Bhai Parmanand Vidya Mandir

Celebrating

Visionair

An Ode to the Vision of our Founder

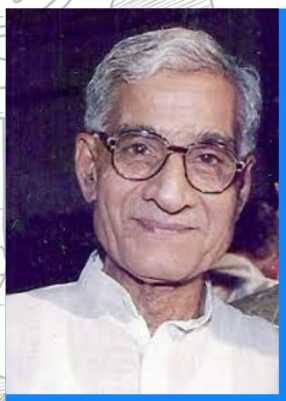
21ST NOVEMBER, 2026

LEARN | EMPOWER | ACT | DELIVER



L.E.A.D

Our Inspiration



Dr. Bhai Mahavir Ji
(1922-2016)

Dr. Bhai Mahavir (1922-2016), the founder of Bhai Parmanand Vidya Mandir, Professor of Economics, former Vice-Principal of P.G.D.A.V. College (Eve), former Member of Parliament (Rajya Sabha), former Governor of Madhya Pradesh and one of the founding members of the Bharatiya Jan Sangh, stands shoulder to shoulder with the distinguished luminaries of the nation.

Dr. Bhai Mahavir was the son of Shri Bhai Parmanand who was a freedom fighter and the founding member of the Ghadar Party. The freedom struggle initiated by Shri Bhai Parmanand helped sow the seeds of nationalism and allegiance towards the cause of freedom in Dr. Bhai Mahavir.

He was also the Chairman of the National Commitee on Subordinate Legislation constituted by the Parliament of India, was member of the National Executive and Chairman of the Central Discipline Commitee of the BJP prior to becoming the Governor of Madhya Pradesh.

The role of founders of institutions, as important and as life defining as Schools, is inconceivably difficult to fathom. What led them to this idea, the difficulties they had to encounter, the courage and determination that held them in good stead are all thoughts that only inspire awe and wonder. Dr. Bhai Mahavir was a "Karm-yogi", a deeply religious and spiritual soul. He led a life of impeccable integrity. His honesty, simplicity and sincerity were an indistinguishable part of him, his persona left an Indelible mark on whoever he met. His ideas and virtues, morals and principles are guiding stars in our path towards taking this School to new heights of excellence. The best tributes we can pay towards him are, following in his footsteps and continue from where he left.

He will always be like the lighthouse that guides the ship traversing its path in vast oceans, for we cannot progress further without the light of his principles illuminating our path.

L.E.A.D

LEARN | EMPOWER | ACT | DELIVER

As we celebrate VISIONAIR- An ode to our founder, we at BVM take this opportunity to commemorate this year's event on the theme 'LEAD- Learn, Empower, Act, Deliver', through various competitions which will inspire and enlighten our students to think of the future we wish to build. Learning is a lifelong process of keeping abreast with change and we must empower our students to lead the world to adapt to the ever evolving future.

Ralph Waldo Emerson rightly said, "Do not follow where the path may lead. Go instead where there is no path and leave a trail". These words truly reflect the theme of VISIONAIR this year where we want our students, the learners of today, to become leaders of tomorrow as learning empowers individuals and their actions which drives society to the path of progress. We must instill in their minds and hearts a passion for learning and empower them to embrace it all; the uncertainty, the fear of change, the growth, the challenges, the excitement…..it all has a reason - to lead them to act on a progressive and visionary approach, in order to be able to hold a mirror to a better tomorrow.

There is no power greater than a community discovering what it cares about. As Educators we must create an environment that allows the student community that cares to lead us to a more sustainable and peaceful world.

We look forward to an exhilarating event full of creativity and innovation as we endevour 'Learn, Empower, Act & Deliver'.

General Guidelines

- Visionair 2026, the Inter-School Competition will be conducted on 21st November for the stude of Class III to XII.
- Registrations will be open on our website "www.bvmschool.in" from 5th November 2026.
- A student cannot participate in more than one event.
- The participants have to follow the rules and instructions specified for each event.
- Decision of judges will be final and binding.
- Reporting time for 21st November will be 8:30 AM.

Prizes & Trophies

- All the participants will be felicitated with a certificate.
- An Overall Championship Trophy will be awarded.
- If the host School wins, then the 1st Position will be shared.
- In order to qualify for the Overall Championship Trophy a School must participate in a minimum of 3 events.
- 1st and 2nd position holders will be awarded cash prizes.
- Results will be announced on 21st November 2026. Trophies and Certificates will be dispatched later.

