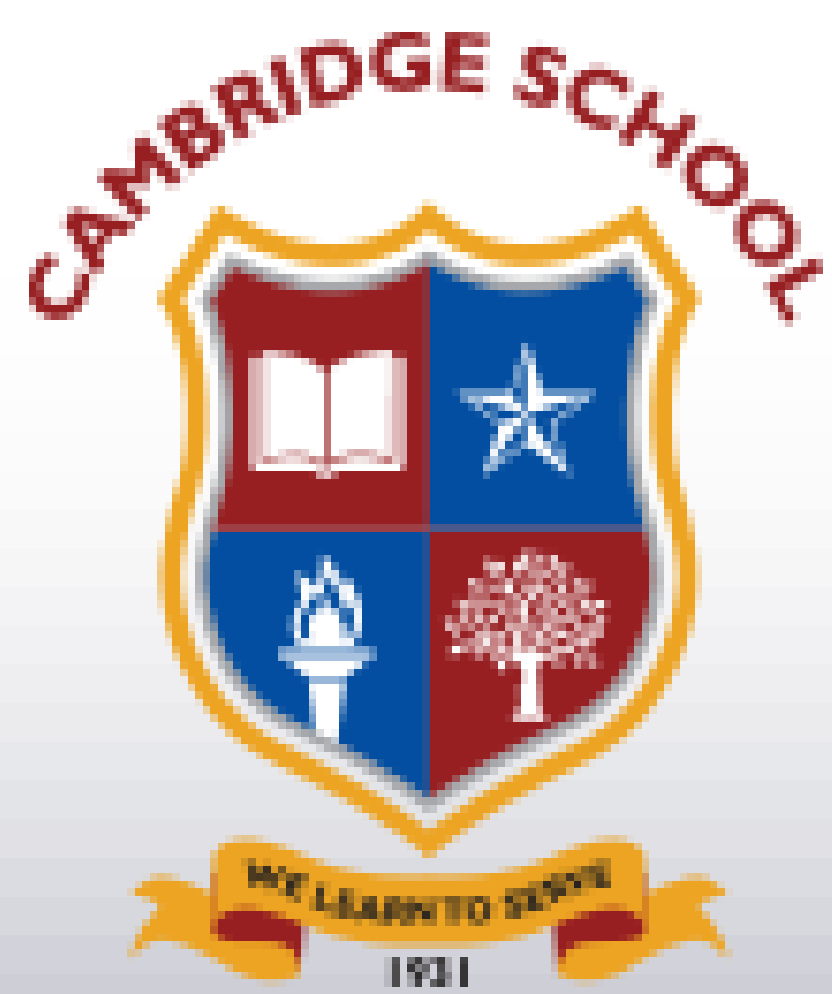




CAMBRIDGE SCHOOL
Noida

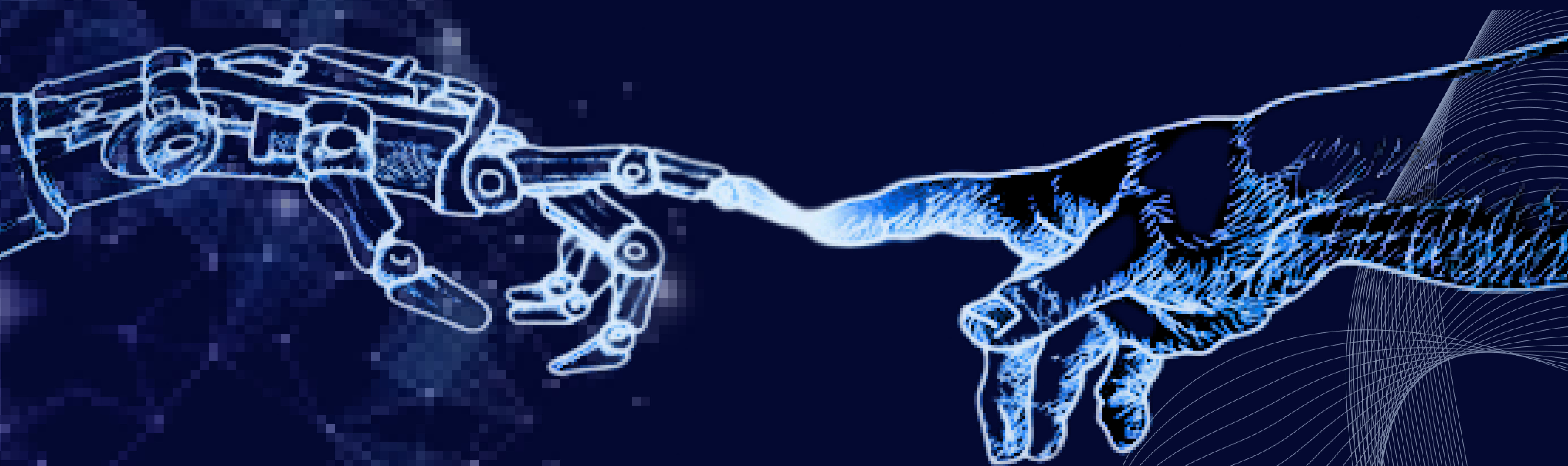
PRESENTS

TECHNO LYMPICS

2.0.24

A MEGA IT FEST

Tuesday, October 22, 2024



<https://www.instagram.com/technolympicscsn/>



technolympics2024.csn@gmail.com



www.technolympics.net



2.0.24

General Guidelines

- Schools must register online at www.technolympics.net latest by Thursday, October 10, 2024.
- The teams can also register through the link provided, <https://forms.gle/Bj1TBV5xJMb1dEX78> by Thursday, October 10, 2024.
- Participants must report at the registration desk latest by 8:30 a.m. on the day of the event (Tuesday, October 22, 2024).
- Participants should be in proper school uniform and must carry their School ID card.
- Please ensure that a teacher accompanies the participants.
- Participants are requested to take care of their devices and belongings. The host school will not be responsible for any loss or damage to the devices.
- Any changes, must be notified beforehand at the mentioned Email ID or at the registration desk.
- All the prelims entries for various events, should reach the host school by Tuesday, October 15, 2024 through the submission link mentioned individually with each event.
