

"This is impossible."

"Only if you believe it is."



- ♥ Date: September 27th 2019
- ♣ Venue: Global Public School
- ♦ Time: 8 am - 5 pm

GPS[®]



global public school[®]

GLOBAL VISION. TRADITIONAL VALUES.
AN ISO 9001 : 2015 CERTIFIED SCHOOL • CBSE AFFILIATION NO. 930816

EVENTS @ CROSSROADS

- Round 1 - Hightopp Village (Optional)*
- Round 2 - At Witzend (Compulsory)*

PROGRAMME

- ♥ Registration: 8.00 am - 8.30 am
- ♣ Inauguration: 8.30 am - 9.30 am
- ♦ Closing Ceremony: 3.30 pm - 5.00 pm

**GLOBAL PUBLIC SCHOOL
CROSSROADS 2019
GENERAL GUIDELINES**

1. Registration forms are available at the following link:
globalpublicschool.org/crossroads
2. Round I- 'Hightopp Village' is an optional round.
Registration to Round I must be for 8 out of the 11 events listed in the round.
3. Registration for all 3 events in Round II 'At Witzend' is compulsory.
4. Bonus points will be awarded for the 1st, 2nd and 3rd positions across all events in both the Rounds.
5. The Championship will be determined by the overall score of a school gained in each event in the two rounds and the bonus points (if any) secured in all the events.
6. Participation –
 - A maximum of 53 participant students (Grades 9 – 12) or less, as applicable to the events registered in, can represent a school.
 - One teacher for every set of 10 students (participants and volunteers) may accompany the team.
 - 5 volunteers in school uniform can accompany their team.
 - A participant can only participate in 1 event.

7. All participants must be dressed in smart black casuals. Participants in school uniform will be disqualified.
 8. All members of the school contingent should carry their ID cards.
 9. Personal belongings are the responsibility of the team members. GPS is not responsible for any loss that may occur.
 10. Obscenity or vulgarity in any event would lead to disqualification of the team.
 11. Gadgets are strictly prohibited. Teams would be disqualified if found violating this clause.
 12. In case of any concern, the jury can be approached for redressal.
 13. All materials for the events are to be brought in by the participants unless specified otherwise.
- 14. JUDGES' DECISION IS FINAL IN ALL EVENTS.**



Hightopp Village - Round 1 (optional)

MAD HATTER'S MAZE

Number of participants: 4

Teacher in charge: Asha Jacob, Ph: 9744274190

Student in charge: Ananya Sujit Menon, Ph: 8606304835

A RESCUE MISSION IN THE DIGITAL WORLD!

RED QUEEN HAS ENTRAPPED MAD HATTER'S FAMILY INSIDE THE DIGITAL WORLD. THE RESCUE TEAM HAS TO DECODE THE CODE, RELEASE THE FAMILY AND RUSH THEM TO SAFETY THROUGH THE MAZE IN THE COMMANDO VEHICLE THAT THEY MUST MAKE ONSITE.

RULES:

At least one participant must know:-

- ♥ How to program in Arduino.
- ♣ How to program in python and understanding of cryptography.
- ♦ Commando vehicle to be made using the Arduino kit provided at the venue.
- ♠ Programming for deciphering and Arduino should happen simultaneously.

CRITERIA:

- ♣ Working code with helpful comments.
- ♦ Safe design.
- ♠ Accurate deciphering.
- ♥ Successful maze solving.



Hightopp Village - Round 1 (optional)

CRIMS QUEST

Number of participants: 6

Teacher in charge: Smitha.S, Ph: 9946577710

Student in charge: Surya Sankar, Ph: 9207080185

ENTER THE MYSTERIOUS WORLD OF WONDERLAND....
COMPLETE 3 LEVELS OF EXPERIMENTS
SO THAT YOU CAN SOLVE
THE PERPLEXING PUZZLE.

RULES:

- ♥ Each level has to be completed in 30 minutes.
- ♣ Two activities must be completed simultaneously in the given time.
- ♦ Non-completion of any activity or taking assistance will results in the reduction of points.

CRITERIA:

- ♠ Speed.
- ♥ Precision.
- ♣ Neatness.

ON ALICE'S TRAIL

Number of participants: 02 per team.