For any queries, please send us an eMail at visionair@bvmschool.in or kindly contact the programme coordinators mentioned below:

Ms. Komal Gupta
+91 9873591669

Ms. Geetanjali Kapoor
+91 9871197387

EVENTS SCHEDULE

21st NOVEMBER 2026, SATURDAY

ENGLISH

S.NO.	CLASS	EVENT
1	III-V	VERSES v/s VERSES
2	VI-VIII	SPELL-o-GRAM
3	IX-X	TALKSPIRE
4	XI-XII	THOUGHT POD

SANSKRIT

S.NO.	CLASS	EVENT
1	IX-XI	संस्कृत गीत / श्लोक /काव्य अथवा स्तोत्रम् गायन

HINDI

S.NO.	CLASS	EVENT
1	III-V	अनुभूति (कविता वाचन)
2	VI-VIII	अभिव्यंजना (भाषण)
3	IX-X	अनुगूँज

SOCIAL SCIENCE

S.NO.	CLASS	EVENT
1	VI-VIII	HIDDEN GEMS
2	IX-XI	REVERTO

PSYCHOLOGY

S.NO.	CLASS	EVENT
1	XI-XII	PSYCHAD- PSYCHOLOGY IN ADVERTISING

COMMERCE

S.NO.	CLASS	EVENT
1	XI-XII	M.E- Me an Entrepreneur
2	XI-XII	Arthvaad

SCIENCE

S.NO.	CLASS	EVENT
1	IV-V	CEREBRO QUEST
2	VI-IX	LEAD into Tomorrow - The Scientific Path
3	XI-XII	EPIGENETICS: Beyond the DNA Sequence
4	VIII-XII	ROBO WARS

MATHEMATICS

S.NO.	CLASS	EVENT
1	III-V	ENIGMA OF MATHEMATICS
2	VI-VIII	MATH EXPLORER
3	IX-XI	THE WORLD IS YOUR OYSTER

ART & CRAFT

S.NO.	CLASS	EVENT
1	VI-VIII	ARTISTICA
2	IX-XII	ARTISTICA

COMPUTER SCIENCE

S.NO.	CLASS	EVENT
1	IV-V	BUDDING PICASSOS
2	VI-VIII	TECH-TALES
3	IX-X	APP-A-THON
4	VII-XII	PIXEL ART

HOME SCIENCE

S.NO.	CLASS	EVENT
1	IX-XI	FOOD FEST

ENGLISH EVENT

VERSES v/s VERSES

CLASSES	TIME in Minutes	NO. OF PARTICIPANTS
III - V	3-4	One

Event Synopsis

- One poem per Participant
- Participants need to present their Reflection of the Poem as well
- Poem should be based on the event theme, **"LEAD – Learn, Empower, Act, Deliver"**

Event Information

- Time limit is for both Recitation and Reflection
- Suitable Props may be brought

Judgement Criteria

- Voice Modulation
- Articulation
- Relevance to Theme
- Expression/Confidence
- Use of Props

EVENT Co-ordinator
Ms. Dalbir Kaur
+91- 9717533101

ENGLISH EVENT

SPELL-o-GRAM

CLASSES	TIME in Minutes	NO. OF PARTICIPANTS
VI-VIII	45-60	Two

Event Synopsis

Event Information

RULES AND REGULATIONS TO BE FOLLOWED:

The participants should prepare 'Spellings', 'Grammar', 'Literary Devices' and 'Vocabulary' as per their grade level.The quiz will be conducted in multiple rounds. Each round will have its unique rules.

ROUND 1 Unjumble the Jumbled Words	Words will be shown and the participants will have to unjumble them.
ROUND 2 Audio Round	An audio will be played and the participants will have to answer the questions based on it.
ROUND 3 Spot the Error	A sentence will be shown and the participants will have to identify the grammatical error and correct it as well.
ROUND 4 Figures of Speech	The participants will have to answer questions based on Figures of Speech
ROUND 5 Rapid Fire	The participants will have to spell as many words as possible in a minute's time.

Judgement Criteria

The final result of the event will be based on the performance in each round.

EVENT Co-ordinator
Ms. Kirti Gajwani
+91-9990334026

ENGLISH EVENT

TALKSPIRE

CLASSES	TIME in Minutes	NO. OF PARTICIPANTS
IX-X	5-8	One

Event Synopsis

Each participant will be given
five to eight minutes to deliver the Talk.

Talk must be in a TED Talk Format,
with a well researched presentation.

Plagiarism will lead to disqualification.

Participants can choose any one of the
following topics for the Talk:

1. **Curiosity Over Certainty: Why Do We Need to Keep Learning?**
2. **Success Is Not a Number: How Did Success Become Numerical?**
3. **FOMO: The Fear of Missing Out OR Falling Behind?**
4. **Are Our Opinions Really Our Own ?**

Event Information

The Participants must wear formal apparel.

The presentation must be shared with the school
at vibha.suri@bvmschool.in,
latest by 2:00 pm on 20th November, 2026 .