- Results of the preliminary rounds will be declared on the official website of Technolympics, i.e. www.technolympics.net on Friday, October 18, 2024 by 8:00 p.m.



2.0.24

General Guidelines

- Prelim submission of Mission Doodle, Game Craft, Pitch Prodigy, Slide Sage, SnapShot, and Webolution events will be through the form link mentioned individually with each event.
- No student can participate in more than one event.
- Only one team is allowed per school in a particular event.
- The school with maximum points will be awarded the Winning Trophy.
- The decision of the judges will be final and binding.
- The host school will not compete in any of the events. However, they will participate in some events.

For any queries the participating schools may contact :

- Ms. Preeti Khanna (HOD, Computer Science)
9811962424
- E-Mail : technolympics2024.csn@gmail.com



2.0.24

EVENTS AT A GLANCE

S.No	EVENTS	CLASS	MODE	PARTICIPANTS
1.	GAME CRAFT	IV-V	PRELIMS (Online Submission)	1
			FINALS (Offline)	
2.	SLIDE SAGE	VI-VIII	PRELIMS (Online Submission)	1
			FINALS (Offline)	
3.	SNAPSHOT	VI-VIII	PRELIMS (Online Submission)	1
			FINALS (Offline)	
4.	CRYPTEX	VI-VIII	PRELIMS (Offline)	2
			FINALS (Offline)	
5.	E -WASTE EXPRESSIONS	VI-VIII	FINALS (Offline)	1



