turn their ideas into inspiring experiences.

From the wonders of science and technology to the magic of mathematics, the beauty of language and literature, the rhythm of performing arts, and the ingenuity of creative pursuits, every facet of Tarang celebrates curiosity, confidence and the joy of learning beyond boundaries.

One platform, Countless possibilities, A thousand talents & One unforgettable wave !

Join us as we set the wave in motion and celebrate a generation ready to imagine, innovate, inspire and shine!

FOR QUERIES & COORDINATION, CONTACT :

Mr. Jaswinder Singh : +91-9793711559

Ms. Priyanka Gera Gupta : +91-9336442119

GENERAL GUIDELINES FOR TARANG 1.0

1.All participating schools must submit participants detail within the registration deadline.

2.Participants must carry valid school ID cards.

3.Students must report at the designated venue within the reporting time.

4.Participants must adhere to the age/class eligibility specified for each event.

5.Teams must bring only the materials/equipment permitted for their respective events.

6.Any form of plagiarism, pre-prepared work or unfair assistance will lead to disqualification wherever applicable.

7.Participants are expected to maintain discipline and follow all safety instructions.

8.Use of mobile phones/internet will be permitted only in events where specifically allowed.

9.Participants are responsible for their personal belongings and equipment.

10.Organisers reserve the right to modify timings, event format or rules in case of unforeseen circumstances.

11.Decisions of the judging panel/event coordinators regarding competition results will be final.

12.In case of a tie, a suitable tie-breaker round/task may be conducted.

13.All artwork, digital creations and presentations must comply with school-appropriate content standards.

14. Last date of registration **20 November 2026**



"Great institutions do more than impart knowledge; they create opportunities for young minds to discover their greatness."

It gives me immense pleasure to welcome all participating schools to TARANG 1.0, an initiative of JMD World School envisioned to celebrate the boundless talent, creativity, and potential of young learners. At JMD, we believe that education finds its true expression when knowledge is complemented by experiences that nurture confidence, character and a spirit of excellence. This Inter-School extravaganza is a step towards creating a vibrant platform where young talents can showcase their abilities, exchange ideas, and forge meaningful connections.

I hope this gathering inspires every participant to embrace challenges, value teamwork and recognise that true success lies not merely in winning but in striving to become better with every experience. I extend my warmest wishes to all the participating schools, students and accompanying teachers. May this endeavour mark the beginning of a distinguished tradition of talent, achievement and togetherness.

May the waves of TARANG carry the promise of brighter aspirations and greater accomplishments!

Mr. Sanjeev Dixit, Chairman



"The future belongs to those who dare to imagine, discover their potential, and transform possibilities into achievements."

At JMD World School, we envision education as a transformative journey that empowers young minds to think creatively, act confidently and lead with compassion. We are committed to creating meaningful opportunities that extend learning beyond textbooks and encourage every child to explore the many dimensions of their individuality.

It is with this vision that we present TARANG 1.0, an Inter-School celebration that brings together diverse talents, fresh perspectives and youthful aspirations under one roof. Through an exciting spectrum of literary, creative, sporting and other enriching pursuits, we aim to foster an environment where innovation is encouraged, individuality is celebrated and the joy of learning transcends the boundaries of competition. The true beauty of such gatherings lies in the experiences they create—the confidence gained while stepping onto a stage, the resilience developed while facing a challenge, and the friendships forged through shared enthusiasm.

As we open the doors of JMD World School to fellow institutions, we look forward to welcoming an inspiring confluence of ideas, talent, and camaraderie. I express my sincere appreciation to everyone.

May every encounter spark inspiration, every endeavour reveal new possibilities and every young achiever leave with a renewed belief in their potential.

Dr. Archana Nigam, Director I.M.



"Where talent finds its stage, confidence takes flight and young minds create waves of inspiration."

It is a matter of immense pride and pleasure to welcome all participating schools to TARANG 1.0, the inaugural Inter-School fest hosted by JMD World School.

We believe every child possesses a unique spark that deserves to be nurtured and celebrated. This vibrant gathering provides students with an opportunity to showcase their talents, challenge themselves and experience the values of teamwork, perseverance and sportsmanship.

I extend my heartfelt gratitude to our esteemed management, dedicated teachers and organising team for their invaluable efforts in bringing this celebration to life.

My warmest wishes to every participant—may you perform with passion, compete with integrity and create memories that inspire you long after the event concludes.

May JMD World School become the meeting ground where young talents shine, friendships flourish and excellence finds its true expression!

Ms. Malika Arora, Principal

FOUNDATION WING

Pre-Primary to Grade II

Jazbang 1.0
A Confluence of Culture, Literature, Tech & Talent

IDEA TO ART

FROM SCRAP TO STYLE — T/01

Think Create Re-use Dazzle!

About the Event

Transform everyday waste and recyclable materials into an innovative, creative and wearable masterpiece!

Age Categories & Stage Presentation

Category 1 : 3 Years

Participants will walk the ramp and showcase their costumes.

Category 2 : 4 Years

Participants will walk the ramp and introduce themselves by stating their name.

Category 3 : 5–7 Years

Participants will walk the ramp and introduce themselves by stating their name.

They will briefly explain their outfit, including the waste or recyclable materials used and the idea behind their creation.



No of Participants : 1 Participant per category

Guidelines :

1.Participants must arrive already dressed in their Best Out of Waste creation.

2.The costume must be made primarily from waste or recyclable materials.

3.No costume-making will take place at the venue.

4.Costumes must be safe, comfortable and age-appropriate.

5.Sharp, hazardous or toxic materials are strictly prohibited.

6.The stage presentation must follow the age-specific guidelines mentioned above.

7.Participants must not mention their school name during their introduction or presentation.