Judgement Criteria

- Content
- Effectiveness
- Logical Flow
- Quality of Presentation
- Personal Connect

EVENT *Co-ordinator*
Ms. Vibha Suri
+91- 8851237562

ENGLISH EVENT

THOUGHT POD

CLASSES	TIME in Minutes	NO. OF PARTICIPANTS
XI-XII	5-8	Two

Event Synopsis

Podcast should be original in accordance with the topic.

Participants can select any one topic for a thought provoking conversation.

Topics:

1 Youth in Action: Turning Ideas into Impact
2 Empowered to Lead: Learning, Acting, and Delivering with Purpose
3 Why Do We Fear Failure?
4 The Loneliness Paradox: Why Are We Lonely in a Connected World?

Event Information

Each school will select two participants for the competition.

The Interaction can be in the form of an Interview or a Discussion.

Plagiarism will lead to disqualification.

The participants must wear formal apparel.

Judgement Criteria

- **Central Idea & Content:** Main idea should be defined and clearly explained.
- **Structure of the Podcast:** A well designed podcast with a clear intent.
- **Clarity of Speech:** Voice modulation and confidence.
- **Creativity**

EVENT Co-ordinator
Ms.Geetanjali Kapoor
+91- 9871197387

संस्कृत आयोजन

संस्कृत गीतम् / काव्यम् / स्तोत्रम् अथवा श्लोकगायनम्

कक्षा	समयावधि	प्रतिभागी संख्या
IX – XI	3-4 मिनट	एक (छात्र अथवा छात्रा)

प्रतियोगिता प्रारूप

प्रतिभागी को संस्कृत गायन हेतु उपरोक्त (शीर्षक में दिए गए) में से किसी भी एक विषय पर गायन करना होगा

प्रतियोगिता विवरण

किसी भी वाद्ययंत्र का प्रयोग वर्जित

वेशभूषा - विद्यालय गणवेश

निर्णय मानदंड

- शुद्धोच्चारण
- आत्मविश्वास
- भाव-भंगिमा
- आरोह -अवरोह

EVENT Co-ordinator
Ms Sumedha Sharma , Mr. Mudit Mohan Sharma
+91-9650873679, +91-8860967629

हिंदी आयोजन

अनुभूति (कविता वाचन)

कक्षा	समयावधि	प्रतिभागी संख्या
तीसरी से पाँचवीं	3 से 4 मिनट	1

प्रतियोगिता प्रारूप

प्रतिभागी को कविता वाचन हेतु निम्नलिखित में से किसी एक विषय का चयन करना होगा।

विषय - कर्तव्य, संकल्प, प्रेरणा, प्रगति

प्रतियोगिता विवरण

कविता वाचन से पूर्व कवि और कविता का परिचय देना अनिवार्य है।

वेशभूषा - विद्यालय गणवेश

निर्णय मानदंड

- विषय वस्तु
- उच्चारण
- आत्मविश्वास व देह भाषा
- अनुतान

कार्यक्रम समन्वयक: श्रीमती ममता, +91- 92113 40811

अभिव्यंजना (भाषण)

कक्षा	समयावधि	प्रतिभागी संख्या
छठी से आठवीं	3 से 4 मिनट	1

प्रतियोगिता प्रारूप

प्रतिभागी को किसी एक विषय पर भाषण देना होगा।

1. मेरे विचार, मेरी विलक्षणता
2. नेतृत्व शक्ति नहीं, सेवा है।

प्रतियोगिता विवरण

मौलिक तथ्यों का होना अनिवार्य

वेशभूषा - विद्यालय गणवेश

निर्णय मानदंड

- विषय वस्तु
- उच्चारण
- आत्मविश्वास व देह भाषा
- अनुतान

कार्यक्रम समन्वयक: श्रीमती दीप्ति गुप्ता, +91- 90132 45630

हिंदी आयोजन

अनुगूँज (विश्व का दर्पण) - समाचार वाचन

कक्षा	समयावधि	प्रतिभागी संख्या
नवीं से दसवीं	4 से 5 मिनट	1

प्रतियोगिता प्रारूप

प्रत्येक विद्यालय से एक प्रतिभागी को ज्वलंत विषयों पर चार-पाँच मुख्य समाचार तैयार करने होंगे।

प्रस्तुतकर्ता को मुख्य समाचार एक लाइव रिपोर्ट के रूप में प्रस्तुत करने होंगे।

प्रतियोगिता विवरण

वेशभूषा - औपचारिक परिधान 

- विषय वस्तु
- उच्चारण
- आत्मविश्वास व देह भाषा
- अनुतान

निर्णय मानदंड

कार्यक्रम समन्वयक
श्रीमती दीपिका मेहरा
+91-8860604236

COMPUTER EVENT

BUDDING PICASSOS

CLASSES	TIME in Minutes	NO. OF PARTICIPANTS
IV-V	60	One

TOPIC: My Earth, My Responsibility- Leading Actions, Leading Impact

Event Synopsis

The participant has to design a poster on the given topic within the stipulated time

Event Information

Plagiarism of Design will lead to disqualification.