2.0.24

EVENTS AT A GLANCE

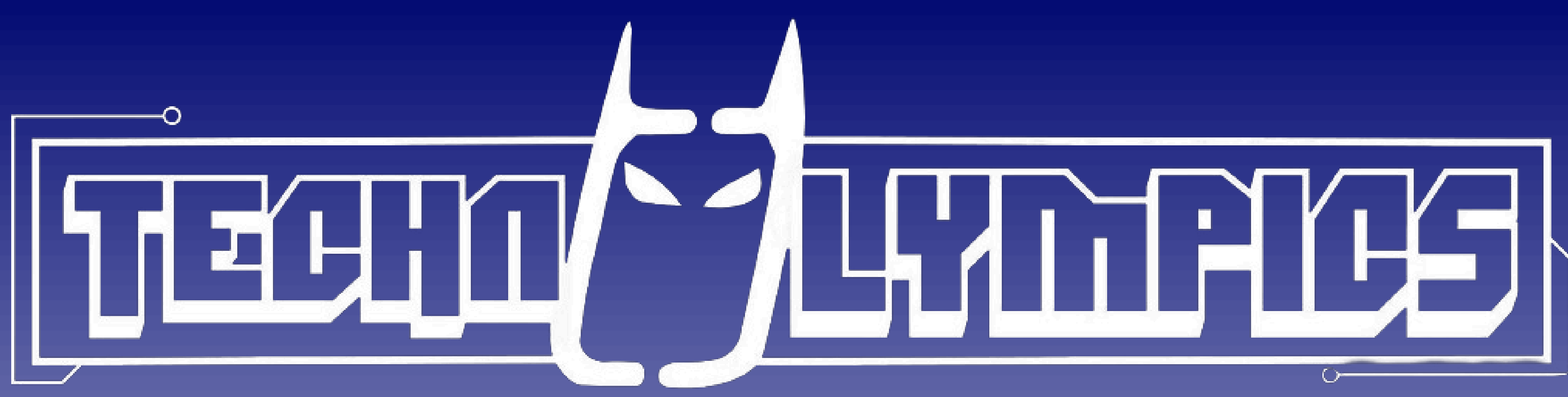
S.No	EVENTS	CLASS	MODE	PARTICIPANTS
6.	TOP CODERS	IX-XII	PRELIMS (Offline)	2
			FINALS (Offline)	
7.	WEBOLUTION	IX-XII	PRELIMS (Online Submissions)	2
			FINALS (Offline)	
8.	MISSION DOODLE	IX-XII	PRELIMS (Online Submissions)	1
			FINALS (Offline)	
9.	BATTLE OF BRAINS	IX-XII	PRELIMS (Offline)	2
			FINALS (Offline)	
10.	PITCH PRODIGY	IX-XII	PRELIMS (Online Submissions)	3
			FINALS (Offline)	



2.0.24

EVENTS AT A GLANCE

S.No	EVENTS	CLASS	MODE	PARTICIPANTS
11.	FUTURE TECH	IX-XII	FINALS (Offline)	2
12.	IDEAS UNLEASHED	IX-XII	FINALS (Offline)	1
13.	ROBO MAZE	OPEN	FINALS (Offline)	2
14.	VIRTUAL WARRIORS	OPEN	FINALS (Offline)	2



2.0.24

GAME CRAFT

'UNLEASH THE GAME DESIGNER WITHIN'

Date	Time	Eligible Classes	Number of Participants	Venue
PRELIMS (Online Submission) October 15, 2024	-	IV to V	1	-
FINALS (Offline) October 22, 2024	10:00 a.m. - 11:00 a.m.			Multimedia Lab (Room No. 39)

RULES

PRELIMS-

- Participants are required to create a game using Scratch 3.0 Offline editor on the Theme **'Adventures in the Jungle!'**
- The game controls must be kept simple and intuitive. If possible, educational elements may be incorporated into the game, such as mathematical challenges, spelling quizzes, or science-related questions.
- Judgement will be based on Creativity & Originality, Gameplay / Engagement, Visual Design, Educational Value, Difficulty Level and Overall Experience.
- Share the link of your game and also upload the file in .sb3 format through the link provided. <https://forms.gle/U29kLLyiQTysCchZ7> Please ensure you provide the necessary rights to access the folder.
- Top 6 teams will qualify for the finals.

