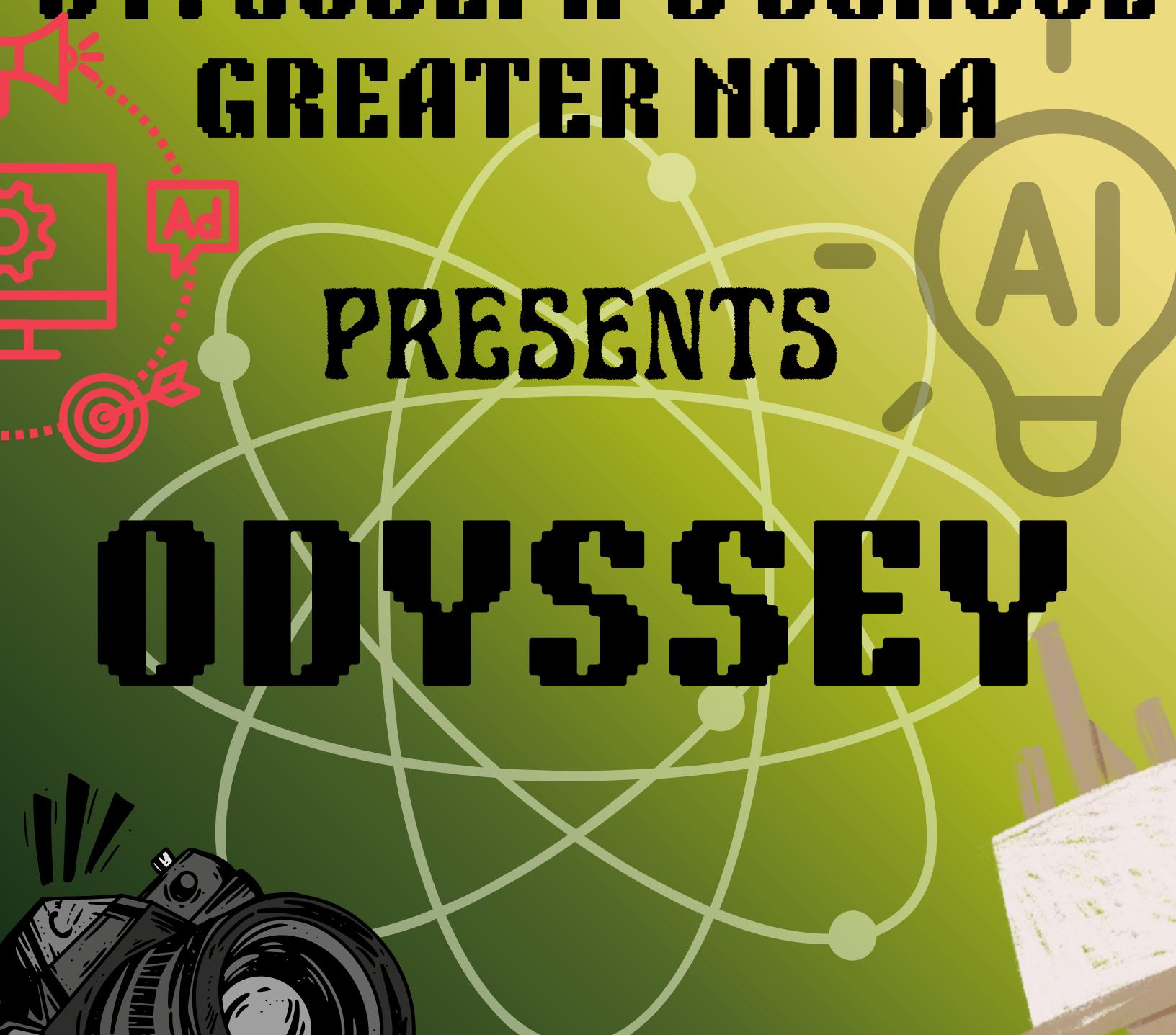


# ST. JOSEPH'S SCHOOL GREATER NOIDA

PRESENTS

# ODYSSEY



# ST. JOSEPH'S SCHOOL GREATER NOIDA

## ABOUT OUR SCHOOL

ST. JOSEPH'S SCHOOL, GREATER NOIDA WAS ESTABLISHED IN 2000 BY THE ROMAN CATHOLIC DIOCESE OF AGRA EDUCATION SOCIETY AS A CHRISTIAN MINORITY INSTITUTION. THOUGH IT ADMITS STUDENTS FROM ALL COMMUNITIES. THE GREATER NOIDA DEVELOPMENT AUTHORITY ALLOTTED THE LAND IN 1993. AND CONSTRUCTION OF THE FIRST PHASE BEGAN IN 1995. BY MARCH 2000, THE SCHOOL BUILDING WAS READY. AND ON 19 MARCH 2000 (PATRONS DAY) THE "MILLENNIUM PROJECT" WAS INAUGURATED. THE FIRST ACADEMIC SESSION WAS FORMALLY OPENED ON 8 APRIL 2000 BY DISTRICT MAGISTRATE MR. DEEPAK KUMAR, IAS.

AFFILIATED TO THE COUNCIL FOR THE INDIAN SCHOOL CERTIFICATE EXAMINATIONS (CISCE), THE SCHOOL FOLLOWS THE ICSE/ISC CURRICULUM AND FUNCTIONS AS A CO-EDUCATIONAL SENIOR SECONDARY INSTITUTION. GUIDED BY ITS MOTTO "TO WORK AND SERVE IN LOVE", ST. JOSEPH'S HAS STEADILY GROWN INTO ONE OF GREATER NOIDA'S LEADING SCHOOLS, KNOWN FOR ITS FOCUS ON BOTH ACADEMICS AND ALL-ROUND DEVELOPMENT. OVER THE YEARS, IT HAS BUILT A STRONG REPUTATION FOR QUALITY EDUCATION AND HOLISTIC VALUES, SERVING THE COMMUNITY FOR NEARLY 25 YEAR