Judgement Criteria

- Usage of Tools
- Adherence to the Topic
- Aesthetics (Layout, Colour Choice, Symmetry & Balance, Typography)
- Creativity and Originality

SOFTWARE TO BE USED: MS. PAINT

EVENT *Co-ordinator*: Ms. Shrabanti, +91- 8368511268

COMPUTER EVENT

TECH-TALES

CLASSES	TIME in Minutes	NO. OF PARTICIPANTS
VI-VIII	3-4	One

TOPIC: Leading Cyber Safety and Digital Citizenship

Event Synopsis

The Participant has to create a short animated story that interprets & advocates the given topic and conveys a message.

Voice Narration should be added to the project

Event Information

The following Google Form to be used for Submissions: https://forms.gle/95huEayHcdVFE2mK7

Files to be shared latest by November 18th till 12 midnight

Selected participants will be called for the final (Questionnaire) round in the school premises on 21st November 2026.

Plagiarism of Design (copying someone else's work or without giving due credit) will lead to disqualification.

Judgement Criteria

- Content
- Originality
- Creativity and Presentation
- Adherence to the Topic

SOFTWARE TO BE USED: Scratch 3.0

EVENT Co-ordinator
Ms. Komal Gupta
+91-9873591669

COMPUTER EVENT

APP-A-THON

CLASSES	TIME in Minutes	NO. OF PARTICIPANTS
IX-X	90	Two

TOPIC: Think Tank - Leading Innovative Ideas to Solve Local Problems

Event Synopsis

Design and develop a functional mobile application aligned with the given topic.

Event Information

- The participants have to complete the task within the stipulated time.
- Participants have to present a solution on an Android phone.
- Q&A session will be conducted at the end of the event.

Judgement Criteria

- Idea & Creativity
- Functionality
- Design & User Interface
- Presentation & Explanation

SOFTWARE TO BE USED: Code.org, MIT App Inventor, Thunkable.com

EVENT Co-ordinator: Ms. Pushpanjali, +91-9818088286

COMPUTER EVENT

PIXEL ART

CLASSES	TIME in Minutes	NO. OF PARTICIPANTS
OPEN	90	One

TOPIC: LEAD the way to Smart Green Cities

Event Synopsis

Participants have to design a poster on the given topic within the stipulated time.

Event Information

Images and Content will be provided

Judgement Criteria

- Creativity and Originality
- Adherence to the Topic
- Usage of Tools & Attention to Details
- Aesthetics (Layout, Colour Choice, Symmetry and Balance, Typography)

SOFTWARE TO BE USED: Adobe Photoshop

EVENT *Co-ordinator*: Ms. Muniba Zakir, +91-8700974705

SOCIAL SCIENCE EVENT

REVERTO

CLASSES	TIME in Minutes	NO. OF PARTICIPANTS
IX-XI	5	PER TEAM MAXIMUM Five

Event Synopsis

Select an important historical event (National or International).

Briefly explain the original event.

Change the plot of the selected event and describe the aftermath of the change made.

Present the same creatively.

Justify the reason for changing the outcome to a particular choice in the presentation.

Event Information

PowerPoint Presentation to be used.

Judgement Criteria

- Presentation
- Coordination
- Plot Construction
- Justification & Reasoning Given

Methodology

The participants are required to follow the given steps:

- **Step 1:** Select an important historical event. (National or International)
- **Step 2:** Briefly explain the original event.
- **Step 3:** Twist and Recreate the plot of the selected event and also describe the aftermath of the same. The aftermath should be considered for the next five years from the time of the original event.
- **Step 4:** Justify the reason for changing the outcome to a particular choice in their presentation.

EVENT *Co-ordinator*
Ms.Sushma Sharma ,Ms.Esha Joshi
+91-8076720361 ,+91-8373932109

SOCIAL SCIENCE EVENT

HIDDEN GEMS

CLASSES	VI-VIII	TIME in Minutes	FIVE	NO. OF PARTICIPANTS	PER TEAM MAXIMUM FIVE

Event Synopsis

Participants are required to advertise an unconventional product/place/institution using their advertising skills.

Some suggestions can be - Rainbow Mountains (China), Magnetic Hill (Ladakh) Loktak Lake (Manipur), UN, World Bank.

Participants should come up with their own ideas.

