



Gnan Srishti School



Years

of Excellence

Gnan Srishti School of Excellence

Inter~ School Event

HEPT – TIDE

A Student Body Initiative

Gnan Srishti, celebrating its 15 year anniversary, proudly presents its first ever interschool extravaganza for students from Grade IX - XII, HEPT – Tide, a premier platform crafted to unveil the multifaceted talents of students from literature to art to science. This exceptional event promises a series of unique, challenging, and exhilarating competitions designed to nurture healthy competition, cultivate teamwork, and promote sportsmanship. It also offers a splendid opportunity for students to forge meaningful connections with peers from other institutions. Moreover, HEPT – Tide inspires participants to showcase their creativity, ingenuity, and unconventional thinking.

LIST OF EVENTS

Clash of Minds

Debate

Sonic Symphony

Song Making

Scientris

Tetris with Science

Design Dash

Designer's Shark Tank

Canvas Conspiracy

Swap Art

Logo Legends

Logo Making

Velocitas

Rubix Cube

IMPORTANT DATES

Registrations Open: 30th Sept, '24

Registrations Close: 11th Nov, '24

Event Date: 22nd Nov, '24

MEMBERS

Yashwanth P

Bhuvana M

Bhoomi

ORGANIZING COMMITTEE

HEADS OF EVENTS

Debate: Hitesh, Khushi, Tejesh

Song Making: Anjana, Sri Dhanya, Yazhini

Tetris: Yashwanth, Shukti

Logo Making: Bhuvana, Sanvi

Swap Art: Laya, Amrutha, Midhilan

Shark Tank: Bhoomi, Prakruthi, Nitya

Rubix Cube: Vikram, Rahul

HEADS OF MANAGEMENT

Registration: Khushi, Shukti

Promotion: Sanvi, Anjana, Yashwanth

Communications: Yashwanth, Laya

Design: Bhoomi, Bhuvana, Sri Dhanya

Co-ordinators: Bhuvana, Vikram, Rahul

Procurement: Bhoomi, Vikram, Rahul

Check: Bindu, Laya, Anjana

VOLUNTEERS

REGISTRATION STARTS ON 22/7/24

VISION

The objective is to foster teamwork, co-ordination and mutual respect among students. We aim to fill a gap in interschool events – Unique Skill-Based Competitions. Additionally, it encourages innovation and creativity. We hope to set a high standard for GSSE's future events, and set an example for our juniors.

SCHOOLS TO BE INVITED

- Amaatra
- NPS HSR
- JSS
- DPS East
- Bethany
- Baldwin's girls
- Baldwin's boys
- Greenwood Sarjapur
- TCIS
- Euro school HSR
- Lawrence
- Kumarans
- St. Francis
- Harvest
- Freedom
- Orchids Sarjapur
- Christ Academy
- VIBGYOR HSR
- NPS Sarjapur
- Norte dame Academy
- VIBGYOR Harlur
- Indus International
- Oakridge
- TRIO
- Presidency
- International School
Bangalore
- GEAR

AGENDA

- 7:00 a.m. – HoEs, HoMs, & Volunteers arrive
- 8:45 a.m. – Students start arriving; Attendance; Home Rooms Assigned
- 9:00 – 9:30 a.m. – Sponsors, Inauguration, Debate Topics Announced
- 9:30 – 9:50 a.m. – Students [except Debate] move to venues
- 10:00 a.m. – Logo M. R1 Topic Announced, Debate Starts
Tetris & Rubix Cube R1 Commences
Final Prep for Shark Tank Pitchers
- 10:30 a.m. – Logo M. R1 & Shark Tank Start
Topics for Song M. Announced
- 11:00 a.m. – Swap Art Theme Announced & Starts
- 11:30 a.m. – Logo M. R1, Rubix Cube R1 ends
- 12:00 p.m. – Debate Ends, Logo M. R1 Results, R2 Topics Announced, Cubing R2 begins
Song M. singing starts, Refreshments start
- 12:15 p.m. – Shark Tank Break, Tetris R1 Ends
- 12:30 p.m. – Swap Art Ends
- 12:45 p.m. – Shark Tank, Tetris R2 Resumes, Song M. Break
Debate R2 Topics Announced, Logo M. R2 Begins
- 1:00 p.m. – Song M. Resumes, Rubix Cube R2 ends
- 1:30 p.m. – Song M. Ends, Debate Resumes
- 1:45 p.m. – Logo M. R2 Ends
- 2:15 p.m. – Debate, Tetris R2, Shark Tank Ends
- 2:30 p.m. – Everyone Returns to Main Ground
- 2:30 – 3:00 p.m. – Closing & Award Ceremony
- 3:00 p.m. – Guest Students Dispersal
- 3:45 p.m. – GSSE Volunteers, Participants & Staff Dispersal