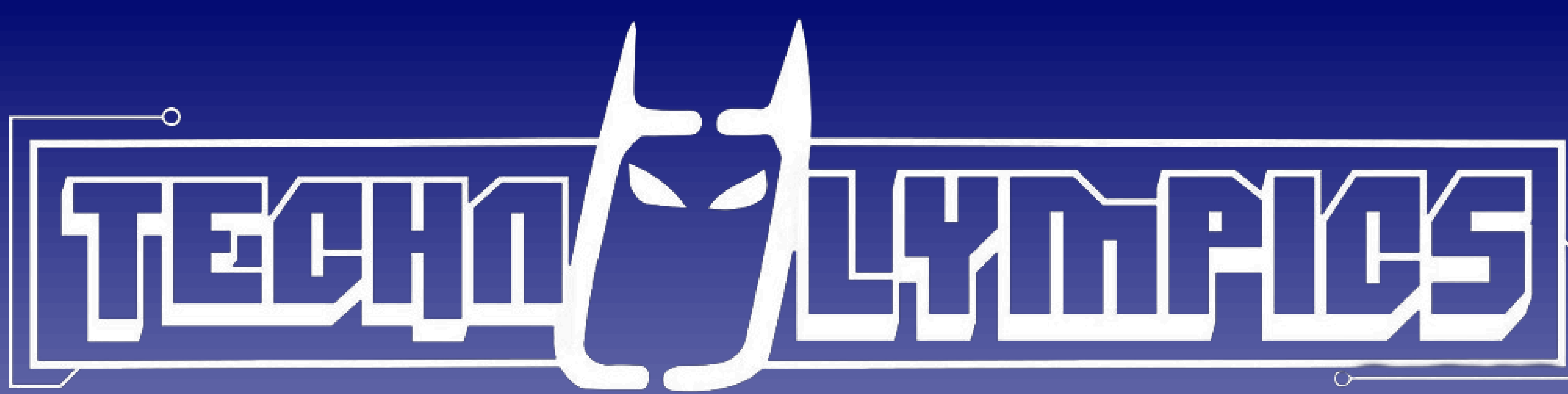
FINALS-

- Participants will have to create a game on a topic provided to them on the spot using Scratch 3.0 Offline Editor.
- The participants must save the game file in .sb3 format on the desktop with their team name.
- Participants must carry headphones as per their requirement.
- Teams will showcase their game to the judges and respond to questions related to the source code during the presentation.

For any queries, please contact:

Ms. Vinoo Mehta

9810855550



2.0.24

SLIDE SAGE

**‘PRESENTING PERFECTION
CHASING EXCELLENCE’**

Date	Time	Eligible Classes	Number of Participants	Venue
PRELIMS (Online Submission) October 15, 2024	-	VI to VIII	1	-
FINALS (Offline) October 22, 2024	10:00 a.m. - 11:00 a.m.			Multimedia Lab (Room No. 39)

RULES

PRELIMS-

- Participants have to make a presentation using MS PowerPoint 2016 software.
- Topic: **‘Innovations that Changed the World.’**
- The presentation should have minimum 10 slides.
- Language used should be English.
- Plagiarism will lead to disqualification.
- The link to your folder, containing all images, videos, audios used, and the presentation file in .pptx format, must be submitted through the link provided. <https://forms.gle/n23rfoed1BfKv1ii6>
Please ensure you provide the necessary rights to access the folder.
- Judgement will be based on Creativity & Innovation, Relevance to the topic & Design & Visual appeal.
- Top 6 teams will be selected for the final round.

FINALS-

- Topic will be given on the spot.
- Images and textual matter will be provided by the host school.
- No external use of images is allowed.
- Presentation must not exceed 20 slides.

**For any queries, please contact:
Ms. Vinoo Mehta
9810855550**



2.0.24

SNAPSHOT

'TO MASH YOUR IDEAS IN'

Date	Time	Eligible Classes	Number of Participants	Venue
PRELIMS (Online Submission) October 15, 2024	-	VI to VIII	1	-
FINALS (Offline) October 22, 2024	10:00 a.m. - 11:00 a.m.			Multimedia Lab (Room No. 39)

