



NAIPFEST

2021

CLASH OF EMPIRES

25th & 26th OCTOBER

NAV FEST 2021

“What's past is prologue.”

**-William Shakespeare,
The Tempest**

Navrachana Higher Secondary School, Sama brings to you the rare opportunity to display your incredible talents at an international platform birthed by the amalgamation of Navfest and RISE 2021.

Navfest is a fusion of a wide spectrum of events ranging from Science, Technology, Arts – Visual and Performing, Literary and Commerce.

RISE is an event that aims to provide a platform to the young and talented leaders from across the globe to identify and solve problems around them that they feel most passionate about, in their own unique manner using design thinking and promoting sustainable development to bring about a change. **Since both are complementary to each other, it is mandatory for the schools to participate in Navfest and RISE both for the championship trophy.**

Every yesterday becomes a today, and today unfolds into a new tomorrow. The flow of time, the evolution of humankind, every milestone, every setback, and every piece of who we are and where we came from has been forever etched into the infinite archives of history. Between these facts and dates lies the billions of years, millions of different civilisations, thousands of empires and within them the dynasties- and the supreme being- the mankind. Even though half lost and forgotten in the intricacies of time, we keep going to our past to predict our future.

This edition of Navfest is an ode- to the wars waged, the castles and cities built, the strategies devised, the revolutions stirred and the journeys that were embarked upon- an ode to the different civilisations, “the empires of yore”. With its assorted assemblage of events, Navfest 2021 is set to bring these empires to life from the scrolls of history.

Navrachana Higher Secondary School, Sama is proud to present ‘NavFest x RISE 2021 – on the 25th and 26th October’21

The logo for NAV FEST 2021. The word 'NAV' is in a large, bold, serif font. 'FEST' is in a smaller, bold, serif font. '2021' is in a very small, bold, serif font. The entire logo is in a dark blue color.



ABOUT NAVRACHANA

Navrachana Higher Secondary School, a co-educational English medium school is one of the premier schools of Gujarat. Today the School has an enrolment of over 2700 students and a staff strength of more than 150. Several distinctions and accolades, such as the nation's highest "Computer Literacy Excellence Award for Schools" received from the Honourable President of India and the 'Sarva Shiksha Empowering India Award' received from the Honourable Minister of Human Resource Development have marked this journey. Navrachana School's distinct tradition, culture of innovation and a robust curriculum, provide a fertile learning field for the New Age Child. It endeavours to create politically and environmentally aware global citizens committed to the ideals of peace, justice, equality, empathy, understanding and cooperation.

NAVJEST

FROM THE PRINCIPAL'S DESK:

Greetings to one and all!

It is my proud privilege to welcome you to NAVFEST 2021. The past one and a half years has been challenging for all of us and more so for our students. The Covid pandemic had forced schools to close down in March 2020 and it is only now in July 2021 that we are seeing partial reopening. This disruption has brought about tremendous change in the way we do things in schools, for adapt and move forward we must.

The much-awaited NAVFEST, Navrachana's Interschool event is here, albeit in the online mode and we look forward to your participation. This year it is a tryst with History. I am very happy to share with you that the format of the event has been designed entirely by our students who have devoted their creative energies to make it a one of its kind events. It is also my privilege and pleasure to welcome you on behalf of Navrachana School, Sama to this third edition of Navrachana's very own Design Thinking Competition, RISE 2021. RISE is a student-led event that has at its heart the idea of promoting sustainable development while fostering design thinking. It aims to provide a platform to young and talented student leaders to identify and solve problems around them that they feel most passionate about, in their own unique manner.

Looking forward to see the best in you at this edition of NavfestXRise 2021!

Warm Regards
Suprabha Menon



Ms. Suprabha Menon

NAVFEST



Ms. Kashmira Jaiswal

FROM THE CONVENOR'S DESK:

It is our absolute pleasure to invite you to another edition of Navfest - Navrachana's distinctive student-led event, that is a melting pot of activities and adrenaline rush! This year, our students have come up with the theme, 'Clash of Empires', which helps their peers within the country and beyond borders to research about the rise and fall of world empires, their evolution and implications on the current world map. Clash of Empires is designed to be a rendezvous of poetry, painting, music, drama, debate, quizzing, declamation, gaming like Minecraft and more importantly, oodles of fun!

As pedagogical leaders, 'Design Thinking' is one of the best tools we can give our students to ensure that they develop creative confidence in their abilities to respond to new challenges and develop innovative, creative solutions to problems they and others encounter.