Event Information

PowerPoint Presentation, Costumes and Suitable Props

Judgement Criteria

- Presentation
- Plot Construction
- Props Used and Coordination
- Creativity

Methodology

The participants are required to follow the given steps:

- **Step 1:** Choose an unconventional product/place/institution.
- **Step 2:** Prepare an eye-catching and informative advertisement in order to promote the same.
- **Step 3:** Present the same creatively on the event day

EVENT *Co-ordinator*

Ms. Shahin, Ms. Gungun

+91- 8448716686 ,+91 9540726721

ART & CRAFT EVENT

ARTISTICA

CLASSES	TIME in Minutes	NO. OF PARTICIPANTS
VI-VIII	120	One

Event Synopsis

The participants needs to make a poster on a topic which will be given on the spot

Judgement Criteria

- Drawing and Colouring
- Creativity
- Aesthetic Appeal
- Relevance of the Content

Event Information

The size of the artwork should be A3.
(Sheet will be provided by the host school)

Medium
Water Colours, Poster Colours or Acrylic Colours.

The participants are supposed to bring their own stationery/colouring material.

Rules

- Topic will be provided on the spot.
- The medium of the painting will be water colours, poster colours or acrylic colours.
- The size of the artwork should be A3.
- Using references for the poster is not allowed.
- Sheets will be provided by the host school.
- The participants are supposed to bring their own stationery material.
- Participants should come in proper school uniforms.

EVENT *Co-ordinator*
Mr. Himanshu Kashyap
+91- 9968218699

ART & CRAFT EVENT

ARTISTICA

CLASSES	IX-XII
TIME in Minutes	120
NO. OF PARTICIPANTS	One

Event Synopsis

The participants needs to make a portrait of a freedom fighter

Judgement Criteria

- Drawing and Shading
- Resemblance
- Aesthetic Appeal
- Relevance of the Content

Event Information

The size of the artwork should be A3.
(Sheet will be provided by the host school)

Medium - Pencil, Charcoal and Graphite

The participants are supposed to bring their own stationery/colouring material.

Using references for the portrait is not allowed

Rules

- The medium of the painting will be Pencil, Charcoal, Graphite.
- The size of the artwork should be A3.
- Using references for the portrait is not allowed.
- Sheets will be provided by the host school.
- The participants are supposed to bring their own stationery material.
- Participants should come in proper school uniforms.

EVENT Mr. Mohit
Co-ordinator +91- 9999814339

COMMERCE EVENT

M.E- ME an ENTREPRENEUR

CLASSES	TIME in Minutes	NO. OF PARTICIPANTS
XI-XII	15	MAXIMUM Five

Background

The United Nations has identified 17 Global Goals, as a part of its 2030 Agenda, for Transforming our World into a more sustainable society and ensuring that we create an equitable environment for all living beings.

The goals being very broad provide us an important guideline in terms of areas and topics that we should be tackling to achieve betterment of all life on Earth. Hence, it is even more important to gain a deep understanding of the localized context for each of these issues and then try and come up with solutions that may tackle any part of the issues.

To be able to successfully achieve this, a deep entrepreneurial mindset is required and Bhai Parmanand Vidya Mandir, is looking to encourage the Entrepreneurial Mindset of School students across Delhi, in order to succeed in this endeavour.

The M.E Competition (Me an Entrepreneur) has thus been designed as a Business Plan competition where Students will be encouraged to identify problems around them, which when solved can successfully contribute to achieving any of the Sustainable Development Goals (SDGs).

Submissions will consist of the following parts, an explanation of the Product or Service, a Description of how the Innovation is contributing to SDGs, a Description of the Opportunity and the Competition, a Description of the Target Market and Marketing Plans.

Event Synopsis

Participants are required to introduce an innovative product/service OR a new feature added to an existing product which caters to future needs, addresses problems and benefits the society.

Event Information

Maximum two teams per school can participate

No school to repeat the product presented by them in previous year competition

Use PowerPoint Presentation to present your Product.

Judgement Criteria

Creativity:
- Describe the initiative or innovation.
- Working of the product.
- Usage and benefit of the product.

Challenge:
- Contribution of the product /service idea to Sustainable
- Development Goals.
- Uniqueness of the idea.
- SWOT Analysis for the product/service.

Market & Marketing:
- 4Ps of the Marketing Mix for the Product/Service.
- USP of the product/ service.

Question-Answer Round:
- The presentation will be followed by a question and answer session with the judges.

EVENT Co-ordinator
Ms.Deepa Upadhayaya
+91-8826019977

COMMERCE EVENT

ARTHVAAD

CLASSES	TIME in Minutes	NO. OF PARTICIPANTS
XI-XII	3-4 (each)	Two

TOPIC

Expansion of BRICS will lead to a positive impact on the Global Economy and Power Dynamics

Event Synopsis

ROUND 1

Two participants from each School to speak "for the Motion" and "against the Motion". (2-3 minutes)

ROUND 2

The participants will engage in rebuttal of the views expressed by the opponent for a minute.

