



CROSSROADS 2022

The quest for the finest and most valued treasure of the sea - Poseidon's Trident has begun...

The song has been sung. The call has been sounded. As the Pirate Lords of the backwaters, you have been summoned to the shores of GPS Cove at Crossroads 2022. One amongst you shall emerge the Pirate King - Keeper of the Trident who shall be absolved of all the dreaded curses of the sea. Behold - a fantasy world lies before you - a sight to enchant the eye of any seafarer. But no navigational chart can prepare you for the adventure ahead. For Davy Jones, the Dark Pirate of the Seven seas seeks the Trident for himself.

Do those faded lines denote a lost island? Or a sleeping Kraken? Will these waters hold mysteries or hidden treasure? Only the foolhardy and brave venture into this world. Hoist the sails, grab the steering wheel, follow the rules of the GPS seas, take on challenging tasks, sail through free waters and golden opportunities in your search for The Trident

As you scan the high seas, be sure to gather precious tokens at every surge and crest to enable you to seek what your heart desires- the title of Pirate King. Your success in overcoming all odds, will require your crew to navigate through 3 Rounds in order to claim the Trident.



Round 1: Hoist the Colours (Adjust your sails to any 5 out of 7)

- The Brethren Court
- Shipwreck Cove
- Awaken the Kraken
- A Journey to Immortality
- Isla Cruces
- The Jar of Dirt
- Quest for the Treasure of Cortes



Round 2: Into the Unknown Waters (Choose two amongst three)

- Stranger Tides
- En Route to the Chalice
- Calypso's Reef



Round 3: World's End (All Pirate Lords shall travel to World's End)



Round 1: Hoist the Colours (Adjust your sails to any 5 out of 7)



The Brethren Court

Ahoy! Thé pirates who arrived before you at the GPS Cove , looted the land, pillaged the heritage sites and created havoc. Your Captain gets arrested by the wary guards at the GPS shore. So, batten down the hatches and all hand hoy! Through a trial, let's find out if you can remain on the shore or not. Send in your best lawyers to defend the captain and seal the deal to continue your quest.

- **Guidelines:** The pirate lawyers will be given a copy of the chargesheet and a law book containing rules of GPS Vox Populi: The voice of the people. In Level A , the lawyers are required to go through the rule book, and find loopholes and provisions that allow your crew to remain on the shore and prepare an argument note. In Level B , the captain will present the argument. Each round will be on the spot.
- **Criteria:** Will your lawyers win tokens for their legal reasoning, problem solving and eloquent communication skills?
- **No.of Participants:** Team of 2
- **Time:** Level A- 1 Hour. Level B-15 minutes each

Teacher-in-charge: Ms Nijo Biju

Phone number: 7025109475



Shipwreck Cove

How creative are the craftsmen aboard your ship?

- **Guidelines:** Their creative skills will be put to test as they will be called upon to create a three-dimensional model arranged against a painting within a size of 18x24x24 inches on the day they dock at the GPS Harbour. In Level A, your craftsmen are required to create the model out of **used cardboard** and impress all with a painting in Level B. (The craftsmen will need to bring cardboard, appropriate colours (Acrylic), paint brushes, palettes and containers). The harbour master will provide them with the canvas and other stationery materials to showcase their work.
- **Criteria:** Precious tokens will be awarded for their technical skills, quality of work, demonstration of details and ideas of the concept, relevance to the topic and overall presentation skills.
- **No.of Participants:** Team of 3 (Two to create the model. One for painting.)
- **Time:** 3 Hours

Teacher-in-charge: Mr. Basil Baby

Phone number: 919911074071



Awaken the Kraken

Let science be your guide as you and your mates attempt to “Awaken the Kraken” .

- **Guidelines:** Let your vast knowledge lead you in three levels across the treacherous seas and onwards in raiding the infamous Queen Anne’s Revenge, locating Sea Serpent’s Fang and finding The Mermaid’s Conch in your quest to secure the trident of Poseidon.
- **Criteria:** Your mates will be rewarded with tokens should they possess a thorough knowledge about the Pirates of the Caribbean series and have problem solving skills and an in-depth understanding about the scientific concepts of grades 9-12.
- **No.of Participants:** A team of 2 (one member from Grades 9-10 and one from Grades 11-12).
- **Time:** 2 Hours.