Teacher in charge: Elizbeth Varghese, Ph: 9446086702

Student in Charge: Suryagayathri, Ph: 9140881625

**ALICE HAS BEEN BITTEN BY THE TRAVEL BUG
AND IS TRAIPSING AROUND THE GLOBE.
FOLLOW THE CLUES SHE LEAVES BEHIND TO
NAVIGATE THIS COMPLEX PATH WINDING
THROUGH HISTORICAL SITES AROUND
THE WORLD AND BE THE FIRST TO
CATCH UP WITH ALICE!**

RULES:

Level 1: (Geography)

♦ Teams must first locate all the marked places on the given world map.

♣ Only when a team completes the map can they move on to Level 2.

Level 2: (History)

♦ Follow Alice's trail by solving the puzzles and completing the tasks and keep moving to the next location.

♠ The team that completes the trail first by locating Alice on the campus will be declared the winner.

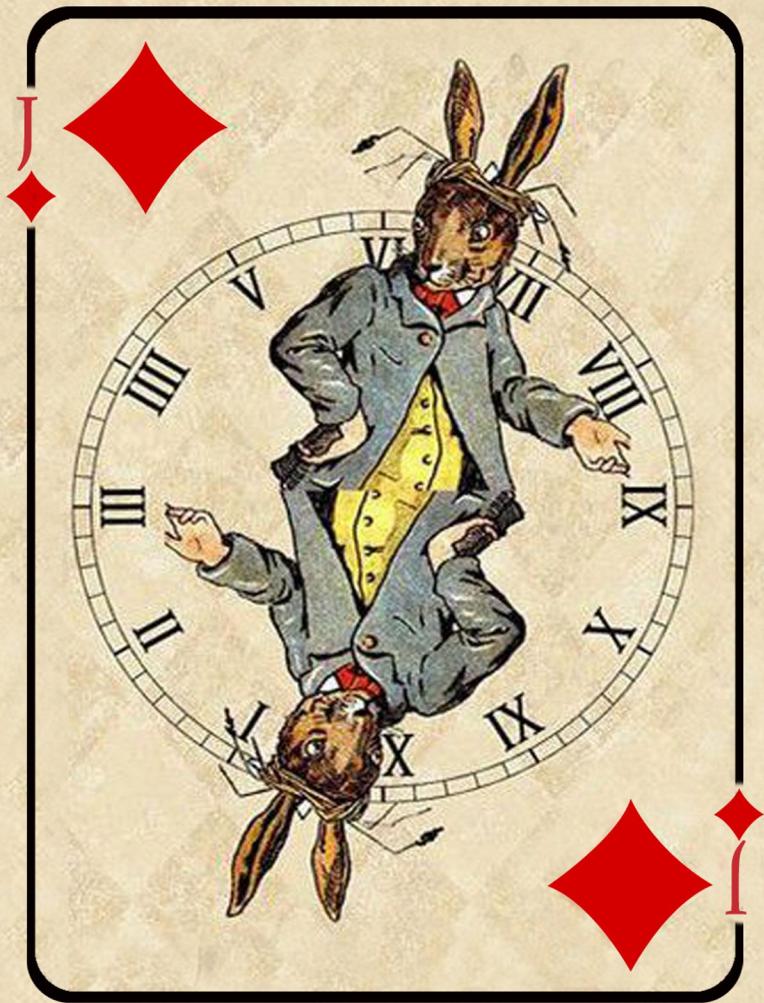
CRITERIA:

♦ No time limit.

♣ It's a chase....the first team to locate Alice is the winner!

♦ Speed and accuracy in completing the tasks are the only criteria.





BUSINESS UNUSUAL!

Number of participants: 3 per team

Teacher in charge: Naomi Nair, Ph: 9742457147

Student in Charge: George Jonus, Ph: 9446404600

ALICE'S WONDERLAND IS A TREASURE TROVE
OF STRANGE AND EXOTIC PRODUCTS....

CREATE A PRODUCT INSPIRED
BY THIS FANTASTICAL WORLD
AND MAKE US

A BUSINESS OFFER WE CAN'T REFUSE!

RULES:

- ♥ Round 1 - 1 hour for making the product in time.
- ♣ Round 2 - 1/2 hour for role play idea and 7 minutes for presentation.
- ♦ Round 3 - 10 minutes per team for Q&A.