8. Identity of the school must not be disclosed.

SHAPES TO MASTER PIECES — T/02

Age Group : 6–7 Years

About the Event

Participants will receive the same set of basic shapes and transform them into a creative artwork using their imagination

No of Participants : 2

Time Duration : 2 minutes for brainstorming and 5 minutes for the art work

Guidelines :

1.All given shapes must be used in the artwork.

2.Participants may add their own drawings and details.

3.Artwork must be created independently at the venue.

4.No pre-drawn or printed elements are allowed.

5.Participants must complete their artwork within the allotted time.

TRACK TITANS

LITTLE RIDERS' RUSH

T/03/A

Age Group : 3–4 Years

About the Event

A fun and exciting tricycle race where little participants will pedal their way to the finish line!

No of Participants : 2



Guidelines:

1. The race will be conducted on an individual basis.
2. The designated route must be followed throughout the race.
3. All instructions given by the race coordinators must be followed.
4. Participants must use the designated tricycles and follow all safety instructions.

HURDLE HUSTLE

T/03/B

Age Group : 4–6 Years

About the Event

Get ready to jump, step, dodge and dash! Participants will navigate through a fun hurdle course and race towards the finish line.

No of Participants : 2



Guidelines:

1. All participants must adhere to the designated course throughout the event.
2. Instructions given by the event coordinators must be followed at all times.
3. The course must be completed safely, with due regard for the safety of others.
4. Any deliberate obstruction or interference with fellow competitors is strictly prohibited.

MATH-A-THON

T/03/C

Age Group : 6–7 Years

About the Event

A fun Maths Challenge Race where young participants will put their thinking skills to the test! Participants will solve a simple maths puzzle or question and then move ahead towards the finish line.

No of Participants: 2

Guidelines :

1. Each participant will be presented an age-appropriate mathematical question or puzzle.
2. The challenge must be solved independently before proceeding further along the race course.
3. All challenges must be completed within the stipulated time while adhering to the prescribed safety measures.

Tarang 1.0
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BEYOND THE ORDINARY

BOOGIE WOOGIE

T/04

Theme: AROUND THE WORLD

One Stage. Many Cultures. Endless Rhythms!



About the Event

A vibrant dance event where participants showcase the rich diversity of global cultures through dance, music, costumes and expressions. Teams shall present lively performances inspired by different countries and cultures, celebrating cultural diversity and creativity.

Let's explore around the world through dance, music, costume and expression!

No of Participants : 3-5

Minimum : 2 minutes

Maximum : 3 minutes

Guidelines :

1.Participants may choose any country or culture except India and present a dance inspired by it.

2.The performance should genuinely reflect the chosen culture, not just its music.

3.Dance forms may include Western, Folk, Fusion or Freestyle, provided they suit the chosen theme.

4.Music, costumes and props must be age-appropriate and safe.

5.Participants must complete their performances within the prescribed time limit.

6.Participants must not mention their school name during their presentation.

For any event-related queries or assistance, please feel free to contact the representatives:

Ms. Seema Tandon : +91- 9935675442

Ms. Swapna Chaubey : +91- 9899398139

SCAN ME

Let Talent Flow,
Let Creativity Grow,
Let Every Child Glow !

JMD World School
www.jmdworldschool.com

Unbox the genius within

GRADES : III TO V

LEXI FEST

CHARACTER CHRONICLES — T/05

No of Participants : 1

Time Duration : 2 minutes

About the Event

Students should dress up as different characters and present monologues to showcase their creativity and speaking skills.

Guidelines :

1. The character may be historical, literary, fictional, mythological, a scientist, artist, sportsperson, social reformer, etc.
2. The monologue should highlight the character's life, achievements, contribution or significance.
3. Costume and simple props are permitted and should be relevant to the character.
4. No supporting performer, recorded voice, script, cue cards or mobile phones may be used during the performance.
5. Content and presentation must be age-appropriate and suitable for a school audience.

AD-O-MANIA — T/06

No of Participants : 5

Time Duration : 3 minutes

About the Event

The team shall create and present an advertisement for a real or an imaginary product/service on any one of the topic given below:

- *A Pollution-Absorbing Machine*
- *A Plant-Caring Robot*

Guidelines :

1. The presentation should include a product name, slogan/tagline and a clear selling message.
2. Props, costumes, placards and simple sound effects may be used.
3. No pre-recorded video, voice-over or professional/commercial advertisement may be used.
4. Content must be appropriate for a school audience and should not ridicule or target any individual, community, brand or institution.
5. Participants must arrange and clear their own props within the allotted time.

THE SPEAKING SPRINT — T/07

No of Participants : 1

Time Duration : 1 minute

About the Event

Participant must speak on the given topic for a minute, expressing their thoughts clearly and confidently.

Guidelines :

1. The topic will be given on the spot by the organizers.
2. The speech must remain relevant to the topic throughout.
3. Long pauses, excessive hesitation, repetition, deviation from the topic or unnecessary fillers should be avoided.
4. No written notes, mobile phones or reference material will be permitted.

Unbox the genius within

WHIRLING MUSE

T/08

No of Participants : 1

Time Duration : 2 minutes

About the Event

Participant will present a poem using expressions, gestures, movements, and actions to bring the poem to life.

Guidelines :

1.The poem may be an original composition or excerpt from a published work. In either case, the poet's name or the source of the poem must be duly acknowledged.

2.The poem must be memorized and recited without referring to a written script.

3.Simple, relevant and safe props may be used but they should complement the performance rather than dominate it.

4.Background music/recorded audio is not permitted.

5.Content must be age-appropriate and suitable for a school audience.

LEXICON LEGENDS

T/09

No. of participants : 4

About the Event

Participants should be well prepared in spellings, synonyms, antonyms, vocabulary,language puzzles and basic literary knowledge to demonstrate their linguistic proficiency and quick thinking.

Guidelines:

1.Negative marking may be applicable for incorrect responses or non-adherence to the given time limit.