We at Navrachana Higher Secondary School, Sama, wish to be the catalysts in this extremely important journey of our young change-makers where we help them to evolve as optimistic, empathetic, and active members of society who can contribute to solving the real-world problems encountered by them. Please join us in this edition of RISE, own it, and make it successful!

Fasten your seatbelts and get ready for this rollercoaster ride designed by our students to help enhance collateral expertise with a dash of competitive spirit and dollops of fun and thrill!

Event Convener
Kashmira Jaiswal
Vice Principal

NAVVEST

GLIMPSES FROM PAST EVENTS



NAVAFEST

General Guidelines-

1. The event shall take place on an online platform.
2. Junior Category -Classes 6-8
3. Senior Category -Classes 9-12
4. The last date for registration is **30th September 2021**. After Registration, the school will be allotted an empire.
5. The recorded submissions and preliminary rounds will take place on **16th October 2021**
6. The date for the final event will be **25th and 26th October 2021**.
7. To win the Championship Trophy the School has to participate in all the events of Navfest and any one domain of RISE (Design Thinking Event).
8. A school can send one entry in each event.
9. Please note, one student can take part in only one event, since the events will take place simultaneously.
10. For events which have preliminary rounds, links for uploading will follow.

For Live event:

1. Ensure that the internet connection is stable.
2. Participants will have to keep their webcams on.
3. Avoid any kind of interruptions.
4. Adhere to the time limits given
5. Visit our [website](#).





Events

1. Maestros of the Royal Court: Poem Illustration
2. Folk Serendipity: The Orchestra
3. The Colosseum: TV Show
4. The Final Verdict: Debate
5. Kautilya: The Business Mogul
6. Tarka Shastra: The Quiz
7. Reviving the Legends: Declamation
8. From Daedalus' Workshop: Minecraft: Building Empires
9. RISE : Mega Event

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MAESTROS OF THE ROYAL COURT- Poem Illustration

Category: Senior Team

No. of Participants: 2 students

Time Limit: 2 hours

- The participants will be provided a famous line corresponding to their given empire. E.g., *“Khoob Ladi Mardani Woh Toh Jhansi Wali Rani Thi,”* *“permitte divis cetera”* etc.
- The participants will write a poem of 2-4 verses on the given tagline within an hour.
- The participants after the completion of the poem will be required to portray their poem on paper in the form of paintings.
- A3 size paper should be used along with colour pencils/crayons/poster colours/sketch pens.
- Submission would be through a PDF via an online form.
- No digital enhancements should be applied or else the team shall be disqualified.

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MAESTROS OF THE ROYAL COURT- Poem Illustration

Rubrics:

- Linguistic Creativity of the poem
- Artistic Creativity of the painting
- Adherence to theme
- Correspondence of artistic expression to the poem.



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FOLK SERENDIPITY- The Orchestra

Category: Group Event (Junior + Senior)

Number of participants: 8 (4 from Junior and 4 from Senior Category)

Time Duration: 2-3 Minutes (For the music piece) + 30 sec (For introduction of their presentation)

- The participants are expected to present their respective empire's folk music with their own or adapted choice of lyrics of a song/poem in the language of the empire given or in English. The tune of the song should be pertaining to the assigned empire's folk music.
- Participants must record the music individually and compile it into a video. (all norms of social distancing to be followed.)
- Teams may use pre-recorded dialogues, for the introduction.

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FOLK SERENDIPITY- The Orchestra

- Participants can use any object to create the sound. It is not necessary to use an instrument. The instruments/objects used must be mentioned in the credits. If the lyrics is adapted, the name of the song/poem from which it is taken should also be mentioned in the credits.
- The translated lyrics of the song must be mentioned in English in the form of closed captions
- Usage of costumes and props is allowed.
- No electronic sounds or any existing soundtracks should be added otherwise the team will be eliminated.
- A video has to be submitted in MP4 format by 16th October 2021.

Rubrics:

- Performance
- Creativity of composition
- Authenticity/ relevance
- Clarity

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THE COLOSSEUM- TV show

Category: Junior Event

No. of participants: 4

Time Limit: 5 minutes

- The participants are expected to create a TV Show corresponding to the empire assigned to them.
- It must include an interview with a famous personality from the empire, you may include other segments in your TV show as well.
- Usage of relevant costumes is a must and use of props is allowed.
- The show could be in English/Hindi or it could be bilingual.
- This will be a live event, but the team will have to submit a recorded video of their presentation in MP4 format by **16th October 2021**.