CRITERIA:

- ♠ Business Potential
- ♥ Creativity and relevance to the theme
- ♣ Social impact
- ♦ Financial Viability
- ♠ Presentation



Hightopp Village - Round 1 (optional)

'TOPSY TURVY'

Number of participants: 2 per team

Teacher in charge: Sumi S Menon Ph: 9642210001

Student in Charge: Nayonika Rajesh, Ph: 8113039222

MUSHROOMS FROM THE TOPSY TURVY
WONDERLAND OF ALICE ARE
THE FLAVOR OF THE DAY
PRESENT YOUR DISH IN AS CRAZY A MANNER
AS ALICE'S ADVENTURES AND YOU COULD MAKE
THE COMPETITION EAT ITS HEART OUT!

RULES:

- ♥ Only the first 8 teams to register will be accommodated.
- ♣ The dish should serve two.
- ♦ No baking allowed.
- ♠ All ingredients and equipment for serving and presentation of the dish should be brought by the teams.
- ♥ No pre-cooked or partially cooked food can be brought.

CRITERIA:

- ♣ Use of the key ingredient.
- ♦ Topsy turvy presentation.
- ♠ Taste and texture.



Hightopp Village - Round 1 (optional)

LIKE NO OTHER LAND!

Number of participants: 3

Teacher in charge: Ms. Dhivya K. Sasi, Ph: 8848547520

Student in Charge: Mariya S Mathayi, Ph: 9446135525

ALICE IS VISITING
GOD'S OWN COUNTRY!
USE YOUR IMAGINATION AND
CREATIVITY AND SHOWCASE YOUR
LITERARY SKILLS IN MALAYALAM.

RULES:

- ♥ Situation will be given on the spot.
- ♣ 40 minutes time for writing.
- ♦ 10 min - presentation time.

CRITERIA:

- ♠ Creativity.
- ♥ Imagination.
- ♣ Relevance to the theme.
- ♦ Presentation.



THROUGH THE LOOKING GLASS
LEVEL 1: BAS RELIEF IN CLAY

Number of participants: 2 Students for Level 1

Teacher in charge: Sabin Mudappathi, Ph: 9847525146

Student in Charge: Vaishnavi Ganesh, Ph: 9446534646

LET THE WONDERS OF WONDERLAND
INSPIRE YOU TO CREATE YOUR OWN VISION
OF THE THEME IN CLAY RELIEF....

RULES:

- ♥ Each team will be provided by 2 X 1.5 feet clay panel,
- ♣ Clay will be provided,
- ♦ Participating team should bring their own tools for creating the clay relief,
- ♠ The clay relief work will have to be completed within 2 Hours 30 minutes.
- ♥ GPS would reserve the right to keep the artworks.
- ♣ Through the looking glass includes both level 1 (Clay relief) and level 2 (Macro photography)

CRITERIA:

- ♠ Creativity
- ♦ Skill
- ♥ Composition



THROUGH THE LOOKING GLASS
LEVEL 2: MACRO LAND – PHOTOGRAPHY

Number of participants: 1 student for Level 2

Teacher in charge: Satheesh K Pai Ph: 9847525146

Student in Charge: Ruben Jinu Abraham, Ph: 9947284909

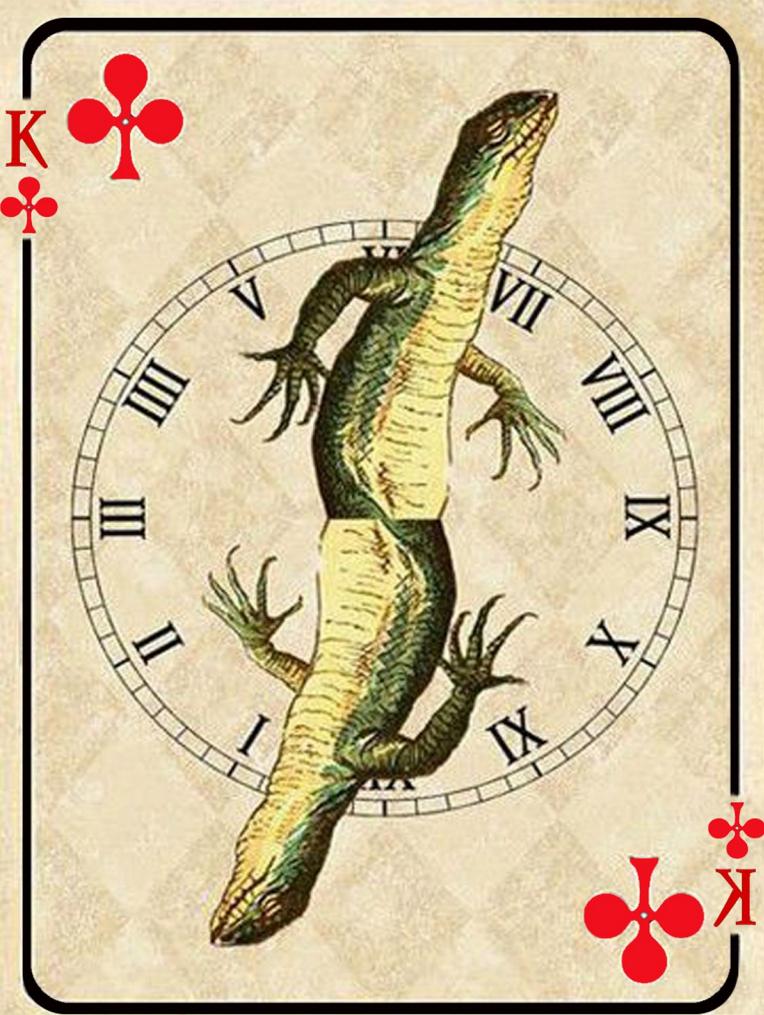
LET THE WONDERS OF WONDERLAND
INSPIRE YOU TO REVEAL THE FASCINATING
WORLD OF MACRO PHOTOGRAPHY
THROUGH YOUR DIGITAL CAMERA.

RULES:

- ♥ Topic will be given to the participant at the venue.
- ♣ Participant can submit a maximum of three entries.
- ♦ Entries should have a caption justifying the theme.
- ♠ Participants can use any kind of digital cameras.
- ♥ Participants are not allowed to use mobile cameras.
- ♣ The participants will have 1 hour 30 minutes to capture the essence of the theme.
- ♦ GPS would reserve the right to use the photographs for any publicity.
- ♠ Through the looking glass includes both level 1 (Clay relief) and level 2 (Macro photography)

CRITERIA:

- ♣ Expression of theme
- ♦ Level of detail
- ♠ Technical execution
- ♥ Artistic merit
- ♣ Composition and Lighting



Hightopp Village - Round 1 (optional)

DOWN THE RABBIT HOLE

Number of participants: 6

Teacher in charge: Asha Thankachan, Ph: 9946758466

Student in Charge: Kiara Sara George, Ph: 9846134651

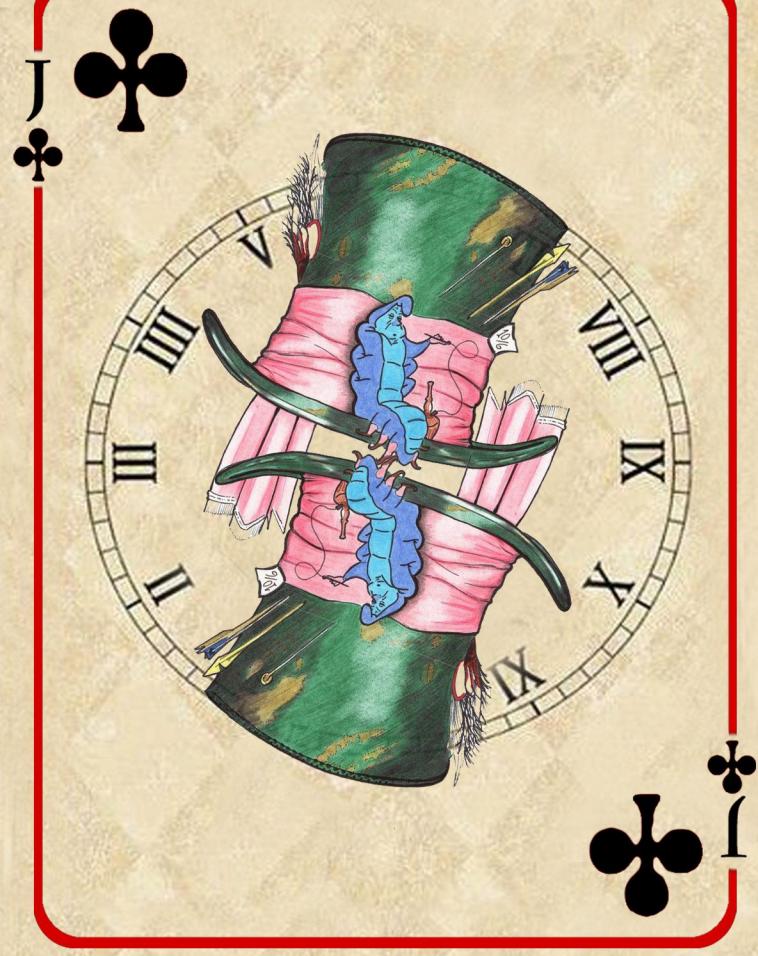
DIVE INTO THE ADVENTURES OF ALICE
AND RACE TO
THE FINISH IN A TEST OF STAMINA AND SPEED!