RULES

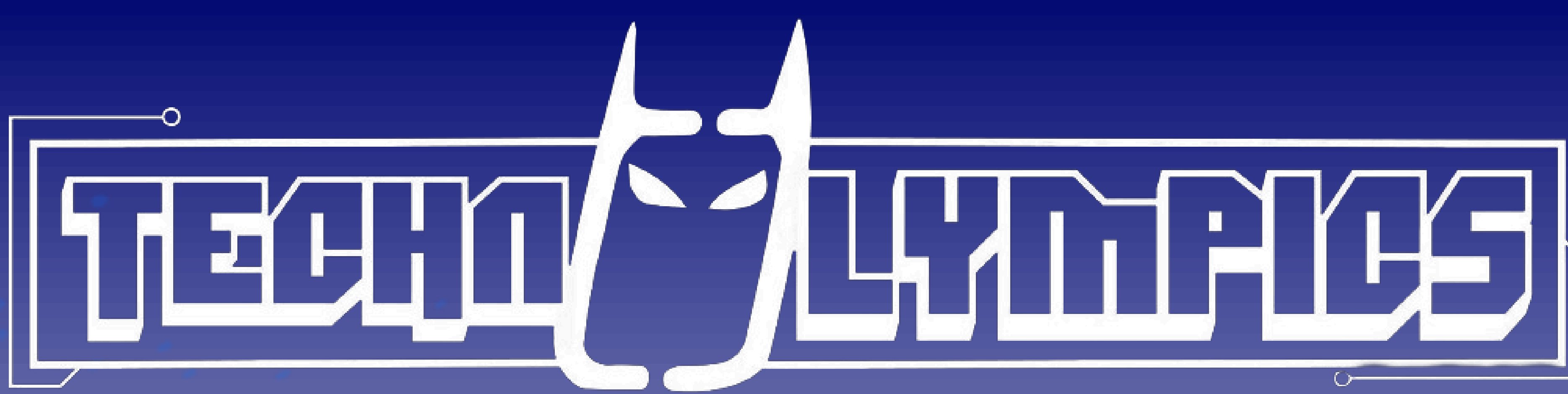
PRELIMS-

- Participants have to make a video using any video editing software.
- Topic: **'A Day in the Life of a Future Scientist'**
- Duration of the video should not exceed 2 minutes.
- Language used should be English.
- The link of the video in .mp4 format to be submitted through the link provided.
<https://forms.gle/xwW3Dfu3luZT5gHN9> Please ensure you provide the necessary rights to access the folder.
- Judgement will be based on Creativity and Originality, Relevance to the theme, Video editing skills, Storytelling and Content, Technical Quality, and Overall Impact.
- Top 6 teams will be selected for the finals.

FINALS-

- Topic for the Finals will be given on the spot.
- VSDC Video Editing Software will be provided in the finals.
- Images, audio, videos, etc. will be provided by the host school and the participants will not be allowed to use any other data.
- Participants must carry their own headphones/earphones as per their requirement.

For any queries, please contact:
Ms. Vinoo Mehta
9810855550



2.0.24

CRYPTEX

'CRACK CROSSWORDS, CONQUER TECH'

Date	Time	Eligible Classes	Number of Participants	Venue
PRELIMS (Offline) October 15, 2024	10:00 a.m.- 10:30 a.m.	VI to VIII	2	Smart Class Room No. 48
FINALS (Offline) October 22, 2024	11:00 a.m.- 11:30 a m.			Multimedia Lab (Room No.39)

RULES

PRELIMS-

- Participants will have to solve the given crossword in the allotted time using pen & paper.
- The crossword can contain anything related to the vast world of IT.
- The top 6 teams will qualify for the final round.

FINALS-

- Participants will be tested on their ability to navigate the computer by solving the given riddles or clues within allotted time.
- Each team will be assigned a computer system.

For any queries, please contact:
Ms. Vinoo Mehta
9810855550



2.0.24

E-WASTE EXPRESSIONS

‘DON’T BE TRASHY... RECYCLE!’

Date	Time	Eligible Classes	Number of Participants	Venue
October 22, 2024	10:00 a.m.– 11:30 a.m.	VI to VIII	1	Art Room (Room No. 14)

RULES

- Participants will use their e-waste materials to create 3D Sculptures of spacecrafts that depict recent milestone achievements of the Indian Space Research Organisation (ISRO) or topics related to the continued development of Indian space research.
- Participants should bring their own E-Waste materials, glue and other stationeries required for making the sculpture.
- The height, length and width of the sculpture should not exceed 10x10x10 inches
- The sculpture should be fixed/kept on a firm base made of cardboard or any other firm material.
- The artworks will be evaluated on creativity, originality, effective use of e-waste material, adherence to the theme, and overall presentation.
- The prepared artwork will be retained by the host school.

For any queries, please contact:
Ms. Prachi Sahasrabudhe
8904378068



2.0.24

TOP CODERS

'UNVEILING THE CHALLENGE'

Date	Time	Eligible Classes	Number of Participants	Venue
PRELIMS (Offline) October 22, 2024	10:00 a.m.- 10:30 a.m.	IX to XII	2	Room No 47
FINALS (Offline) October 22, 2024	11:00 a.m.- 12:00 noon			Senior Lab (Room No. 38)

RULES

PRELIMS-

- An objective test will be conducted based on Python programming language.
- Top 6 teams will qualify for the finals.
- Judgement will be based on efficiency and functionality of code along with adherence to time limit.