## ABOUT THIS EVENT

REV. FR. JIPSON PALATTY  
PRINCIPAL  
ST. JOSEPH'S SCHOOL, GREATER NOIDA

# BLIND STROKES

## (DUO CHALLENGE EDITION)

### OVERVIEW

A FUN AND CREATIVE ART CHALLENGE WHERE TEAMWORK, TRUST, AND COMMUNICATION DECIDE SUCCESS.

### PARTICIPATION DETAILS

- ELIGIBILITY:
  - GROUP A: CLASSES 6–8
  - GROUP B: CLASSES 9–12
- TEAM SIZE: 2 STUDENTS (DUO ONLY)
- DURATION: 35 MINUTES PER ROUND

### EVALUATION CRITERIA:

- CREATIVITY
- TEAM COMMUNICATION AND EFFORTS
- INTERPRETATION OF THEME



### INSTRUCTIONS

1. ONE PARTICIPANT WEARS A BLINDFOLD, THE OTHER GUIDES VERBALLY.
2. SWITCH ROLES ARE NOT ALLOWED DURING THE ROUND.
3. USE ONLY PROVIDED MATERIALS (A3 SHEET, PENCILS, SKETCH PENS, COLORS).
4. IN THE FINAL 7 MINUTES, BLINDFOLDS WILL BE REMOVED, AND THE ARTISTS WILL GET A CHANCE TO SPEED-RUN THROUGH THEIR ARTWORK, GIVING IT THE FINISHING TOUCHES. REMOVING BLINDFOLD BEFORE THE GIVEN TIME WILL RESULT IN DISQUALIFICATION.