Rubrics:

- Performance
- Content/script
- Creativity
- Costume/Props

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THE FINAL VERDICT- The Debate

Category: Senior Event **No. of participants:** 1

- This debate explores the gamut of our predecessors' triumphs and missteps to determine which line of thought and strategies were potent at fuelling growth.
- It is based on the variety of outlooks on expansionism, pacifism, immigration and secularism, all amalgamated into the foreign policies of the respective empires.

PRELIMINARY ROUND

- The participants will be required to submit a video of a speech on the assigned topic:

“Political expansion leads to social elimination or social assimilation.”

- The time limit for the speech is **1 minute**.
- The participants may either speak for or against the topic.
- A video will have to be submitted in MP4 format by **16th October 2021**.

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THE FINAL VERDICT- The Debate

FINAL ROUND

- The top 10 participants shall be a part of the final round.
- The speaker from each team will present the empire's views in a formal debate speech supported by suitable arguments in a **time limit of 2 minutes**.
- After the completion of their speech, the participant will be questioned by the judges based on his/her speech.
- The members will be allowed to answer the questions in **1 minute**.

Rubrics:

- Knowledge of Topic
- Argument
- Rebuttal
- Evidence
- Speech Delivery

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KAUTILYA: The Business Mogul

Category: Senior Event No. of participants: 3

- Kautilya aims at testing the business acumen and economic knowledge of the participants. The participants are expected to design an innovative product that showcases the culture of the allotted dynasty, within a given budget INR 2000.

PRELIMINARY ROUND

- The participants are required to draft a business summary of their innovative product plan.
- A PDF of the business summary is to be submitted through online forms by date **16th October**. The name of the file should be the “school code”
- The summary should include the given heads: the funding, an analysis, implementation and execution of the plan, sales revenue, the profits of the business, and other relevant information if any. Participants are advised to use charts and graphs.

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KAUTILYA: The Business Mogul

- Structure for analysis
 - The strength of the execution of the plan of the company i: e the 4 P's: Product, Price, Promotion and Place.
 - The profitability of the product plan.
 - Social/Charitable impact of the product.
 - Competitive analysis and validity assumptions.
 - The strength of the value of proposition.
 - Viability of the product in the 21st Century as well.
 - Reasonability of the financial projections.
- The business summary should be 5-6 pages. The no. of pages does not include cover page and index.

FINAL ROUND

- The second round will be a live event.
- The **top 8 selected** teams will appear in the final round.
- The qualifying teams will have to be ready a PowerPoint presentation of their product along with a physical prototype.

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KAUTILYA: The Business Mogul

- The Power Point Presentation can have a maximum of 10 slides. It should not have any audio/narration.
- The teams will present their product and will be questioned, by the judges, on their plan and the business summary submitted earlier.
- The maximum presentation time is **4 minutes**, followed by **3 minutes** of cross-examination by the judges.

RUBRICS:

1. Business plan:
 - a. Business model (Includes Prototype)
 - b. Market analysis
2. Presentation:
 - a. Concept
 - b. Financial analysis



TARKA SHASTRA: The Quiz

Category: Junior and Senior
limit: 40 min (Round 1)

No. Of participants: 2 (1 Junior and 1 Senior) **Time**

PRELIMINARY ROUND

- This is a logical, analytical and mathematical quiz.
- The first round will be descriptive. It will be conducted separately for the juniors and seniors.
- There will be a briefing session held half an hour prior to the actual event wherein all the instructions will be given regarding the event.
- There will be 15 questions in round 1 and participants will have to write the method to solve the logical/analytical/mathematical questions on A4 size ruled sheet and post the PDF through online forms.
- The cumulative score of both the participants from each team will be considered as their final score for the first round.
- The participants are required to keep their camera on at all times.

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TARKA SHASTRA: The Quiz

FINAL ROUND

- The top **8** teams will qualify for the finals.
- The junior and senior participants from the qualifying teams will compete as a team in the finals.
- It will be a live event which will take place on Kahoot. Participants are requested to download the Kahoot app or use [kahoot](https://www.kahoot.com).

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REVIVING THE LEGENDS: Declamation

Type: Junior Event

No. of Participants: 1 participant

Time Limit: 2 minutes

- Participants will enter the competition as significant characters of their respective kingdoms and address the audience as the character (address issues, give a speech, announce a decision, etc.)
- Each participant shall imitate a famous person of their dynasty in full costume. (For example, Akbar from Mughal Dynasty)
- This will be a live event. However, participants are requested to record a video of their entire Declamation beforehand and submit on the given link.
- No. of props allowed: 2
- Language of Declamation: English

(Famous phrases of different languages related to different dynasties can be used).