FINALS-

- Participants will be asked to solve programming problems within the given time duration in the computer lab.
- Programming Language: Python 3.9 and above.

For any queries, please contact:
Ms. Sandhya Puri
9818122267



2.0.24

WEBOLUTION

'INNOVATE, DESIGN, TRIUMPH'

Date	Time	Eligible Classes	Number of Participants	Venue
PRELIMS (Online Submission) October 15, 2024	-	IX to XII	2	-
FINALS (Offline) October 22, 2024	10:00 a.m. - 11:00 a.m.			Senior Lab (Room No. 38)

RULES

PRELIMS-

- Participants will have to design a webpage (scroll down to max. 4 pages) on the topic **'Greening Your Home: The Rise of Sustainable Home Appliances'**
- The link to your folder, containing all images, videos, audios used, and the webpage in .html or .js format to be submitted through the link provided. <https://forms.gle/oPW75avbsyFrJHA7>
Please ensure you provide the necessary rights to access the folder.
- Use of web-development platforms (WordPress, Wix, etc.) or Copying code from internet will lead to disqualification.
- Participants have to create a fully interactive webpage.
- Languages allowed: HTML , Javascript and CSS.
- Judgement will be based on Content Quality, Functionality & Features, Design & Aesthetics and Overall Impact
- Top 6 teams will be selected for the finals.

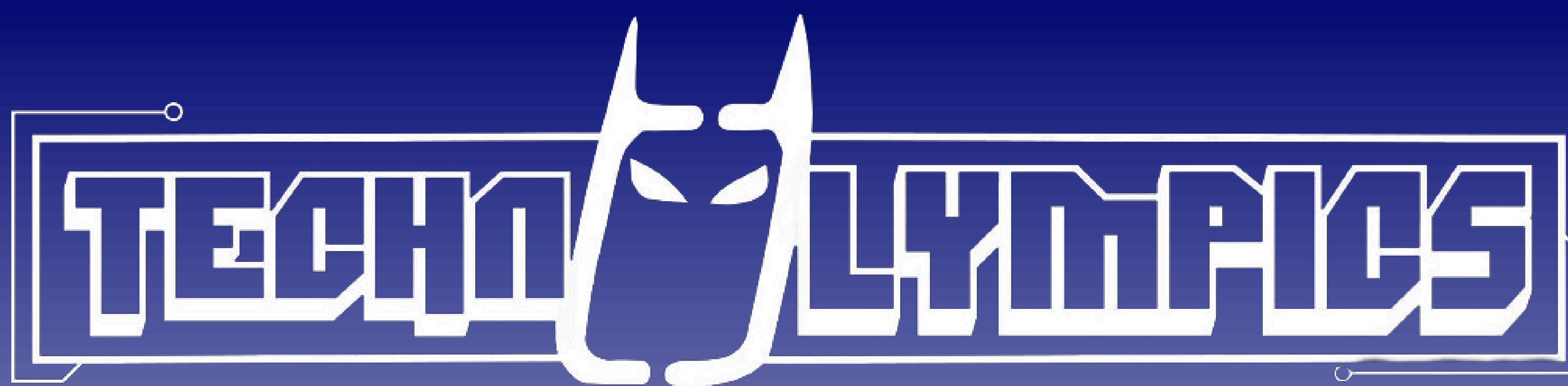
FINALS-

- Participants will have to design a website.
- Software provided will be: Brackets, Notepad++.
- Topic will be given on the spot.
- Images, videos, etc. will be provided by the host school and the participants will not be allowed to use any other data.

For any queries, please contact:

Ms. Sandhya Puri

9818122267



2.0.24

MISSION DOODLE

**'REAL MODELS DON'T GO WITH THE TREND,
THEY SET THE TREND.'**

Date	Time	Eligible Classes	Number of Participant	Venue
PRELIMS (Online Submission) October 15, 2024	-	IX to XII	1	-
FINALS (Offline) October 22, 2024	10:00 a.m. - 11:00 a.m.			Senior lab (Room No. 38)

RULES

PRELIMS-

- Participants are required to make a 3D model of a Futuristic Gadget using Blender Software.
- The link to your folder, containing all the following files to be submitted through the link provided. Please ensure you provide the necessary rights to access the folder.
 - a. Picture file (Render) in .png or .jpg file format
 - b. Original file in .blend format
 - c. Video explaining/presenting the design (2-3 minutes) in .mp4 format.