**(FIRST-COME,  
FIRST-SERVED)**

**STUDENT  
INCHARGE**  
DAKSH SHARMA  
&  
NUTAN BAGHEL

**TEACHER  
INCHARGE**  
MS. GEETA  
CHAUDHARY

# CINEAURA

## OVERVIEW

CINEAURA IS A VIDEOGRAPHY CONTEST WHERE PARTICIPANTS CREATE A SHORT TEASER FILM ON THE THEME “OUR SCHOOL TEASER.”

## PARTICIPATION DETAILS

- ELIGIBILITY: CLASSES 8 – 12
- TEAM SIZE: UP TO 3 MEMBERS
- MAXIMUM ENTRIES: 10 TEAMS
- VIDEO DURATION: UP TO 1.5 MINUTES
- TIME LIMIT: 2 HOURS (SHOOTING + EDITING)

(FIRST-COME,  
FIRST-SERVED)

TEACHER  
INCHARGE



MS. FARAH SAMAR

STUDENT  
INCHARGE

ATHARVA SRIVASTAVA



## INSTRUCTIONS

- BANDS MUST BRING THEIR OWN INSTRUMENTS AND ANY ADDITIONAL EQUIPMENT.
- MICROPHONES AND DRUMS WILL BE PROVIDED.
- SETUP AND CLEARANCE MUST BE COMPLETED WITHIN THE 7-MINUTE WINDOW.
- EXCEEDING THE TIME LIMIT WILL RESULT IN MARK DEDUCTION.



## EVALUATION CRITERIA:

- COORDINATION & SYNCHRONIZATION
- THEME & CREATIVITY
- VOCALS & PITCH
- TIME MANAGEMENT

# SINFONIA

## 🔍 OVERVIEW

SINFONIA IS A LIVE BAND COMPETITION WHERE SCHOOL TEAMS SHOWCASE INSTRUMENTAL AND VOCAL TALENT WITHIN A FIXED TIME.

## 📋 PARTICIPATION DETAILS

- TEAM SIZE: MAX 6-7
- ELIGIBILITY: OPEN TO SCHOOL BANDS (CLASSES 8 – 12)
- TOTAL BANDS ALLOWED: 8
- PERFORMANCE TIME: 8 MINUTES + 7 MINUTES SETUP/CLEARANCE (15 MINUTES TOTAL PER BAND)

(FIRST-COME,  
FIRST-SERVED)

## TEACHER INCHARGE

MR. ARPIT VINOY

&

MS. BHAVNA YADAV

## 📢 INSTRUCTIONS

- THE SONG SHOULD BE CLEAR AND MEANINGFUL.
- YOU CAN SING WITH AN ACCOMPANIMENT (SUCH AS AN INSTRUMENT, INSTRUMENTAL TRACK, OR A BACKING TRACK).
- VIDEOS CAN BE POSTED ONLY FROM 29<sup>TH</sup> MAY TO 31<sup>ST</sup> MAY, 2025
- USE ONLY HINDI LANGUAGE

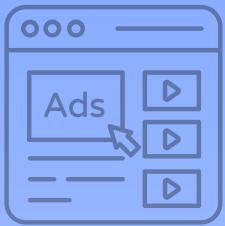
## ⌚ EVALUATION CRITERIA:

- COORDINATION & SYNCHRONIZATION
- THEME & CREATIVITY
- VOCALS & PITCH
- TIME MANAGEMENT

## STUDENT INCHARGE

NAITIK CHOKKER

# AD-MAD SHOW



## OVERVIEW

AD-MAD IS A CREATIVE ADVERTISING COMPETITION WHERE TEAMS ARE GIVEN A RANDOM PRODUCT ON THE SPOT. THEY MUST PREPARE A SHORT MOCK ADVERTISEMENT — USING SKITS, TAGLINES, OR JINGLES — AND PRESENT IT WITHIN THE GIVEN TIME.