Teacher-in-charge: Ms. Sharon Agnes

Phone number: 8075337176



A Journey to Immortality

Join the walking dead Pirate Black Beard on a journey to find the Fountain of Youth, the key to eternal life and all you got on your side are your Nakama (comrades) and your impeccable Mathematical Prowess!

- **Guidelines:** Your first task (Level A) would be to locate the Fountain of Youth through a set of puzzles and reasoning type questions. Your skill here will give you the venue of the second task. Should you fail to complete this task, a clue will be provided regarding the whereabouts of Task 2. With all vying to get their hands on the Fountain of Youth, obtaining it will assess your mettle in the second task (Level B). The Quiz in Level B will test your mathematical abilities and your performance will determine who has the last laugh.
- **Criteria:** Your comrades’ overall performances in Level A and Level B will determine the tokens you receive.
- **No.of Participants:** Team of 4. (Level A: 4, Level B: any 2 from the 4)
- **Time:** 1 Hour 30 minutes.

Level A

Teacher-in-charge: Ms. Nithu Babu

Phone number: 919562377394

Level B

Teacher-in-charge: Ms. Athulya Soman

Phone number: 919074644161



Isla Cruces

Captain Jack Sparrow seeks the Dead Man's Chest, in order to avoid being enslaved by Davy Jones. He needs your help in finding the chest by cracking the clues using your excellent language skills

- **Guidelines:** Your mission in Level A would be to go on a treasure hunt by solving the clues given in Hindi. A screenplay writing and presentation in Malayalam would be the task in Level B.
- **Criteria:** As a Pirate Lord who has travelled the seas, you and your crew should be well-versed in Hindi and Malayalam in order to gain tokens.
- **No. of Participants:** 2 for Level A and 2 for Level B
- **Time:** 2 hours

Teacher-in-charge: Ms. Gayathri Manoj
Phone number: 8422999934



The Jar of Dirt

A Jar of dirt was given to Jack Sparrow to protect himself against Davy Jones. Create your own version of The Jar Of Dirt.

- **Guidelines:** The cooks onboard your ship are required to whip up a savoury dish which resembles a dessert but has the characteristics of a main course. A surprise element will be provided onboard the ship. Usage of pre-cooked, pre-prepared and processed food is not allowed. The cooks must bring their utensils and serving dish (mason jar).
- **Criteria:** Will the taste, creativity and presentation of their dish earn them the much sought-after tokens?
- **No. of Participants:** Team of 2.
- **Time:** 2 Hours.

Teacher-in-charge: Ms. Sumi.S. Menon
Phone number: 9642210001



Quest for the Treasure of Cortes

Aye Aye Captain! Build your ship, gather your crew and as the song plays out, set sail on a dashing hunt for the Treasure of Cortés.

- **Guidelines:** Your crew should bring their own laptop(s), an Arduino installed smart phone and headphones. One amongst your crew should be musically inclined to create the music given. At least two should have knowledge in building Arduino bot and Arduino IDE coding with sensors.
- **Criteria:** Will your crew of tech whizzes help you in the hunt for the treasure and stake your claim for the tokens?
- **No.of Participants:** Team of 3 - 4
- **Time:** 3 Hours

Teacher-in-charge: Ms. Divya Divakar

Phone number: 9745308775



Round 2: Into the Unknown Waters (Choose 2 out of 3)



Stranger Tides

A man runs the risk of ship wreck if he travels unknown waters. Treasure awaits those who are willing to dive into uncharted waters using their wits and valour.

- **Guidelines:** In Level A, you will be required to undertake a quiz that tests your in-depth knowledge of the water bodies and islands around the world. Push yourself in Level B and take on challenging tasks in physical activities, which include running, jumping and swimming. One among you must carry a swimming kit.
- **Criteria:** The tokens are yours if you complete the event in the least amount of time.
- **No. of Participants:** Team of 4
- **Time:** 3 hours

Level A

Teacher-in-charge: Ms. Chinju Gagarin

Phone number: 919496165149

Level B

Teacher-in-charge: Ms. Asha Thankachan

Phone number: 919946758466



En Route to the Chalices

Feast your eyes upon this, mateys

Garner your creative skills.