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REVIVING THE LEGENDS: Declamation

Rubrics:

- Expression
- Vocabulary
- Costume and props
- Overall Presentation
- Coherence



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FROM DAEDALUS' WORKSHOP: Building Empires

Category: Senior Event

No. of Participants: 3 participants

- Participants are expected to make a well-planned ancient city in Minecraft. The ancient city should reflect upon the ideas and architecture of the empire assigned to the school.
- Usage of any **Seeds/Mods** will lead to direct disqualifications.
- Participants should use **Minecraft version 1.16 or later**. No other version of Minecraft will be accepted.
- The final showcase of the world must be done by either a PPT, (maximum 11 slides)
- A brief description of your world should be submitted in the form of a word file/PDF.
- However, the world also has to be zipped and sent to us with the ppt by **16 October 2021**

Rubrics:

- Depiction of the empire assigned
- Usage of special Minecraft blocks like Redstone, Minecraft Rail, etc.
- Overall planning of the city

NAVFEST

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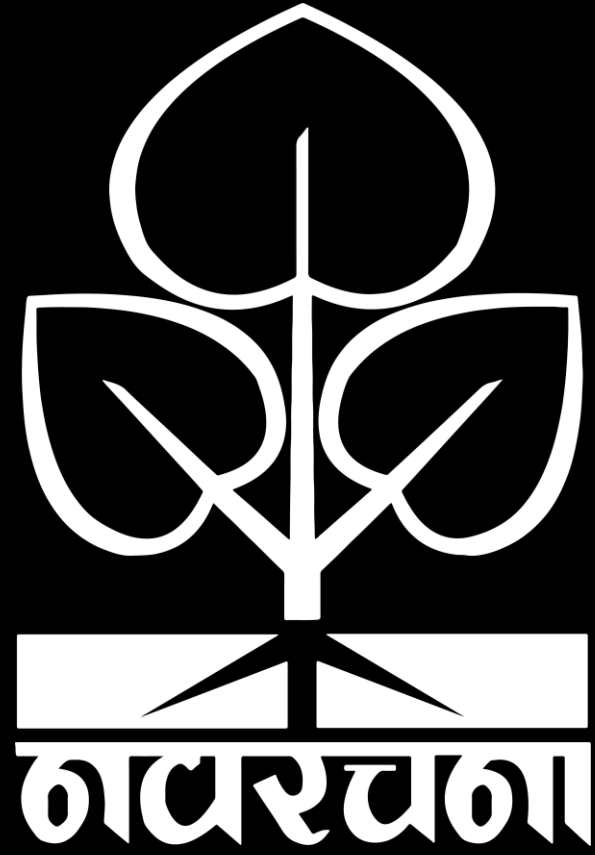
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NAVRACHANA HIGHER SECONDARY SCHOOL PRESENTS



RISE
25th & 26th OCT

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RISE to Infinity & Beyond



RISE 2021



Chase the wind, touch the sky, and hit the Bullseye!
Navrachana School Sama's Pioneer Innovation and Design
Thinking Programme

REFLECT

INNOVATE &
IMPLEMENT

SUSTAIN

EXPRESS



The world is full of thoughts flying past us and millions of words being said. The important question to ask is, "Are we listening?" Many voices that can help the earth attain a sustainable future go unheard, simply because their words get lost in the frenzy of trivial talk. For such voices, RISE IS BACK!

Let your creativity unfurl and pave way for your ground-breaking ideas to hit the **Bullseye**. Get ready to chase the wind and touch the sky, because with RISE 2021 the sky is the limit.

RISE 2021 is a student-led event that aims to provide a platform to the young and talented leaders from across the globe to identify and solve problems around them that they feel most passionate about, in their own unique manner using design thinking and promoting sustainable development to bring about a change.



R - REFLECT- Empathise, Define

I - INNOVATE –Innovate, Ideate

S - SUSTAIN – Implement, Assess, Sustain

E - EXPRESS – Document, Share, Inspire



REFLECT

Rack Your Brain



STEP 1

Empathise with people around you and identify problems they are facing. Define this problem and ideate on it.

STEP 2

Interview the people who have been affected by this problem and gather different viewpoints.

STEP 3

Understand different aspects of this problem, and deliberate.



INNOVATE & IMPLEMENT

Imagine your arrow flying past through obstacles that can enable it to hit the mark!



STEP 1

Brainstorm different solutions to the problems faced, and think of a unique initiative.