Event Information

Medium of Presentation must be English.

Participants will be judged as individual entries speaking "for the motion" or "against the motion" and not as a team.

Judgement Criteria

- Content
- Relevance
- Value Addition

EVENT *Co-ordinator*
Ms. Swati Urmil
+91-9555705888

SCIENCE EVENT

CEREBRO QUEST

CLASSES IV-V

TIME in Minutes 45-60

NO. OF PARTICIPANTS Two — One from each class

Event Synopsis

ROUND 1

GENERAL ROUND
One concept-based question will be asked to each team member.

ROUND 2

PUZZLE ROUND "MIND TWISTERS"
Teams will solve a jumbled-word puzzle within a limited time. This round tests speed, vocabulary, and subject recall.

ROUND 3

STORY ROUND "SCIENCE IN REAL LIFE"
Teams will be given short real-life scenario or case study. They must identify and explain the science behind it in simple terms.

ROUND 4

RAPID FIRE "ROCKET SCIENCE"
Answer the maximum number of questions in 1 minute.

ROUND 5

BUZZER ROUND "HOTSHOT"
A Buzzer round to answer a question fastest. Higher Order Thinking Skills will be tested in this round.

ROUND 6

STEM CHALLENGE
Design a project on a given topic, to display design thinking, critical thinking and innovation.

Event Information

For the STEM Challenge Round- Topic will be given on the spot and there will be a question and answer session after the team presentation.

Judgement Criteria

- Scientific Knowledge
- Accuracy of Answers

EVENT Co-ordinator Ms. Sapna +91-9600680518

SCIENCE EVENT

LEAD into Tomorrow - The Scientific Path

CLASSES	TIME in Minutes	NO. OF PARTICIPANTS
VI-IX	5-7	Two Per Team

Event Synopsis

Pick a potential real-world issue that is most likely to emerge or intensify in the future (for example: pollution, food waste, energy shortage, disability inclusion, space exploration, climate change, urban overcrowding, or new health challenges).

This is a chance to turn futuristic ideas into groundbreaking inventions that could shape the world of the next generation.

Students will step into the role of future innovators, identifying upcoming challenges and proposing smart, science-based solutions.

The invention should be:
- Based on scientific principles
- Practical and Feasible

1 Students will work in a team of two to identify a future problem, design an innovative solution, and present their invention through a PowerPoint presentation.

2 Maximum two teams per school can participate

Judgement Criteria

- Problem Identification
- Scientific Basis
- Creativity & Innovation
- Practical Feasibility
- Presentation & Communication
- Resources
- Performance in the Question & Answer session

EVENT Co-ordinator Ms. Ritu Goel +91-9891044075

Event Information

Tips for Students to Frame an Original Problem

1. **Observe your surroundings** – What daily struggles can be improved upon?
2. **Think of neglected groups** – elderly, differently-abled, rural communities.
3. **Look at current news headlines** – climate, tech, healthcare, space.
4. **Imagine the future (10–20 years ahead)** – What new challenges might emerge?
   Example: Space travel → space suit that recycles sweat into drinking water.
   Example: Overpopulation → indoor vertical farms in every building.
5. **Ask "What if…?" questions** – What if cities float? What if petrol runs out?
6. **Study and research the data from authentic sources** like WHO to identify a probable problem likely to occur in the near future.

Each presentation should include the following sections:

- **Problem Identification**
  Describe the problem clearly.
  Explain why it is important to solve.
- **Proposed Invention**
  Describe your invention in detail.
  Explain the science behind it.
- **Show diagrams/models if possible.**
  Future Impact
  How will your invention make life better?
  Who will benefit from it?
- **Feasibility & Innovation**
  Is the idea practical?
  What makes it original?
- **Resources**
  Collect data to showcase your problem through authentic and verified resources only

SCIENCE EVENT

ROBO WARS

CLASSES	TIME in Minutes	NO. OF PARTICIPANTS
VIII-XII	6-8	Two Per Team

Event Synopsis

Robots can have any kind of magnetic weapons, flippers, saws, lifting devices, spinning hammers etc.

Every team must have a unique name. Teams will be called in the arena by their team names only.

A Robot is declared KO(Knock-Out) if it cannot move for 10 secs, 3 KO(Knock-Out) results in victory

In case of using external power sources, participants will have to bring their own converters for standard power supply according to Indian standards.

The teams are suggested to have at least one extra battery ready and charged up during competition so that on advancing to the next level, they won't have to wait or suffer due to the uncharged battery.

Event Information

Maximum allowed weight of the robot is 6 kgs.

The maximum dimensions allowed of the robot are Length: 50 cm Breadth: 50 cm Height: 50 cm

Robot control may be wired or wireless

Participant entry in the arena will not be allowed

Maximum DC source voltage allowed is 24 V.