Engineer your minds to manoeuvre towards the ultimate destiny - Aqua da Vida

Enthral the audience with your persuasive skills whence launching the widget.

- **Guidelines:** While embarking on a quest for the Aqua de Vida, your sailors are required to pick a docket from the magical tool box and design a widget using cues from the token. The sailor who is good at drawing/sketching must illustrate their invention (stationery will be provided). The sailors will don the role of any 2 characters in the movie series 'The Pirates of the Caribbean' as they reveal the by-product through an enactment.
- **Criteria:** Sail through the two levels with your brilliant costumes, presentation skills, clarity of thought, innovative idea, team coordination and expression to claim the tokens.
- **No. of Participants:** Team of 2
- **Time:** 1 Hour 30 minutes for preparation, 3-5 minutes for performance

Teacher-in-charge: Ms. Pushya Xavier

Phone number: 9745535631



Calypso's Reef

The oceans are dying.

The mythical sea creatures come together to offer a trinket to Calypso as a token of their love and deep desire to live safely and pollution free under the waters.

- **Guidelines:** In Level A, you will be called upon to create a 3-dimensional prop which would be presented by the mythical creature of your choice (a mystery box containing eco-friendly material for the prop will be provided).
As a crusader for their cause, your task in Level B is to design an outfit for this mythical creature. You are required to bring all the materials for this. No electronic gadgets allowed. Reference pictures can be brought. No pre-stitched fabrics or use of sewing machines will be permitted.
The mythical creatures may wear a black Tee and tights under the costume. Drawing materials, Acrylic colours, glue, base materials, if needed, should be brought by your designers.. In Level C, all mythical creatures will be called on the ramp to present themselves to Calypso. In Level D, you will be required to explain your creative designs in a question and answer session.
The music should be brought in a pen-drive in MP3 format, a copy of which should be shared 3 days prior to the event.
- **Criteria:** The tokens are yours if you can convince Calypso with the originality of your idea, relevance of the design to the selected sea creature, creativity and neatness in both craft and costume. Can she be swayed by your explanation of the costume and the mythical creatures' poise and confidence in the ramp walk?
- **No. of Participants:** 2 for prop, a team of 1 model and 4 designers.
- **Time:** 4 hours for preparation, 2 minutes for modelling and 3 minutes for Q&A.

Level A

Teacher-in-charge: Mr.Satheesh Pai

Phone number: 9074200671

Level B,C,D

Teacher-in-charge: Ms. Elizabeth Varghese

Phone number: 9446086702



Round 3. World's End (All Pirate Lords shall travel to World's End)

Gather your tokens, assemble a crew.

Sail to the end where the treasure lies true.

It's time you told us of your swashbuckling adventure

Through song, through dance and some actors for good measure.

Guidelines: Your task is to stage an original musical that will compel Calypso to reveal the whereabouts of the precious Trident.

- The crew must include Calypso, any pirate lord from the Brethren Court and Davy Jones.
- A live song and dance performance is a requisite. Either separately or together.
- One member in your crew must don the role of a character unbeknownst to you.
- Two other surprise elements await you 3 hours prior to performance.
- The music should be brought in a pen-drive in MP3 format, a copy of which should be shared 3 days prior to the event.

Criteria: Could your creative plot, acting prowess, dance choreography, singing capabilities and overall presentation pave the way for the treasure?

Maximum no of participants: 16

Time: You will be given 3 hours for preparation. Your task must be completed in 7 minutes for planned performance, 2 minutes for incorporating the surprise elements and 3 minutes for setting.

Teacher-in-charge: Ms. Lovely Varughese

Phone number: 9544995722



Your quest at World's End might reveal the Trident to you
However, pay heed as that alone will not do.

The tokens you've gathered must also be of worthy yield
Should you succeed, the glorious trident is yours to wield.
Remember to take what you can and leave nothing behind,
Above all the fondest memories to treasure in heart and mind.

'Brave Uncharted Waters...'