<https://forms.gle/oq8v6xY83Rqfd5Hd7>

- The files should be named as: school name_branch, name_event name.
- Top 6 teams will qualify for the finals.

FINALS-

- Participants will have to create a 3D model design using Blender Software.
- The topic would be given on the spot.
- They will be provided with Blender (Eevee) and also with source 3D models (Optional) .
- The participants will have to present their design/model to the judges.
- Judgement will be based on creativity, authenticity and overall design

For any queries, please contact:

Ms. Sandhya Puri

9818122267



2.0.24

BATTLE OF BRAINS

'WIT, WISDOM, VICTORY'

Date	Time	Eligible Classes	Number of Participants	Venue
PRELIMS (Offline) October 22, 2024	10:00 a.m.- 10:30 a.m.	IX to XII	2	Room No. 63
FINALS (Offline) October 22, 2024	11:00 a.m.- 12:00 noon			Auditorium

RULES

- Two students per school will participate in a Quiz based on the vast world of Information Technology.
- The event will be held offline in two rounds: Prelims and Finals.
- There will be a written test for Prelims.
- Top 6 teams will be selected for the final round that will be held on stage.
- The decision of the Quiz master will be final and binding.

For any queries, please contact:
Ms. Ayesha Khan
9810890596



2.0.24

PITCH PRODIGY

'INNOVATE. PITCH. PROCEED'

Date	Time	Eligible Classes	Number of Participants	Venue
PRELIMS (Online Submission) October 15, 2024	-	IX to XII	3	-
FINALS (Offline) October 22, 2024	10:30 a.m. - 11:30 a.m.			Seminar Room (Room No. 41)

RULES

PRELIMS-

- Participants should design a website using any open-source platform using their designing and creativity skills to showcase their innovative solutions for sustainable future to the audience and the judges. The website should not exceed more than seven webpages.
- Project Description: It should be submitted in the form of a PowerPoint presentation formulating a business plan/strategy.
- Only 5-7 slides should be used in the presentation. (excluding Introduction and Thank you)
- The school name should not be mentioned on the website or powerpoint presentation nor should be used by teams on the stage.
- The link to your folder, containing all images, videos, audios used, the webpage in .html or .js and your presentation file in .pptx format to be submitted through the link provided. <https://forms.gle/Yv1QhLfCxx7uV7DX6> Please ensure you provide the necessary rights to access the folder.
- Top 6 teams will qualify for the finals.

FINALS-

- Pitch Presentation: Participants shall use the same presentation and website to introduce their innovative solution to the judges and convince them about their idea.
- They can bring models/props related to the product to set up the stage.
- The responsibility of the model lies with the participant. The host school will not be responsible for any damage or loss.
- Plagiarism will lead to disqualification.

For any queries, please contact:

Ms. Preeti Sharma

9818744977



2.0.24

FUTURE TECH

'THINK, INNOVATE, PROGRESS'

Date	Time	Eligible Classes	Number of Participants	Venue
October 22, 2024	10:30 a.m.- 11:30 a.m.	IX to XII	2	AV Room (Room No. 40)

RULES

- Participants have to make an innovative and working scientific model or design a software using any language, which demonstrates an idea/concept/principle that addresses real-life application.
- The working model/software should be built beforehand and brought on the day of the event. Participants must bring their own laptops, charger and stable internet connection , if required for software display.
- The teams will give a presentation of their application to the judges and answer their questions.
- Judgement will be based on uniqueness, creativity, usefulness ,innovation and overall presentation.

For any queries, please contact:
Ms. Arpita Paul
9810032729



2.0.24

IDEAS UNLEASHED

'VOICES UNITE. SOLUTIONS IGNITE.'

Date	Time	Eligible Classes	Number of Participants	Venue
October 22, 2024	10:30 a.m.- 11:30 a.m.	IX to XII	1	(Room No.100)

RULES

- A Group Discussion will be held in 2 rounds: Prelims and Finals.
- Discussion will be held on an IT related topic which will be provided on the spot.
- Top 8 selected participants will qualify for the finals.
- Judgement will be based on fluency, relevance and overall conduct.