2.Questions may be presented in oral, written, visual or rapid-fire formats.

3.In team rounds, members may consult one another, but only the designated spokesperson may give the final answer, wherever instructed.

4.No electronic gadgets, dictionaries or external assistance will be permitted during the quiz.

5.The quizmaster's decision regarding answers, scoring and the conduct of the event shall be final.

6. Participants are expected to maintain discipline, fair play and sportsmanship throughout the competition.

STEM VERSE

BINNOVATE : The SMART BIN CHALLENGE

T/10

No. of participants : 4

Time Duration : 1 hour

About the Event

Innovate smart waste-management solutions for a cleaner, greener, and more sustainable future.

Guidelines:

1.Students will design and develop a working Smart Dustbin model featuring at least one smart function, such as automatic opening, waste segregation or fill-level indication.

2.Use easily available, preferably recycled materials.

3.Complete 40% of the model beforehand and the remaining 60% at the venue.

4.Briefly explain the model's working and environmental benefits.

5.Ready-made commercial models are not permitted.

IDEA TO ART

TRASH TO TREASURE

T/11

No of Participants : 3

Time Duration : 1 hour

About the Event

An exciting creativity-driven competition where students transform waste and discarded materials into innovative, useful, or decorative creations, promoting the Three R's — Reduce, Reuse, and Recycle while fostering environmental awareness, resourcefulness, and sustainable living.

Guidelines :

1.Participants must create a useful or decorative item using waste, discarded or recycled materials.

2.The creation should demonstrate originality, creativity, functionality and an effective use of available resources.

3.Each participant must explain the materials used, the purpose and functionality of the creation and how it contributes to sustainable living.

4.The use of ready-made items or creations purchased from the market is not permitted.

5.The emphasis must be on innovation and the creative transformation of waste materials.

KANPUR REIMAGINED : 2026-2036

T/12

No of Participants : 4

Time Duration : 30 minutes

About the Event

Students will envision and present a futuristic transformation of Kanpur, comparing the city in 2026 with their vision of Kanpur in 2036.

Guidelines :

1.50% of the model must be prepared beforehand, while 50% must be completed at the venue.

2.Use of eco-friendly/recycled materials is encouraged.

3.The model should be creative, neat, practical and clearly labelled.

4. Participants will be given 25 minutes to assemble their model followed by 5 minutes to explain their concept & its relevance

BEYOND THE ORDINARY

BYTE BATTLE

T/13

No. of participants : 2

About the Event

A fun, multi-round quiz on AI, Computer Science and General Knowledge.

Guidelines:

1.Students should prepare basic computer, AI, technology and general awareness topics.

2.Marks will be awarded for correct answers according to the rules announced before the competition. Negative marking, if applicable, will be communicated in advance.

3.Questions may include multiple-choice questions, visual identification, audio-visual clues and rapid-fire questions.

DREAMS TO DESTINY

T/14

No. of Participants : 10 to 25

Time Duration : 8-10 minutes

About the Event

Dreams to Destiny is a captivating dance-drama competition that celebrates the power of dreams, determination, resilience, and perseverance. Through expressive choreography, powerful storytelling, music, and theatrical presentation, participants will portray the inspiring journeys of eminent personalities such as M.S. Dhoni, Kalpana Chawla, Dr. A.P.J. Abdul Kalam and other celebrated achievers. The performance should capture the transformation of a dream into reality, highlighting the challenges, sacrifices, failures and triumphs that shaped these remarkable individuals.

Guidelines:

1.The presentation must highlight key milestones, struggles, turning points and accomplishments in the chosen personality's life. The portrayal should be inspirational, age-appropriate and factually accurate.

2.The dance drama must be between 8–10 minutes and 5 minutes would be allotted for stage setup.

3.The performance should seamlessly blend dance, drama, music, expressions and storytelling to portray the personality's journey from aspiration to achievement.

4.Costumes and props should be relevant to the chosen personality and the theme. Schools must ensure that all props are safe and easy to manage on stage.

5.Inappropriate language, offensive content and unsafe props are strictly prohibited.

6.The judges' decision will be final and binding.

TRACK TITANS

THE GREAT CONE RUSH

T/15

No of Participants : 1

About the Event

A fast-paced cone collection challenge that tests speed, agility and quick decision-making within 40 seconds.

Guidelines :

1. Six participants compete simultaneously in a designated arena.
2. On the starting horn, participants collect cones from the central stockpile and return them to their designated circles.
3. Only one cone may be carried per trip.
4. Participants must freeze immediately when the timer ends.
5. Only cones placed completely inside the designated circle will be counted.
6. The three participants collecting the highest number of valid cones will secure the top three positions.

For any queries regarding the events, please connect with either of the following representatives:

Ms. Aarti Chandhok : +91- 988909336

Ms. Sneha Agarwal : +91- 8400010608

GRADES : VI TO XII

SANSKRITI

MOSAIC OF CULTURES

T/16

Classes : VI–XII

No of Participants :8

About the Event

Teams will represent one allotted/ selected state or union territory and showcase the cultural identity of the chosen region through its traditions, attire, language, cuisine, folk arts, music, dance and heritage.

Total Duration :

Stall Setup: 1 hour

Live Presentation: 8 minutes per team

Guidelines :

1. Each school will be provided with one stall/tent-like structure (size 8x6ft).
2. Participating schools must bring their own display materials, decorations, costumes, props, models and other resources appropriate for a school event required for their presentation.
3. Teams should creatively showcase their allotted State/UT through its geography, history, language, traditional attire, cuisine, festivals, art, crafts, dance, short skits, charts, demographics, artefacts, music and lifestyle.
4. Each team must include at least one interactive activity for visitors like regional greeting challenge etc.
5. Content must be factually accurate, culturally respectful and presented creatively.
6. Eco-friendly materials are encouraged. Open flames and hazardous materials are not permitted.