DETAILED AGENDA

OPENING CEREMONY

Time	Agenda
9:00 – 9:10 a.m.	Welcome Speech & Inaugural Performance
9:10 – 9:20 a.m.	Sponsor's Panel
9:20-9:30p.m.	General Instructions

DEBATE – Main Stage

Time	Agenda
9:30 a.m.	Topics announced, preparation begins
10:00 a.m.	Debate Round 1 starts
12:00 p.m.	Debate Round 1 ends LUNCH
12:45 – 1:00 p.m.	Debate Round 2 selections, teams & topic announced
1:30 p.m.	Debate Round 2 starts
2:15 p.m.	Debate Round 2 ends

DESIGNER'S SHARK TANK – Auditorium

Time	Agenda
10:00 a.m.	Final preparation time starts
10:30 a.m.	Pitches start
12:15 p.m.	Break commences LUNCH
12:45 p.m.	Pitches resume
2:15 p.m.	Pitches end

TETRIS WITH SCIENCE – Meeting Hall

Time	Agenda
10:00 a.m.	Rules briefing
10:15 a.m.	Game Round 1 starts
12:15 p.m.	Game Round 1 ends LUNCH
12:45 p.m.	Game Round 2 starts
2:15 p.m.	Game Round 2 ends

SONG MAKING – Main Ground + H Rooms

Time	Agenda
10:30 a.m.	Rooms, & songs assigned; preparation starts
12:00 a.m.	Singing starts
1:30 p.m.	Singing ends

SWAP ART – VII A & VII B

Time	Agenda
10:00 a.m.	Rules briefing
10:30 a.m.	Set up art supplies; provide paper
11:00 a.m.	Swap Art starts
12:30 p.m.	Swap Art ends
1:00 p.m.	Wrap Up
LUNCH	

LOGO MAKING – VII C & Computer Lab

Time	Agenda
10:00 a.m.	Topics announced for Round 1
10:30 a.m.	Round 1 starts
11:30 a.m.	Round 1 ends
12:00 p.m.	Round 2 topics announced
LUNCH	
12:45 p.m.	Round 2 starts
1:45 p.m.	Round 2 end

RUBIX CUBE – Art Room

Time	Agenda
10:00 -11:30 a.m.	Round 1
12:00 a.m.-1:00p.m.	Round 2
LUNCH	

DETAILS

TETRIS WITH SCIENCE

Rules:

1. The event will consist of 2 rounds.
2. Each team consists of 3 students. Each team must have at least one person from Grade 8 – 10.
3. A real Tetris board will be placed in the center of the room.
4. Four types of blocks can be added in the game.
5. The orientation may be changed but the block has to be vertically dropped.
6. Four decks of cards are present, each deck corresponding to a particular block, and difficulty.
7. Teams will take turns choosing a deck and the question in the topmost card must be answered.
8. If answered right, they may place a block and score +5, else they score -5.
9. The team to place the last block and clear a row gets +100 pts.
10. Some BONUS cards will be in random positions through the deck, which a team if answered right, gets a power up, else gets -10pts.
11. The game will continue for 2 hours.
12. The 7 teams with most points advance to Round 2.
13. Round 2 will have the same rules, but will be comparatively harder, and will be for 90 minutes.
14. Round 2 will be a buzzer – based round, where the first team to buzz gets the chance to answer, and the second team to buzz can answer if the first team gets it wrong.
15. If there is a tie, the points of the first round will be considered.

Quiz Masters: Ms. Romila, Ms. Pavithra

LOGO MAKING

Rules:

1. The event will consist of 2 rounds.
2. Each team consists of 3 students.
3. An ironical, mad-ad like product will be given, for whose branding a logo must be developed.
4. The 1st round will be on paper. Students may use any medium.
5. 7 Students will qualify for the next round.
6. The 2nd round will be digital in _____ app.
7. Instructions to use the app will be shared soon.
8. The 2nd round will be held on the school computers.
9. Graphic Tablets are NOT ALLOWED.