STEP 2

Deliberate over various ideas.

STEP 3

Select the most enduring, pragmatic and far-reaching idea that can be practically executed.

STEP 4

Discover ways to implement the idea, while reaching out to the concerned subjects and bringing about a gradual change.



SUSTAIN

**Strive towards producing numerous prototypes
that will help you achieve a fruitful result!**



STEP 1

Be consistent with your efforts and continue to bring about a reform with continuous small changes.

STEP 2

Develop a model on how to ensure that your initiative continues to survive through time and makes a long-term impact.



EXPRESS

**Time to share your story to inspire others
for your ideas to be replicated!**



FINAL STEP

Record your actions by clicking pictures and videos. Share your journey through: A PowerPoint presentation/ short film.



Domains



CREATING ELYSIUM

Building a sustainable planet.

ATTAINING EUDEMONIA

Reaching out to create a healthier community

DOMAINS

ENRICHING EPISTEME

Exploring science and empowering innovation.

ACHIEVING ZEN

Stepping towards human happiness and mental well-being.



Creating Elysium:

Building sustainable planet.

Our Earth, a paradise for all living beings alike, is slowly wilting. We need to act, and act fast.

In view of our growing responsibility towards our planet, this domain invites climate action, ideas and initiatives aimed at tackling climate change and envisioning a sustainable future for preserving and enriching the rapidly diminishing environment.



ATTAINING EUDAEMONIA:

BUILDING A MORE ACCOMODATING SOCEITY

Change in a community stems from the actions of the people belonging to it. Propagating this idea of societal obligation forward, this domain aims to bring forward initiatives focused on working towards liberal mind sets, freeing societies of traditional conventions and seeking to alleviate the weaker and under-privileged factions of our societies.

This domain pushes you to work for the community and strive towards eudemonia.



ENRICHING EPISTEME:

Exploring science and empowering innovation.

We have been a witness to the omnipresence of science and innovation, with it transcending all boundaries in today's world.

So, for curious and talented students to discover their potential this domain invites people with their fresh ideas that can lead to ground-breaking innovations.



ACHIEVING ZEN:

Stepping towards human happiness and well-being.

During these times, stress, anxiety, and depression are major issues that are brimming in the world, and so mental health awareness has quickly gained the centre stage in mainstream consciousness.

This domain includes initiatives aimed at spreading awareness regarding mental health in order to increase the global Happiness Quotient.



RUBRICS:

Rubrics for Unearthing Elysium, Attaining Eudaemonia, Enriching Episteme, and Achieving Zen:

- Application or Design Thinking: Adherence to RISE model (5 points)
- Innovation: How Innovative is your idea/reform/Design/process? (5 points)
- Execution: What tools of execution are used by the teams and how effective were they? (5 points)
- Impact: What is the change that it has brought about in the society and is it sustainable? (5 points)
- Expression: How effectively is the entire process/project showcased? (5 points)



GENERAL RULES:

- ✓ The last date for registration is 15th September 2021.
- ✓ The last date of submission is 30th September 2021.
- ✓ The junior category will include participants from classes 6-8. The senior category will include participants from classes 9-12
- ✓ Each team will consist of 4 members.
- ✓ Visit our [website](#).
- ✓ All presentations must include the depiction of the entire process:
 - Problem Identified
 - Your Innovative solution
 - Implementation of the project
 - Impact
 - Sustainability
 - Evidences of execution of their project



GENERAL RULES:

- **Things to be submitted:**
- **Senior Category**
 - ✓ A 3-minute film in .mp4 format
- **Junior Category**
 - ✓ A PowerPoint Presentation of not more than 10 slides
- Additional materials to be submitted by all categories.
- A high-resolution collage of your team and mentor teacher, featuring your names, your school's name, city, country, and school logo
- A digital poster of the project which explains your project at glance



THE RISE 2021 CHECKLIST

- ✓ Select the right domain for your class category
- ✓ Follow the RISE Model
- ✓ Execute the entire project, creating an impact
- ✓ Do not forget to click pictures and videos, while working, to use it in your film
- ✓ Make a high resolution collage of your team and mentor teacher, featuring your names, your school name, city, country(International), and school logo
- ✓ Create an E-Poster which explains your project at a glance
- ✓ Send it to us on navfestxrise2021@navrachana.edu.in
- ✓ Upload your presentation/movie by 30th September 2021
- ✓ Shoot a video of your explanation of your experience of your participation in RISE 2021(30 seconds in landscape mode)



CONTACT DETAILS:

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