नुक्कड़ की गूंज

T/17

कक्षा : IX - XII

विषय (Theme) : युवा और भारत का भविष्य

टीम सीमा : 10 से 12

नियम एवं शर्तें

1. प्रस्तुति में युवाओं की भूमिका, जिम्मेदारियों, चुनौतियों, सामाजिक जागरूकता, राष्ट्र निर्माण तथा देश के उज्ज्वल भविष्य में उनके योगदान को प्रभावशाली ढंग से दर्शाया जा सकता है।
2. प्रस्तुति नुक्कड़ नाटक की पारंपरिक शैली में होनी चाहिए, जिसमें संवाद, नारे, गीत, लयबद्ध अभिव्यक्ति एवं सामूहिक सहभागिता का प्रभावी प्रयोग किया जा सकता है।
3. प्रतिभागियों को अपनी प्रस्तुति में मौलिकता, रचनात्मकता, स्पष्ट संदेश और प्रभावशाली अभिनय को प्राथमिकता देनी होगी।
4. नाटक की भाषा हिंदी होनी चाहिए। आवश्यकतानुसार प्रचलित एवं सहज शब्दों का प्रयोग किया जा सकता है।
5. वेशभूषा एवं मंच-सामग्री विषय के अनुरूप, सरल और उपयुक्त होनी चाहिए। अनावश्यक रूप से महँगी या भारी सज्जा से बचें।
6. प्रस्तुति में किसी भी धर्म, जाति, समुदाय, व्यक्ति या संस्था के प्रति अपमानजनक, भेदभावपूर्ण अथवा आपत्तिजनक टिप्पणी नहीं होनी चाहिए।
7. सभी आवश्यक वेशभूषा, प्रॉप्स एवं अन्य सामग्री की व्यवस्था संबंधित टीम को स्वयं करनी होगी।
8. प्रस्तुति में किसी भी प्रकार की अनुचित, अशोभनीय या आपत्तिजनक भाषा का प्रयोग वर्जित होगा।
9. निर्णायक मंडल का निर्णय अंतिम एवं सर्वमान्य होगा।
10. किसी भी प्रकार के रिकॉर्डेड ऑडियो या इलेक्ट्रॉनिक माइक/साउंड सिस्टम का प्रयोग वर्जित है। केवल लाइव संगीत/वाद्य यंत्रों (जैसे ढोलक, डफली, मंजीरा आदि) की अनुमति है।

ART RELAY- One Canvas, Many Minds!

T/18

Classes : VI–VIII
No of Participants : 4
Time Duration : 2 hours

About the Event

A collaborative art challenge that celebrates creativity, imagination, teamwork and artistic expression. Each team will work together to create a single masterpiece, with members contributing to the artwork in turns. As the canvas passes from one artist to another, every participant will build upon the existing work, transforming individual ideas into a cohesive and imaginative creation. The challenge lies in blending diverse perspectives, maintaining continuity and completing the artwork within the stipulated time.

Guidelines :

1. A theme for the same will be declared on the spot.
2.Each participant will get a designated time to contribute.
3.Participants must build upon the existing artwork rather than replacing it.
4.Participants must bring poster/ water colours and painting materials. 22X14 inch sheet will be provided by the organiser.
5.No tracing, printed images or pre-prepared artwork will be permitted.
6.The final artwork must reflect collaboration.

GRAFFITI- Walls of Expression

T/19

Classes : IX–XII
No of Participants : 4
Time Duration : 3 hours

About the Event

A contemporary street-art challenge where participants transform a blank surface into a powerful visual statement.

Guidelines :

1. A theme for the same will be declared on the spot.
2.Artwork must be original and created during the competition.
3.Participants will have to bring their own spray paints, brushes, aprons, paints etc. Designated Wall dimensions: 6 ft (Length) × 13 ft (Width)
4.Content must remain appropriate for a school environment.
5.No pre-designed or printed artwork may be used.
6.All work must be completed within the allotted time.
7.Participants may use lettering, illustrations, symbols and graphic elements.

TARANG THROUGH YOUR EYES – CARICATURE CHALLENGE

T/20

Classes : IX–XII

No of Participants : 1

Time Duration : 2 hours

About the Event

Participants transform a personality or subject into an expressive caricature using exaggeration, humour and artistic interpretation.

Participants must create sketches covering the following themes:

Reminiscence, Chaos and Creativity, Faces of Leadership.

Guidelines :

1. The sketch must combine a minimum of 3 and maximum 5 reference photographs, all clicked by the participant before the event.
2. Artwork must be created during the competition.
3. Participants may use group photos, iconic moments, crowd shots, symbolic images etc.
4. All images should be original and captured during the TARANG 1.0 timeline.
5. Participants must bring their own sketching material (Pencil, Charcoal,Paints, Brushes). 22X14 inch sheet will be provided by the organiser.

FLAVOURS UNBOXED

T/21

Classes : VI–VIII

No of Participants : 3–4

Time Duration : 45 minutes

About the Event

Teams will receive a mystery basket of ingredients and transform them into a healthy, creative and visually appealing dish.

Guidelines :

1. Teams must prepare their dish using the given ingredients.
2. To bring a twist one ingredient will be given during the competition.
3. Additional ingredients, if permitted, will be announced beforehand.
4. The dish should promote healthy eating and balanced nutrition.
5. No open flame will be permitted unless specifically arranged by the organisers.
6. Teams must maintain hygiene and cleanliness throughout.
7. Preparation and presentation must be completed within the allotted time.
8. Participants must clearly explain their dish and its nutritional value.

JUNK JINGLES – When the Digital Noise Takes Over

T/22

Classes : VI–XII

No of Participants : 12–15

Time Duration : 8–10 minutes

About the Event

The challenge is to transform discarded materials into delightful sounds and prove that music can be created without expensive instruments or electronic equipment.