Judges: Ms. Kavitha T, Ms. Yameni

Judging Criteria: Appeal, Colour Scheme, Recognisability, Inference of Product

RUBIX CUBE

Rules:

1. This event will consist of 2 rounds.
2. It is an individual event.
3. All students will be provided the same Rubix Cube.
4. For the first round, you will have to solve a cube. All standard rules are followed. Top 10 students move to the next round.
5. Everyone will have to create a shown design on one face of the rubix cube from a scrambled state. The fastest to do so wins.
6. Everyone will get the same pattern.
7. The participants will not bring their own Rubix Cubes. This is to ensure no unfair advantage exists.

SONG MAKING

Rules:

1. Each team consists of 3 students.
2. All teams will be given a particular theme.
3. Each team will draw a particular song from the registration desk.
4. Contestants should use the same tune and rhyme scheme, but should develop new lyrics, sing it, and provide a written copy of the new lyrics to the judges.
5. Each team will be provided a space to prepare. No headphones required.
6. Each student should bring one mobile phone to listen to the lyrics of the song. A hardcopy of original lyrics will be provided by the HEPT – Tide team.

Judges: Ms. Anupama, Ms. Ananya

Judging Criteria: Compatibility of Lyrics, Singing, Meaningfulness, Uniqueness, Understandability

DESIGNER'S SHARK TANK

Rules:

1. Each team will consist of 4 members.
2. Each team will have to make a fashion accessory that is also useful in daily life. For Example: a purse with a cup holder.
3. Teams will have to pitch their product to a panel of judges.
4. Teams will be allowed to show presentations, bring posters, etc.
5. Team will have to email any presentation to our email, by 3:00 p.m. on 21st November, 2024.
6. A functioning product is a MUST. No images or virtual recreations will be accepted.

7. Students will be given 30 minutes to prepare for their presentations on the day of the event.

Sharks: Ms. Harini, Ms. Sanjana, Ms. Vinitha P B

Judging Criteria: Product Innovation, Practicality, Pitch Material, Pitch, Answers to Questions

DEBATE

Rules:

1. The event is an individual event.
2. In the first round, students will be allowed to choose for or against a particular topic shared on the day.
3. Students will be given 30 minutes to prepare for first round.
4. Students will have to raise points, and debate along with the other who chose the same side. Judging will be individual, point based.
5. Time Limits will be followed very strictly. Participants will have to stop and handover the microphone as soon as they are asked to by the judge.
6. 8 Students with the highest points go to the second round.
7. Students should split themselves into 2 groups.
8. The teams will choose their side based on a coin toss.
9. Round 2 topic will not be the same as Round 1.
10. In the second round, students have to work with their chosen teammates. The team will choose their side based on a coin toss.

Judges: Ms. Titas Dey, Ms. Eshani

Judging Criteria: Clarity, Accuracy/Facts, Strong Oration, Confidence, Adherence to Time Limit

SWAP ART

Rules:

1. Each team consists of 2 students.
2. Any medium may be used.
3. Member 1 from each team will sit in Room 1, and Member 2 from each team will sit in Room 2.
4. Different themes will be given to Rooms 1 & 2.
5. Room 2 will not know the theme of Room 1 & vice-versa.
6. Both Rooms will start drawing/painting at the same time.
7. At 15 minute intervals, the artwork of Member 1 will go to Member 2 & vice-versa.
8. It is the other member's job to figure out the theme and continue the art.
9. This will continue for 90 minutes i.e., swap will occur 5 times.
10. Teams are not allowed to communicate in the duration of the contest. Any teams found to indulge in malpractice will be disqualified.