Readymade robots will not be entertained.

Length of the wire of remote control should be minimum 3 meters long, to avoid any kind of accidents.

EVENT *Co-ordinator*
Mr. Sumit
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Judgement Criteria

- Innovative idea, creativity, originality
- If the robot is thrown out of the arena, the match will stop immediately and the robot inside the arena will be considered as the winner.
- Points will also be awarded on the basis of aggression, control and damage.
  A. Aggression: Aggression is judged by the frequency, severity, boldness and effectiveness of attacks deliberately initiated by the robot against its opponent.
  B. Control: Control is judged in terms of the ability to attack an opponent at its weakest point, using weapons in the most effective way, and minimizing the damage caused by the opponent.
  C. Damage: Through deliberate action, a robot either directly or indirectly reduces the functionality, effectiveness, or defensibility of an opponent.

SCIENCE EVENT

EPIGENETICS: Beyond the DNA Sequence

CLASSES	TIME in Minutes	NO. OF PARTICIPANTS
XI-XII	10	Two

Event Synopsis

Make a presentation that will explain Epigenetic processes, demonstrating how the same genetic code can produce different cell types, how cells remember their identity, and how environment can influence gene activity.

Number of Slides: 7-8

Maximum two teams per school can participate

Event Information

Presentation Concept:

Epigenetics explores how gene activity can be turned "on" or "off" without changing the DNA sequence.

Two major mechanisms — **DNA methylation and histone modifications** — regulate gene accessibility and expression.

Focus Areas:

Introduction to Epigenetics
DNA Methylation
Histone Modifications
Epigenetics in Development & Differentiation
Future Applications

ROUND TABLE DISCUSSION

"Epigenetic Inheritance: Can the Environment Write on Our Genes?"

Points to Discuss

- Evidence of transgenerational epigenetic inheritance
- Influence of diet, toxins, stress on methylation patterns
- Implications for evolution and public health

Judgement Criteria

- Scientific Depth
- Creativity
- Future Applications
- Q&A Readiness

EVENT *Co-ordinator*
Ms. Neha Gupta
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PSYCHOLOGY EVENT

PSYCHAD: PSYCHOLOGY IN ADVERTISING

CLASSES	TIME in Minutes	NO. OF PARTICIPANTS
XI-XII	10	Team of Three

Background:
Psychology and advertising go hand in hand, with ads often using psychological principles to influence consumer behavior. To explore this connection, Bhai Parmanand Vidya Mandir is organizing an interschool competition titled "PsychAd: Psychology in Advertising." In this event, students will analyze successful advertisements and present the psychological strategies behind their impact. The competition aims to promote practical learning and highlight how psychology shapes real-world marketing.

Participants must choose an Advertisement that has made a significant impact in terms of:
- Sales or Consumer Behavior
- Brand Recall and Perception
- Social Change or Awareness.

They will analyze and present the Psychological principles (e.g., behavioral, cognitive, emotional, social) that contributed to the success of the ad.

Event Synopsis

Advertisement Requirements:

- Teams must choose one Indian advertisement.
- The link to the Ad must be attached in the ppt.
- The ppt must be submitted at least 1 day prior to the competition:
  Email to: khushi.bhutani@bvmschool.in , richa.jaiswal@bvmschool.in
  Subject line: "Psych in Advertising – [School name]"
- Ads must be non-offensive and age-appropriate.

Presentation Guidelines:

1. The presentation time is 3 to 6 minutes, including the duration of the advertisement screening.
2. Teams must present:
   -Key psychological principles used in the ad.
   -How these principles affected consumer behavior or public perception.
   -Supporting studies or examples (if any).
   -Any measurable impact of the ad (sales data, campaign results, etc.).
   -Teams must include a bibliography in their presentation citing any psychological theories, research studies, or data sources used in their analysis.
3. Q&A (2–3 minutes)

Event Information

Mandatory:
- A PowerPoint presentation (PPT) must accompany the analysis.
- Visuals, graphs, and psychological theories/models are encouraged.
- Ads must be from legitimate brands/organizations.
- Submission Deadline for Ad is a day before the competition.
- Participants must wear formal apparel.

Following is the link to a sample analysis:
http://bit.ly/3W6LBVd

EVENT Co-ordinator	Ms. Richa	Ms. Khushi
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Judgement Criteria

- Identification of Psychological Concepts **(10 Marks)**
- Depth of Analysis **(10 Marks)**
- Presentation Skills (Clarity, Structure, PPT, Delivery) **(10 Marks)**
- Use of Evidence/Examples/Data **(10 Marks)**
- Q&A Handling **(10 Marks)**

Total **(50 Marks)**

HOME SCIENCE EVENT

FOOD FEST

Showcase your Creativity and Culinary Skills

CLASSES	TIME in Minutes	NO. OF PARTICIPANTS
IX and XI	120	Team of Two

What to Prepare?