## PARTICIPATION DETAILS

- TEAM SIZE: 3–4 MEMBERS
- PREPARATION TIME: 45 MINUTES (AFTER PRODUCT REVEAL)
- PRESENTATION TIME: 2–4 MINUTES



**(FIRST-COME,  
FIRST-SERVED)**

## INSTRUCTIONS

- PRODUCTS ARE ASSIGNED THROUGH CHITS ON THE SPOT.
- TEAMS MUST PRESENT A SKIT/DRAMA WITH BRAND NAME, TAGLINE, OR JINGLE.
- MAXIMUM PERFORMANCE TIME IS 4 MINUTES.
- CONTENT MUST BE ORIGINAL, CLEAN, AND SCHOOL-APPROPRIATE.
- NO EXTRA PREPARATION TIME WILL BE GIVEN.



## EVALUATION CRITERIA

- CREATIVITY & ORIGINALITY
- HUMOR & ENTERTAINMENT VALUE
- CLARITY OF MESSAGE
- ACTING & COORDINATION
- OVERALL IMPACT

## TEACHER INCHARGE

MS. PRABHA TYAGI  
&

MS. SHARMISTHA ROY

## STUDENT INCHARGE

SUSHANT SAINI

# THE FINAL

CRIME SCENE

CRIME SCENE



# CLUE

(CRIME MYSTERY CHALLENGE)

## OVERVIEW

AN INTERACTIVE DETECTIVE CHALLENGE WHERE TEAMS INVESTIGATE A STAGED MISSING PERSON CASE. BY ROTATING THROUGH DIFFERENT "CRIME SCENES," THEY MUST COLLECT CLUES AND PIECE TOGETHER THE CULPRIT, MOTIVE, AND KEY EVIDENCE.



## PARTICIPATION DETAILS

- TEAMS: 8 (FIRST-COME, FIRST-SERVED)
- TEAM SIZE: 4 MEMBERS EACH
- TOTAL DURATION: 1.5–2 HOURS

(FIRST-COME,  
FIRST-SERVED)

## INSTRUCTIONS

- TEAMS WILL ROTATE ACROSS 8 CLUE-BASED LOCATIONS.
- OBSERVATIONS MUST BE RECORDED, NOT PROPS REMOVED.
- FINAL REPORT MUST IDENTIFY CULPRIT, MOTIVE, AND MAIN EVIDENCE.



## EVALUATION CRITERIA

- CORRECT CULPRIT AND MOTIVE
- EVIDENCE CONNECTIONS
- FASTEST CORRECT SUBMISSION

TEACHER  
INCHARGE

MR. VIPIN ROHIT

STUDENT INCHARGE

KRISHNA DEDHA  
&  
ARNAV SINGH

# QUANTUM QUEST

## 🔍 OVERVIEW

QUANTUM QUEST IS A DYNAMIC SCIENCE QUIZ COMPETITION THAT CHALLENGES STUDENTS TO APPLY SCIENCE THROUGH PROBLEM-SOLVING, MYTH-BUSTING, AND QUICK-THINKING TASKS.

## 📋 PARTICIPATION DETAILS

- ELIGIBILITY: CLASSES 9–12
- TEAM SIZE: 2–3 MEMBERS
- MAXIMUM TEAMS: 8 (FIRST-COME, FIRST-SERVED)
- DURATION: 60–70 MINUTES (APPROX.)

(FIRST-COME,  
FIRST-SERVED)

## 📢 INSTRUCTIONS

- TEAMS WILL FACE A VARIETY OF SCIENCE-BASED QUESTIONS AND TASKS.
- USE OF PHONES OR EXTERNAL REFERENCE MATERIAL IS NOT PERMITTED.
- JUDGES' DECISIONS WILL BE FINAL, AND TIME LIMITS STRICTLY ENFORCED.

## ⌚ EVALUATION CRITERIA:

- ACCURACY OF RESPONSES
- SPEED & PRESENCE OF MIND
- CLARITY OF EXPLANATION
- LOGICAL REASONING

TEACHER  
INCHARGE

MS. ANAMIKA SHARMA

STUDENT  
INCHARGE  
AENA TARIQ

# TRIGGER TACTICS

## OVERVIEW

MOBILE GAMING IS A THRILLING ESPORTS COMPETITION FEATURING CALL OF DUTY: MOBILE, WHERE TEAMS FACE OFF IN FAST-PACED KNOCKOUT ROUNDS TO CLAIM VICTORY.