RULES:

- ♥ The mystery that waits to be revealed...but all in good time!
- ♣ Swimwear and sportswear for the participants are a must.

CRITERIA:

- ♦ Speed and accuracy.



Hightopp Village - Round 1 (optional)

FUTTER WACKEN

Number of participants: 10 -12

Teacher in charge: Sreedevi K, Ph: 9995011889

Krishnanand, Ph: 9995021181

Student in Charge: Lakshmi Sailan, Ph: 6235265333, 9400996202

WONDERLAND CHARACTERS HAVE FALLEN UNDER
THE BOLLYWOOD SPELL!
WHICH ICONIC CHARACTER IS GOING TO BOOGIE
TO A FOOT STOMPING BOLLYWOOD SONG
TO LEAVE THE COMPETITION IN THE DUST?
FUTTER WAKEN ON!!

RULES:

- ♥ Teams get 6 minutes to perform (including stage settings).
- ♣ Choice of dance style is open to all participating teams.
- ♦ A team must have one character from Alice in Wonderland.
- ♠ Vulgarity in lyrics, dance moves or costume will lead to immediate disqualification.
- ♥ Music track must be submitted at the registration desk in a CD with a backup pen drive.
- ♣ Judges' decision will be final.

CRITERIA:

- ♦ Costume and make-up.
- ♠ Choreography.
- ♥ Synchronization.
- ♣ Use of props.



Hightopp Village - Round 1 (optional)

ADVENTURES IN NUMBERLAND

Number of participants: 3 from grades 10 to 12.

Teacher in charge: Mr. Nifi K.A, Ph: 8089133763

Student in Charge: Sanghamitra Nemmini, Ph: 8078778268

THE QUEEN OF HEARTS NEEDS RESCUING!
BUT ONLY A MATH MAGICIAN CAN CRACK
THE NUMBER COMBINATION TO RELEASE
HER FROM THE BOX. DO YOU HAVE IT IN YOU?

RULES:

- ♥ At the end of each round the participants will get a card.
- ♣ In the final round teams have to use correct combination of the cards to unlock the number lock.

CRITERIA:

- ♣ Round 1: Solving a number puzzle (Kakuro).
- ♥ Round 2: Code breaker activity.
- ♠ Round 3: General Math.
- ♥ Round 4: Successfully breaking the number code.



TWEEDLEDEE TWEEDLEDUM

Number of participants: 10.

Teacher in charge: Lovely Varughese, Ph: 9544995722

Student in Charge: Anirudh S K, Ph: 8220046631,

Chyra Rose Luiz, Ph: 9847094129

ALICE IS SINGING A NEW TUNE IN A CLASSIC MEETS
MODERN MEDLEY !

CHOOSE/SELECT A SONG FROM THE ALICE IN WONDERLAND
MUSICAL AND COMBINE IT WITH A CONTEMPORARY
(POST 2001) MALAYALAM MOVIE SONG.
ALICE IS GOING LOCAL!!

RULES:

- ♥ No album songs will be entertained
- ♣ Teams get 8 minutes to perform (including stage setting).
- ♦ Not more than 2 songs to be presented.
- ♠ Drum Kit will be provided.
- ♥ Maximum number of instruments permitted is 6.
- ♣ No pre-recorded music to be played.
- ♦ Judges' decision will be final.

CRITERIA:

- ♠ Vocal quality and harmony.
- ♥ Rhythmic accuracy.
- ♣ Stage dynamics and synchronization.
- ♦ Originality and improvisation.