Guidelines :

1. Each participating team must consist of 12–15 participants.
2. All musical instruments must be made entirely from waste or discarded materials.
3. Permitted materials include discarded cardboard, old newspapers, empty plastic bottles, tin cans, bottle caps, used packaging, waste paper tubes, coconut shells and other safe, reusable waste materials.
4. No ready-made musical instruments may be used.
5. Electronic or electrically operated musical instruments are strictly prohibited. The use of microphones with instrumental playback, speakers, amplifiers or prerecorded instrumental tracks is not permitted.
6. Participants may use their handmade instruments to create rhythms, beats, melodies and coordinated musical patterns.
7. The performance must be rehearsed and presented as a cohesive musical composition.
8. Participants may include a brief introduction explaining their instruments and the waste materials used to create them.
9. All instruments must be safe, sturdy, lightweight and suitable for children to handle.
10. Teams should bring their completed instruments to the venue. Only minor finishing touches, if permitted by the organisers, may be done on-site.
11. The total performance must not exceed 10 minutes and must not be shorter than 8 minutes.
12. Participants must maintain discipline, stage coordination and respectful conduct throughout the event.
13. Teachers are not permitted to play any musical instrument or accompany the students during the performance. The performance must be entirely presented by the participating students.

"When imagination takes flight, innovation finds its wings."

TECH TIDE

PPTOPIA - WHERE PRESENTATION COMES ALIVE

T/23

Classes : VI–VIII
No of Participants : 1
Time Duration : 60 minutes

About the Event

A presentation design challenge where participants transform a given topic into an engaging, informative and visually compelling presentation.

Guidelines :

1.Topic/prompt will be announced by the organisers on the spot.
2.Participants must create the presentation during the allotted time.
3.The presentation should demonstrate original thinking.
4.Appropriate images, diagrams, transitions and animations may be used.
5.Content should be concise, accurate and age-appropriate.
6.Internet access, if provided, will be subject to the organisers' instructions.

REELVOLUTION - SHOOT FOR SOCIAL CHANGE

T/24

Classes : VI–XII
No of Participants : 4
Total Duration : 2 hours (1 hr 15 min shoot + 45 min edit)
Final Video Length : 45 seconds to 60 seconds (Strict limit)
Software : Filmora or Adobe Premiere Pro.

About the Event

A reel can do more than entertain—it can inspire, inform, and ignite change. Reelvolution challenges participants to combine creativity, impactful messaging and digital media to produce short, thought-provoking reels that inform, influence and motivate audiences to take action.

Guidelines :

1. The topic/prompt will be announced by the organisers on the spot.
2.Participants must complete shooting and editing within the allotted time.
3.Teams must bring their own smartphone or digital camera, along with any required tripods, gimbals, microphones and a notebook for script writing.
4.Teams must bring USB data cables or OTG adapters for transferring footage to the school computers.
5.Adobe Premiere Pro and Wondershare Filmora will be available on the school lab computers for editing.
6.Shooting will be restricted to designated campus areas without disturbing ongoing classes.
7.Videos should demonstrate originality, creativity, effective storytelling and a meaningful social message.
8.Appropriate transitions, visual effects, royalty-free background music and sound effects may be used.
9.Downloading or using complete pre-made video templates from the internet is strictly prohibited.
10.The final video must be submitted in MP4 format, Full HD (1080p), with a 16:9 landscape aspect ratio.
11.The duration of the final video must be between 45 and 60 seconds. Videos outside this duration will incur negative points.

PIXEL TO POSTER

T/25

Classes : VI - XII
No of Participants : 1
Time Duration : 1 hours
Software : Adobe Photoshop & Adobe Illustrator

About the Event

A digital design competition that challenges participants to blend creativity, technology and visual storytelling to create compelling posters. Using digital tools, participants will transform concepts into impactful designs that communicate clearly, capture attention and leave a lasting impression.

Guidelines :

1. The topic/theme will be announced on the spot before the competition begins.
2.Participants are encouraged to use their own creative ideas, illustrations, typography, shapes, colours and design elements.
3.The poster should clearly communicate the given topic and should be visually appealing and easy to understand.
4.The design should be original and created during the competition. Pre-designed templates or previously prepared posters are not allowed.
5.Participants must maintain proper layout, alignment, spacing, typography and colour balance.
6.Any work submitted after the allotted time may not be considered for evaluation.
7.The decision of the judging panel will be final and binding.

WEB SCAPE – DESIGN BEYOND BOUNDARIES

T/26

Classes : VI - VIII
No of Participants : 1
Time Duration : 1 hour

About the Event

A web-designing challenge where participants create a functional and visually engaging webpage based on a given theme.

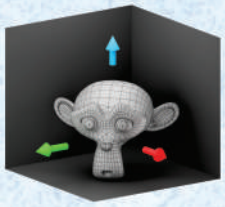
Guidelines :

1 .Theme/problem statement will be provided at the venue.
2.Participants will work using the software/platform specified by the organisers.
3.Website must be created during the competition, Using HTML and CSS.
4.Teams should focus on navigation, readability, functionality and design.
5.Pre-built websites/templates may be restricted depending on the platform used.

Innovate Today,
Inspire Tomorrow!

DimenXion

T/27



Classes : IX–XII
No of Participants : 1
Time Duration : 1 hour 30 minutes
Software : Blender or Sketchup

About the Event

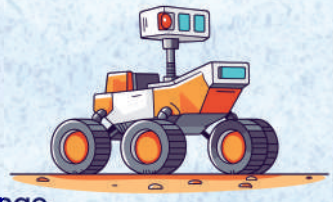
3D modelling tools to be used to transform an idea into a digital three-dimensional creation.