Each team will prepare a total of 3 items within the designated time

1. 1 Beverage (15 Minutes)
2. 1 Chaat (25 Minutes)
3. 1 Flame-cooked dish (Pick any 1-Breakfast Menu/ Staters/ Desserts) (60 minutes)
4. Presentation and Wrap-up (20 minutes)

Bring <u>one</u> prepared Menu Card for all the three items and it should mention:

- Dish Name
- Recipe
- Nutritional Components

Guidelines:

-Use healthy ingredients only

-Use only vegetarian ingredients and dishes, and ensure that all products used are of high quality.

-Bring your own ingredients, Utensils and Platters for presentation

-Raw ingredients may be pre-prepped (e.g., chopped/boiled at home)

-Apron/Lab Coat, Head Cap & Gloves are mandatory.

Facilities Provided:

Burners, Workstations, Microwave, Refrigerator, Mixer, Pans, and Spatulas.

Judgement Criteria

Taste	30 Marks	Nutrition and Ingredients Choice	10 Marks
Creativity & Innovation	10 Marks	Teamwork	10 Marks
Presentation	30 Marks	Workplace Organization	10 Marks

(Total 100 Marks)

Cumulative Scores for all three dishes will be considered for the results.

EVENT *Co-ordinator*
Ms. Lalita Sharma
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MATHS EVENT

ENIGMA OF MATHEMATICS

CLASSES	TIME in Minutes	NO. OF PARTICIPANTS
III-V	70-90	Three (One from each grade)

Event Synopsis

ROUND 1

Number Detective (25 minutes)

ROUND 2

Math Relay (30 min)

ROUND 3

Cryptic Math Hunt (15 mins)

ROUND 4

Tie-Breaker: Buzzer Round

Event Information

A set of 5 questions (1 from each grade) will be asked from each team. The questions will be followed up by several hints which students have to solve in order to find the secret number.
In this round conceptual knowledge, mental ability and problem solving ability of the teams will be challenged.

- The activity is a team-based relay with 6 questions passed sequentially within each group.
- Each team member answers one question at a time.
- The next question is only passed after the correct answer is given.
- The questions are not interrelated.
- Teamwork and accuracy are essential because a wrong answer delays passing the baton.
- There will be two rounds, each with 6 questions for every team.
- Speed and accuracy in both rounds are the key to win.

- Teams will be provided with a cryptic clue sheet containing math riddles.
- Teams must work within the allotted time to solve as many clues as possible.
- The activity emphasizes problem-solving, teamwork, and quick thinking.

- This is a quick-fire challenge designed to break ties and decide the winners.
- Teams face a set of 10 rapid questions.
- The first team to buzz in gets the chance to answer each question.
- A correct answer awards +10 points.
- A wrong answer results in a -5 points penalty.
- The challenge tests teams' speed, accuracy, and quick thinking under pressure.

Judgement Criteria

The final results of the event will be based on the performances in each round.

EVENT Co-ordinator
Ms. Kusum Rawat
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MATHS EVENT

MATH EXPLORER

CLASSES	TIME in Minutes	NO. OF PARTICIPANTS
VI-VIII	60-90	Three (One from each grade)

Event Synopsis

ROUND 1

BRAIN TEASERS

The teams will use creative thinking skills and a different approach to find answers.

ROUND 2

VISUAL ROUND

Some patterns/graphs/figures will be presented to the teams. The team has to collectively work out and find the optimum solution to each problem.

ROUND 3

CALCULATOR ROUND

Each team has to solve the given Mathematical problems without using a pen or paper, though they can use a calculator for this round.

The first team to press the buzzer after solving the correct answer will get points.

ROUND 4

APPLICATIONS OF GEOMETRY

Participants will solve the given problems using applications of Geometry

Event Information

Rules : Each team is expected to finish the given task within the time allotted.

Judgement Criteria

The final result will be based on the number of questions a team answers correctly within the given time.

EVENT *Co-ordinator*
Ms. Shweta Jain
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MATHS EVENT

THE WORLD IS YOUR OYSTER

CLASSES	TIME in Minutes	NO. OF PARTICIPANTS
IX-XI	75	Three (One from each grade)

Event Synopsis

ROUND 1

Six tasks will be given in this round

ROUND 2

Three tasks will be given in this round

Event Information

Total time of 50 minutes will be allotted to complete all the tasks of round 1.

Total time of 25 minutes will be allotted to complete all the tasks of round 2.

Students should be aware of the features of Google Earth.

Students should possess a comprehensive understanding of all concepts up to 11th grade.

Judgement Criteria

- Accuracy
- Logical Reasoning
- Knowledge of Tool

EVENT *Co-ordinator*
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