## PARTICIPATION DETAILS

- TEAM SIZE: 4 MEMBERS
- TOTAL TEAMS: 16
- ELIGIBILITY: CLASSES 9–12
- DURATION: 2–2.5 HOURS (APPROX.)
- SINGLE-ELIMINATION POOL FORMAT

**(FIRST-COME,  
FIRST-SERVED)**

**STUDENT INCHARGE**  
DHRUVANSH  
TRIPATHI

**TEACHER INCHARGE**  
MR. SAURABH KUMAR  
SHARMA

## INSTRUCTIONS

- EACH MATCH WILL LAST MAXIMUM OF 15 MINUTES, WITH 4 TEAMS PLAYING AT ONCE.
- USE OF CHEATS OR EXTERNAL AIDS IS STRICTLY PROHIBITED.
- REFEREES' DECISIONS WILL BE FINAL, AND MATCH TIMING WILL BE STRICTLY ENFORCED.

## EVALUATION CRITERIA

ONLY THE SHARPEST MINDS, FASTEST REFLEXES, AND STRONGEST SQUADS WILL SURVIVE.

# APP IN A SNAP

http://



## 🔍 OVERVIEW

APP IN A SNAP IS A FAST-PACED UI DESIGN CHALLENGE WHERE TEAMS CREATIVELY BUILD MOBILE APP INTERFACES UNDER TIME PRESSURE —FOCUSING ON AESTHETICS, USABILITY, AND PURPOSE WITHOUT ANY CODING.

## megaphone INSTRUCTIONS

- TEAMS WILL DESIGN A MOBILE APP UI USING CANVA OR FIGMA (FREE VERSION ONLY).
- CODING, PRE-MADE TEMPLATES, OR PREMIUM FEATURES ARE NOT ALLOWED.
- EACH TEAM MUST PRESENT THEIR APP CONCEPT AFTER DESIGNING.
- JUDGES' DECISIONS WILL BE FINAL, AND TIME LIMITS STRICTLY ENFORCED.

## 📋 PARTICIPATION DETAILS

- ELIGIBILITY: OPEN TO ALL DESIGN ENTHUSIASTS
- TEAM SIZE: 2 MEMBERS
- MAXIMUM TEAMS: 10 DURATION: ~30–40 MINUTES (APPROX.)

## timer EVALUATION CRITERIA

- CREATIVITY THAT SOLVES
- DESIGN WITH PURPOSE
- USABILITY MEETS SIMPLICITY
- ENGAGING PRESENTATION
- TEAM COLLABORATION

(FIRST-COME,  
FIRST-SERVED)

STUDENT INCHARGE  
ANANT PRASAD

TEACHER INCHARGE  
RITU JOSHI

# MELANGE

## OVERVIEW

A CULTURAL SHOWCASE BLENDING POETRY, MUSIC, AND FASHION, CELEBRATING THE RICHNESS OF INDIA'S TRADITIONS AND CREATIVITY.

## PARTICIPATION DETAILS

- ELIGIBILITY: CLASSES 9–12
- TEAM SIZE: 2–6 MEMBERS (VARIES BY ROUND)
- MAXIMUM TEAMS: 10
- DURATION: ~3 HOURS

(FIRST-COME,  
FIRST-SERVED)

## TEACHER INCHARGE

MS. ROSHNI

&

MS. MEENAKSHI

## STUDENT INCHARGE

TANISHA CHAUDHRY

## INSTRUCTIONS

- THE EVENT CONSISTS OF THREE ROUNDS: POETRY, MUSICAL STORYTELLING, AND RAMP WALK.
- TEAMS MUST FOLLOW THE ALLOTTED TIME STRICTLY.
- USE OF PROPS, COSTUMES, AND MUSIC IS ALLOWED BUT SETUP MUST BE QUICK.
- PURELY DANCE OR MUSICAL PERFORMANCES WITHOUT STORYTELLING WILL NOT BE CONSIDERED VALID.