Guidelines :

1.A theme/challenge will be announced at the beginning of the event.
2.Models must be created within the stipulated time period.
3.Participants may use the software provided by the organisers.
4.Originality, Creativity and independent thinking are expected.
5.Teams must submit the final model in the prescribed format using Sketch-up pro, Blender 3D.
6.Each team must present and explain its design, concept, modelling techniques and creative choices.

ROBOCITY

T/28



Classes : IX–XII
No of Participants : 4
Time Duration : 1 hour

About the Event

Teams will design, build and programme a robotic solution for a smart-city challenge, combining engineering,coding, problem-solving and innovation.

Guidelines :

1.Teams must design and build a working Smart City model using robotics, electronics, sensors and programming.
2.The model should address real-life urban problems such as traffic, waste management, security, water, energy or pollution.
3.Teams must create a working model rather than only a static display.
4.Fully assembled models will not be permitted.
5.Each team will briefly explain the concept, technology used and working of their model to the judges.

CODE CONQUER

T/29

Classes : IX–XII
No of Participants : 1
Time Duration : 1 hour

About the Event

The competition is all about the coding knowledge of the students .Where they need to crack the code, debug the code and write the code.

Guidelines :

1. No mobile phone and laptops will be allowed inside the lab
2. The competition will start at the given time and auto submit after an hour .
3. Questions and tasks will be based on the prescribed topics: Python, DBMS, DSA, HTML, and CSS.
4. Participants must demonstrate individual coding knowledge and logical problem-solving skills.

STEM VERSE

MATHELETICS : The Calculated Conquest

T/30

Classes : IX–XII

No of Participants : 2

About the Event

Mathletics is an intellectually stimulating mathematics challenge designed to test mental agility, mathematical accuracy, historical and contextual knowledge, algorithmic reasoning and strategic thinking under pressure. Bridging school-level concepts with advanced competitive benchmarks, the event challenges participants to demonstrate speed, precision, and teamwork through engaging, high-intensity rounds.

Guidelines :

1.The competition will comprise two stages: the Qualifying Round and the Grand Finale.

2.The top six teams from the qualifying round will advance to the grand finale.

3.Calculators, smartphones, smartwatches, formula handbooks and all other electronic gadgets are strictly prohibited.

4.Paper and pencils will be provided for calculations and rough work.

5.Teams must adhere strictly to the instructions and time limit specified for each round.

6.In the event of a tie, the prescribed tie-breaker rules will apply.

ESCAPE THE EQUATION

T/31

Classes : VI–VIII

No of Participants : 3

About the Event

A thrilling mathematical adventure where participants solve puzzles, crack, codes, unravel riddles and tackle logical challenges to unlock clues and find their way to the finish.

Guidelines :

1.Teams must navigate through a sequence of mathematics-based puzzles and challenges.

2.Each correctly solved challenge will reveal a clue, code or key to unlock the next stage.

3.Challanges may involve arithmetic, patterns, geometry, logical reasoning, fractions, mental mathematics and problem-solving.

4.Participants must work collaboratively to complete the challenge.

5.Calculators and mobile phones will not be permitted unless explicitly allowed by the organisers.

6.Each team must complete the challenge within the stipulated time limit.

7.In case of a tie, the time taken to complete the escape will be considered.

MYTH VS MATTER : The Proof Challenge

T/32

Classes : VI-VIII
No of Participants : 4
Time Duration : 30 minutes

About the Event

The Live Proof is an exciting, hands-on science challenge in which curiosity meets experimentation. Using scientific knowledge, logical reasoning and the raw materials provided, teams must investigate the myth and demonstrate whether it holds true or can be debunked. The challenge lies in transforming curiosity into evidence through a quick, engaging, and scientifically sound demonstration.

Guidelines :

1. Each team will draw a mystery myth card containing a scientific claim, phenomenon or popular myth to investigate.
2. Teams will be given 2–10 minutes, as decided by the organisers, to understand the assigned myth, plan their approach and collect the required raw materials from those provided or permitted.
3. Each team will have 3 minutes on stage to demonstrate the experiment and present its findings.
4. The demonstration must be supported by observable evidence, with teams clearly explaining their observations, scientific reasoning and final conclusion.
5. Only the materials provided by the organisers may be used.
6. Teams must adhere to the stipulated preparation and presentation time limits. Any extension will be at the discretion of the organisers.

WOW TO HOW ?

T/33

Classes : IX-XII
No of Participants : 4
Time Duration : 15-20 minutes

About the Event

Organizers will perform a mind-bending, seemingly “magical” live demonstration. Competing teams must observe carefully, think rapidly and identify the scientific principle, phenomenon or concept responsible for what they have witnessed.

Guidelines :

1. Teams will witness a series of live demonstrations presented by the organisers.
2. Each demonstration will be based on a scientific principle or phenomenon from areas such as physics, chemistry, biology or everyday science.
3. Answers should identify both the phenomenon/principle and the reasoning behind it.
4. Demonstrations must not be interrupted or touched unless specifically instructed by the organisers.
5. No mobile phones, internet access, textbooks or external reference material will be permitted.
6. Teams may be asked to explain their answer verbally to the judges.

LEXI FEST

THEATER MAVERICKS

T/34/A

T/34/B

Classes : VI-VIII ; IX-XII

No of Participants : 5 to 8

1.Generation Gap **(VI-VIII)**

2.A Voice Unheard (against bullying) : **(IX-XII)**

Time Duration : 8 to 10 minutes

About the Event

A celebration of creativity, expression, imagination, and the art of storytelling. Participants will bring characters to life through powerful performances, expressive dialogue, meaningful narratives and innovative stagecraft, showcasing the magic of theatre.

Guidelines :

1.Each participating school may present one team in each category.

2.Teams must ensure that their presentation conveys a clear message and demonstrates originality, creativity and effective storytelling.

3.The performance duration will be 5–8 minutes.