Judges: Ms. Prabasini, Ms. Udaya

Judging Criteria: Adherence to Theme, Creativity, Neatness, Choice of Elements, Consistent Style

TIMELINE

22nd July – Volunteer Registration

24th July – Email Sponsors

29th July – Final Event Plan

10th August – Finalizing Sponsors, Judges, Sharks & QMs Informed, Tetris Questions Committee Formed

21st August – Final Promotional Material and Website, Inaugural Performance Preparation Starts, Decoration Planning

31st August – Order Prizes

15th September – Final Logistics, including catering, stage set – up, banners; Promotion Starts

30th September – Registration opens, Invite Schools

21st October – Order Banners, Materials for Decoration

11th November – Start Decorations, Registration Ends, Final Order to Catering, Formally Declare Holiday

18th November – Final Briefing with OC, HoEs & Volunteers, Checks

21st November – Stage Set-Up

22nd November – HEPT-Tide

CHECKLIST

It will be the Heads' of Check duty to ensure the work is happening on time in accordance to the Checklist and Timeline and inform the coordinators in case of anything doesn't go according to plan.

AUGUST – OCTOBER

<input type="checkbox"/> Sponsors Emailed	Communications
<input type="checkbox"/> Event Plan Finalized	Organizing Com.
<input type="checkbox"/> Volunteers, and Heads informed about the Plan	Organizing Com.
<input type="checkbox"/> Tetris Questions + Cards + Board Made	Tetris
<input type="checkbox"/> Judges Informed, and Judging Criteria Finalized	Organizing Com.
<input type="checkbox"/> Website Created and Tested	Promotion & Registrations
<input type="checkbox"/> Glass Painting Money Raised	
<input type="checkbox"/> Sponsors Found	Communications
<input type="checkbox"/> Website live	Registrations
<input type="checkbox"/> Promotional Material and Account Made	Promotions
<input type="checkbox"/> Budget and Financials Planned	HoMs and HoEs
<input type="checkbox"/> Logistics, Suppliers Contacted and Finalized	Organizing Com. & HoMs
<input type="checkbox"/> Prizes Bought and Checked	Procurement & Check
<input type="checkbox"/> Sponsorship Brochure Made	Promotion & Design
<input type="checkbox"/> Registration Brochure	Promotion & Design
<input type="checkbox"/> Invitations Sent to Schools and Registration is Live	Registrations
<input type="checkbox"/> Decorations Planned	Design
<input type="checkbox"/> Inaugural Performance Students selected and Prepared	HoMs
<input type="checkbox"/> Welcome Speech + Quote of Thanks Students Selected and Prepared	HoMs
<input type="checkbox"/> Materials for Decoration, Banners Bought	Procurement

NOVEMBER

<input type="checkbox"/> Registration No.s give to Organizing Committee	Registrations
<input type="checkbox"/> Final Registration List Sent to Schools	Registrations
<input type="checkbox"/> Tables for Debate, Judges' Tables	Debate
<input type="checkbox"/> Registration Desk and Entry Set up and Decorated	Design
<input type="checkbox"/> Auditorium Stage for Shark Tank	Shark Tank
<input type="checkbox"/> Presentation uploaded	Shark Tank
<input type="checkbox"/> Tables in Meeting Hall with the board in the center	Tetris
<input type="checkbox"/> Art Stations for Swap Art with water in cups	Swap Art
<input type="checkbox"/> Art Stations for Logo Making	Logo Making
<input type="checkbox"/> Computer Lab with Software for Logo Making	Logo Making
<input type="checkbox"/> Speakers Set up in Meeting Rooms, Main Stage & Auditorium	Individual Heads
<input type="checkbox"/> Debate + Logo Making + Swap Art + Song Making Theme/Topic Decided	HoEs + Organizing Com.
<input type="checkbox"/> Washroom Banner Put Up	Design
<input type="checkbox"/> Competition names written on Chart	Design
<input type="checkbox"/> Banners put to guide students to rooms	Design
<input type="checkbox"/> Catering/Lunch Spot Set Up	Volunteers
<input type="checkbox"/> Catering Ordered	Organizing Com.
<input type="checkbox"/> Dustbins set up with Dry/Wet Markings	
<input type="checkbox"/> Student's names written on the Certificates	Registrations
<input type="checkbox"/> Decorations put up at each spot	Design
<input type="checkbox"/> Lectern Decoration Made	Design
<input type="checkbox"/> Microphones set up	Individual Heads
<input type="checkbox"/> Songs Decided and Written in paper	Song Making

FINANCIALS

TO BE PLANNED AFTER A COMMITTED
SPONSORSHIP OFFER RECEIVED
ESTIMATED Rs. 20,000

PROBABLE SPONSORS

support@triotech.co.in

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