## EVALUATION CRITERIA

- CREATIVITY AND ORIGINALITY OF THE STORY
- CLARITY AND EMOTIONAL IMPACT OF NARRATION
- TEAM COORDINATION
- SYNCHRONIZATION WITH MUSIC
- EXPRESSIONS, BODY LANGUAGE, AND STAGE PRESENCE

# HUMOUR TALES

## OVERVIEW

A STAND-UP COMEDY EVENT THAT SHOWCASES HUMOR, WIT, AND STORYTELLING SKILLS, CREATING A JOYFUL AND STRESS-FREE ENVIRONMENT FOR ALL.

## PARTICIPATION DETAILS

- ELIGIBILITY: CLASSES 6–12
- LANGUAGE: ENGLISH, HINDI, OR BILINGUAL
- PERFORMANCE TIME: 7–8 MINUTES PER PARTICIPANT
- MAXIMUM PARTICIPANTS: 16–18 (APPROX. 2–2.5 HOURS TOTAL)

(FIRST-COME,  
FIRST-SERVED)

### STUDENT INCHARGE

RIDDHIMA SHARMA

&

PIYUSH KRISHNA DWIVEDI

## INSTRUCTIONS

- PERFORMANCES MUST BE SCHOOL-APPROPRIATE, AVOIDING OFFENSIVE OR SENSITIVE TOPICS.
- PARTICIPANTS MUST ADHERE TO THE TIME LIMIT STRICTLY.
- USE OF MICROPHONES, SPEAKERS, AND STAGE SETUP WILL BE PROVIDED BY THE SCHOOL.
- EACH TEAM WILL BE ALLOTTED 2 CULTURES THEY CAN CHOOSE 1 FOR POETRY ANOTHER FOR MUSICAL STORYTELLING AND RAMP WALK SHOULD HAVE BOTH CULTURE

## EVALUATION CRITERIA

- CREATIVITY OF CONTENT
- DELIVERY & STAGE PRESENCE
- CLARITY OF EXPRESSION
- AUDIENCE ENGAGEMENT

### TEACHER INCHARGE

MS. PRIYANKA JOSHI

Stand-up  
comedy

# NEW RECKONING

## OVERVIEW

A DYNAMIC TECHNICAL EVENT THAT BEGINS WITH A QUIZ BATTLE, FOLLOWED BY ROBOT MAKING FOR THE TOP TEAMS, WITH CIRCUIT DESIGN AS AN ALTERNATE ROUND—COMBINING KNOWLEDGE, CREATIVITY, AND INNOVATION IN ONE PLATFORM.

## PARTICIPATION DETAILS

- ELIGIBILITY: CLASSES 9–12
- DURATIONS:-
  - QUIZ BATTLE: 30 MINUTES
  - ROBOT MAKING: 2 HOURS
  - CIRCUIT DESIGNING: 30 MINUTES
- MAXIMUM PARTICIPANTS: 3

## INSTRUCTIONS

- THE EVENT CONSISTS OF THREE ROUNDS: QUIZ BATTLE, ROBOT MAKING, CIRCUIT DESIGNING (IN CASE 5 TEAMS ARE NOT SELECTED)
- PARTICIPANTS MUST MAINTAIN PROPER DISCIPLINE AND DECORUM THROUGHOUT THE EVENT.

## EVALUATION CRITERIA

- AGILITY & SPEED
- ACCURACY
- DESIGN & STABILITY
- INNOVATION
- TIME EFFICIENCY

(FIRST-COME,  
FIRST-SERVED)

TEACHER INCHARGE  
MS. MEENA SHARMA

STUDENT INCHARGE  
TANISHKA

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