4.Costumes, props, background music and sound effects may be used to enhance the performance.

5.All materials must be arranged by the participating team.

6.Offensive language, discriminatory content, or inappropriate gestures will not be permitted.

7.Teams must maintain discipline and ensure that the stage is cleared promptly after their performance.

ECHOES IN VERSE

T/35

Classes : IX - XII

No of Participants : 1

Time Duration : 3 minutes (Warning bell at 2 minutes 30 seconds)

About the Event

Poetry is the art of expressing thoughts, emotions and experiences through the rhythm and beauty of words. Echoes in Verse provides a platform for young wordsmiths to showcase their recitation skills, interpret poetic expressions, and captivate the audience through their voice, diction and stage presence.

Guidelines :

1.Participants are encouraged to select poems by celebrated poets such as Lord Byron, John Milton, John Keats, William Wordsworth, and Thomas Gray, celebrating the richness of classical English poetry through expressive and impactful recitation.

2.The poem may explore themes such as nature, humanity, patriotism, relationships, hope or contemporary issues.

3.Participants may use appropriate voice modulation, pauses, gestures and facial expressions to enhance their performance.

4.Reading directly from a paper or mobile phone is not permitted.

5.Participants are expected to memorise their poems.

6.Costumes, props, background music and other visual aids are not permitted. The focus must remain on the power of words and the art of recitation.

7.Poems must be suitable for a school audience and must not contain offensive, discriminatory or inappropriate content.

SPONTANEITY UNPLUGGED

T/36/A

T/36/B

Classes : VI-VIII

: IX-XII

Time Duration : 2 minutes

No of Participants : 1 (each category)

About the Event

The ability to express ideas with clarity, confidence and conviction is a true mark of an effective communicator. This event invites young minds to think spontaneously, organise their thoughts and articulate their perspectives with originality and eloquence. Participants will be challenged to transform a topic given on the spot into a meaningful and engaging speech, showcasing their presence of mind, linguistic proficiency and power of expression.

Guidelines :

1.Each participant will be allotted a topic on the spot.

2.Participants will receive one minute to prepare their speech.

3.No written scripts, reference materials, mobile phones or other electronic aids may be used during the speech.

4.Participants are expected to present a structured response with a clear introduction, relevant arguments, and a meaningful conclusion.

5.Originality, depth of thought, relevance, coherence, language proficiency, confidence and delivery will form the basis of evaluation.

6.Exceeding the allotted time may result in a deduction of marks.

7.The judges' decision will be final and binding.

Words Connect Us,
Stories Inspire Us,
Creativity Defines Us !

NAVIGATE THE NUANCES

T/37

Classes : VI - VIII

No of Participants : 3

About the Event

Language is an art and every word holds a world of meaning. Navigate the Nuances is an exciting English quiz that celebrates the richness, creativity and precision of english language. Participants will be challenged on their vocabulary, literary devices, expressions and grammatical understanding through a series of engaging rounds that test their knowledge, presence of mind and linguistic flair.

Guidelines :

1.The quiz may cover the following areas of English language and literature:

- Vocabulary: Synonyms,antonyms, homonyms, homophones and homographs
- Idioms and Phrases: Meanings, usage and contextual interpretation
- Proverbs and Sayings: Interpretation and application
- Figures of Speech: Simile, metaphor, personification, alliteration, hyperbole, onomatopoeia, oxymoron and irony
- Word Power: One-word substitutions, prefixes, suffixes
- Spelling and Word Formation: Correct spellings,commonly confused words and derivations
- Punctuation and Sentence Correction: Identifying and correcting language errors

2.Questions may be presented in oral, written, visual or rapid-fire format.

3.In team rounds, members may consult one another, but only the designated spokesperson may give the final answer, wherever instructed.

4.No electronic gadgets, dictionaries or external assistance will be permitted during the quiz.

5.The quizmaster's decision regarding answers, scoring and the conduct of the event shall be final.

6. Participants are expected to maintain discipline, fair play and sportsmanship throughout the competition.

"Education is the kindling of a flame, not the filling of a vessel."

BIZOPOLY

T/38

Classes : IX–XII
No of Participants : 3–4
Time Duration : 5 minutes

About the Event

Teams develop an innovative idea, build a business concept and pitch it before a panel of judges.

Guidelines :

1.Teams will present an original product/service/business idea.
2.The pitch should include the problem, proposed solution, target audience, USP and basic business model.
3.Teams may use prototypes, models, presentations or demonstrations.
4.Maximum pitch time: 5 minutes, followed by a Q&A round.
5.Ideas should be practical, innovative and socially/environmentally responsible where possible.
6.Participants must be prepared to answer questions from the judging panel.

THE GREAT HEIST

T/39

Classes : IX to XII
No of Participants : 2

About the Event

An engaging and intellectually stimulating adventure that challenges participants to decipher clues, solve puzzles and uncover hidden treasures. The event encourages logical reasoning, keen observation, problem-solving and teamwork as teams navigate through a series of challenges within the stipulated time.

Guidelines :

1.Teams must follow the clues in the prescribed sequence and complete the hunt within the allotted time.
2.Mobile phones and unauthorised external assistance are prohibited.
3.Teams must follow the designated event area and safety instructions.
4.The first team to successfully complete all stages and reach the final destination wins.
5. Any damage to school property or violation of rules may lead to disqualification.

THE BIG BRAIN BATTLE

T/40

Classes : VI - VIII
No of Participants : 2

About the Event

An exciting intellectual showdown that challenges students' general knowledge, awareness of current affairs and understanding of significant national and international events, including recent developments, awards, appointments, discoveries and sports..