For any queries, please contact:
Ms. Sobia Khan
9717317116



2.0.24

ROBO MAZE

'UNLEASH THE METAL MAYHEM'

Date	Time	Eligible Classes	Number of Participants	Venue
October 22, 2024	10:30 a.m.- 11:30 a.m.	IX-XII	2	Atal Tinkering Lab (Room No.58)

RULES

- The robot must be self-contained. It should have wheels to move and detect obstacles.
- The robot shall not leave any part of its body behind while negotiating the maze. The robot shall not jump over, fly over, climb, scratch, cut, burn, mark, damage, or destroy the walls of the maze.
- The dimensions of a robot shall not be greater than 28 cm × 25 cm × 15 cm.
- Use of any kind of robotic kits or ready-to-make sets is prohibited and will lead to disqualification of the team.
- The use of Arduino is allowed, but other High-End Boards (like Raspberry Pi) and IoT-based circuit boards (like NodeMCU) are not allowed.
- The width of the maze = 36 cm.
- There will be a track in the maze with different barriers (e.g., speed breakers, inclined ways, rough surfaces, divergences, etc.) for racing. The robot will have to cross all the barriers and reach the destination.
- Each contesting robot will be allocated a specified time for access to the final maze.
- Any time used to adjust a robot between runs is included in this time.
- The first prize goes to the robot with the shortest official time, the second prize to the next shortest.
- After the maze is disclosed, the operator shall not feed information on the maze into the robot. The contestant is allowed to adjust sensors and make repairs in case the robot breaks down.
- The run timer will start when the front edge of the robot crosses the start line and stop when the front edge of the robot crosses the finish line.
- The robot is not allowed to touch the walls of the maze.
- Judgement will be based on the time taken to complete the race, less number of collisions, creativity and design of robot and the explanation of components given by the participants.

For any queries, please contact:
Ms. Nishtha Agarwal
9717170822



2.0.24

VIRTUAL WARRIORS

'GG..WP..EZ'

Date	Time	Eligible Classes	Number of Participants	Venue
October 16 ,2024	To be announced on the Discord server	OPEN	2	Online (Discord)
October 16,2024	To be announced on the Discord server			

RULES

- Virtual warriors will be conducted online on our Discord server.
- Registered schools will be mailed the link of the Discord Server on their respective school's and teacher in charge's email IDs.
- All participants must join the discord server two days prior to the date of event with their full name as their discord username
- Participants must have Valorant (Swift Play mode) installed and a good internet connection on their respective devices.
- All teams will compete it in an elimination round, where there shall be a match between any 2 randomly selected teams.
- The winners will qualify for the next round while the other team will be eliminated.
- This will continue until 4 teams are left for the semi-finals.
- There will be an unrated custom game for the semi final of the two teams. The winning teams will go to the finals while the remaining teams shall compete for the 3rd position.
- All players will be individually monitored. Any team using unfair means will be disqualified.
- The host school will not be responsible for any crippling software, lag or high ping.
- The time of the event will be announced on the Official Discord Server.
- The match's results will be disclosed on the Offical Discord Server.

For any queries, please contact:

Mr. Suvendu Goswami

9990746438



2.0.24

SCHEDULE

TUESDAY, OCTOBER 22, 2024

Venue Time	ROOM NO 48	ROOM NO. 47	ROOM NO. 63	MULTIMEDIA LAB (ROOM NO. 39)	ART ROOM (ROOM NO. 14)	SENIOR LAB (ROOM NO. 38)	AUDITORIUM	SEMINAR ROOM (ROOM NO. 41)	AV ROOM (ROOM NO. 40)	NEW WING LIBRARY (ROOM NO. 100)	ATL LAB (ROOM NO. 58)
8:00 - 8:30	REGISTRATIONS										
9:00 - 10:00	INAUGURATION CEREMONY										
10:00 - 10:30	Cryptex Prelims	Top Coders Prelims	Battle of Brains Prelims	Game Craft Finals Slide Sage Finals Snapshot Finals	E-WASTE EXPRESSIONS	Webolution Finals					
10:30 - 11:00						Mission Doodle Finals		Pitch Prodigy	Future Tech	Ideas Unleashed	RoboMaze
11:00 - 11:30						Top Coders Finals	Battle of Brains Finals				
11:30-12:00											
12:00 - 01:00	VALEDICTORY FUNCTION										

“It’s not about winning or losing, it’s about enjoying the journey and the experiences you gain along the way.”

All The Best!

TEAM - CSN