Guidelines :

1.Participants are expected to maintain discipline, decorum and sportsmanship throughout the event.
2.Mobile phones, smartwatches, books, notes and other unauthorised resources are strictly prohibited during the competition.
3.Teams must respond within the time limit prescribed for each question or round.
4.Answers must be communicated through the designated spokesperson or prescribed buzzer system.
5.Bonus marks and negative marking, wherever applicable, will be announced before the relevant round.
6.In the event of a tie, a designated tie-breaker round will determine the final ranking.
7.The decision of the quizmaster and the organising committee, in accordance with the announced rules, shall be final..

SUR SANGAM

T/41

Classes : VI–VIII
No of Participants : 1
Theme : Bollywood Semi Classical
Time Duration : 3-4 minutes

About the Event

An enchanting musical platform where young vocalists can showcase their singing talent, express emotions through music and captivate the audience with their melodious voices. The competition aims to encourage musical expression, confidence and creativity among students.

Guidelines :

1.The performance should be solo and the use of backing vocals is not permitted.
2.Lyrics should be appropriate for a school event.
3.Participants must use karaoke tracks . The track must be submitted to the organisers before the competition.

YUGAL SWAR

T/42

Classes : IX–XII
No of Participants : 2
Theme : Bollywood
Time Duration : 4-5 minutes

About the Event

A harmonious celebration of melody, rhythm, and collaboration, where two voices come together to create musical magic. The duet singing competition provides a vibrant platform for students to showcase their vocal talent, musical coordination and expressive artistry while celebrating the beauty of singing in harmony.

Guidelines :

1. Only Karaoke tracks must be used. Backing vocals are not permitted.
2.The background music track must be submitted to the organisers before the competition.
3.The use of inappropriate lyrics, pre-recorded vocals or any form of unfair assistance is strictly prohibited.

Feel the Rhythm,
Live the Melody,
Celebrate the Harmony !

VIRAL GROOVES

T/43

Classes : VI–XII

No of Participants : 10 to 25

About the Event

A dynamic dance drama blending trending moves with powerful messages on social media, AI technology, the digital age and the importance of human connections.

Guidelines :

1.The performance must creatively reflect the given theme, integrating elements of the digital age, social media, AI technology, and human connections.

2.Participating schools must arrange their own costumes, props and other materials required for the performance.

3.Performances will be evaluated on the basis of theme interpretation, song selection, dance form, costumes, use of props, creativity and overall group performance.

4.The total performance duration must not exceed 10 minutes.

5.A maximum of 5 minutes will be allotted for stage setup. Participants must ensure a smooth and timely transition.

6.The choice of songs and dance forms must be confirmed with the organisers in advance. Schools are encouraged to confirm their participation at the earliest to secure their preferred selections, subject to approval.

7.All music, choreography, costumes and props must be appropriate for a school-level competition.

8.The judges' decision will be final and binding.

"Dance is the poetry of the body, expressing what words cannot."

OPERATION QUADRANT CLASH

T/44

Classes : VI TO VIII

No of Participants : 1

About the Event

A thrilling four-way tug-of-war challenge that tests strength, stamina, balance and determination as competitors strive to reach their designated targets.

Guidelines :

1. Four participants compete simultaneously, each connected to the central pulling apparatus.
2. On the starting whistle, participants must overcome the combined resistance and reach their designated target balloon.
3. Only the assigned target may be touched or burst.
4. Participants must follow all safety instructions and the referee's directions.
5. The first two finishers in each preliminary heat advance to the semi-finals, followed by the grand final.
6. Winners are determined by the order of target completion in the final round.

OPERATION NIMBLE FOOT

T/45

Classes : VI TO VIII

No of Participants : 1

About the Event

An exciting agility circuit featuring six challenging stations that test speed, balance, coordination, precision and endurance.

Guidelines :

1. Participants must complete all six stations in the prescribed sequence.
2. The circuit includes zig-zag sprinting, target ring throwing, frog jumps, ramp ball rolling, cone balancing and dizzy dribbling.
3. All tasks must be completed according to the instructions at each station.
4. A dropped tennis ball during the balancing task requires the participant to restart the designated 20-metre stretch.
5. The stopwatch runs continuously from the starting horn until the ball is placed inside the finish circle.
6. The three participants recording the lowest completion times will secure the top three positions.

Stronger Strides,

Higher Goals,

Limitless Possibilities!

THE WARRIOR TRIALS

T/46

Classes : IX TO XII

No of Participants : 2

About the Event

A high-intensity military-style obstacle challenge designed to test teamwork, strength, endurance, agility and determination through a series of demanding physical tasks.

Guidelines :

1. Each school team must consist of two participants, with roles divided according to the team's strategy.
2. Teams must complete the obstacle circuit in the prescribed sequence: 100-metre sprint, rope climb, commando crawl, monkey crawl, sack drag & the final revolve-and-dribble challenge.
3. Participants must complete each obstacle before proceeding to the next station.
4. All equipment must be used safely and as instructed by the event officials.
5. The timer starts at the starting signal and stops when the final participant completes the designated finish.
6. The team recording the lowest valid completion time will be declared the winner, followed by the next fastest teams.

For any event-related queries or assistance, please feel free to contact the respective representatives:

Ms. Nupur Awasthi : +91-9839414453

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SCAN ME

"Every challenge builds character, every effort creates a champion."

MUN – 2026

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- **UNDP – United Nations Development Programme:** Institutional Rehabilitation, Anti-Corruption and Economic Reconstruction in Post-Conflict States.
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Scan Me

Conference Details

Dates	: 27–28 November 2026
Venue	: JMD WORLD School, Kanpur
Eligibility	: Grade VI onwards
Registration Fee	: ₹1,200 per delegate

The registration fee includes: Breakfast, lunch on both conference days and conference materials.

Important : School participation must be confirmed by **20 November 2026.** Committee and portfolio allotments are subject to registration and availability.

The registration fee is non-refundable.

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For registration, detailed agendas and participation guidelines, please refer to the dedicated Tarang MUN brochure.

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