At Witzend - Round 2 (compulsory)
CURIOUSER AND CURIOSER!

Number of participants: 7 per team

Teacher in charge: Deepa John, Ph: 8921197964

Student in Charge: Arjun Sujith Varma, Ph: 9539597389

THE GOOD OLD TEAM IS MEETING UP ONCE AGAIN! ALICE,
THE MAD HATTER, THE CATERPILLAR AND THE WHITE RABBIT
WILL DEFINITELY BE THERE.....THREE OTHERS ARE EXPECTED TOO.
THEY COULD BE FROM WONDERLAND OR COMPLETE STRANGERS.

THAT IS ENTIRELY UP TO YOU. WHAT INTERESTING SCENES
WILL FOLLOW IN THIS MILIEU IS FOR YOU TO IMAGINE.

BE PREPARED FOR A COUPLE OF SURPRISE TWISTS
AND TURNS BECAUSE THINGS ARE ONLY
GOING TO GET CURIOSER AND CURIOSER!

RULES:

- ♥ Topic will be revealed only at the venue.
- ♦ Participants get three hours to prepare an original script and 7 minutes to perform.
- ♠ No props, recorded music or vulgarity allowed.
- ♥ Costume accessories and hand-held props only may be used.
- ♦ Medium of expression should be English.
- ♦ Teams have to incorporate two surprise elements.

CRITERIA:

- ♠ Acting and dialogue delivery.
- ♥ Originality of plot.
- ♦ Effective use of surprise elements.
- ♦ Overall Presentation.

CHESHIRE CAT VERSE, MAD HATTER'S CLUB -REVISITED

Number of participants: 3 (Level 1- 2 participants) (Level 2- 1 Participant)

Teacher in charge: Ms. Deena Mammachan, Ph: 9207596707,

Student in charge: Shivani Venugopal, Ph No 9562842907 / 9656475244

FOR BETTER OR VERSE...LET THE POETRY FLOW! CREATE AND COMPOSE A BRAND NEW VERSE FROM A PARTLY REDACTED PROSE PIECE FROM ALICE'S TALE OF ADVENTURE. YOU ARE ALSO INVITED TO REVISIT THE MAD HATTER'S CLUB IN YOUR TRADEMARK COSTUME AND REGALE THE PARTY WITH A MONOLOGUE REPLETE WITH WIT AND HUMOUR.

Level 1:

♠ Time limit 45 minutes for versification.

Level 2:

♥ The participant in level 2 must not have participated in level 1.

♣ Participant will be allotted a character during the time of registration.

♦ Topic for the monologue based on current issues, will be given on the spot.

♠ Participant needs to do a contemporary make over of the character allotted.

♦ The attributes of the character should be reflected in the monologue.

♣ The costume or prop required for the character is to be brought in by the participant.

♥ Time limit - 45 minutes for dressing up and preparation
2 minutes for presentation.

CRITERIA:

Level 1: Title, a coherent theme and rhyming scheme.

Level 2: Content, presentation and fluency, costume and knowledge about the character.



At Witzend - Round 2 (compulsory)

VOGUE IN WONDERLAND

Number of participants: 5+1 (model) Grades 10, 11 & 12

Teacher in charge: Sushma Anand, Ph: 9447930077

Student in Charge: Neha Vishwanath, Ph: 918129964132

ITS MAKEOVER TIME FOR
THE MAD HATTER, THE QUEEN OF HEARTS
AND THE WHITE QUEEN!
FIND YOUR MUSE IN THE FLORA AND FAUNA
OF WONDERLAND AND GIVE ONE OF THESE
ECCENTRIC CHARACTERS A WHOLE NEW LOOK.
WE'LL BE LOOKING OUT FOR
THE SECRET TWIST IN THE TALE!

RULES:

- ♥ No pre-stitched fabrics allowed.
- ♣ Model can wear black T shirt and tights under.
- ♦ No use of sewing machines permitted.

CRITERIA:

- ♠ Incorporation of flora and fauna.
- ♥ Explanation of costume.
- ♣ Ramp walk and incorporation of surprise element.



REGISTRATION WEBSITE

globalpublicschools.org/crossroads

**LAST DATE FOR ONLINE REGISTRATION
10TH SEPTEMBER 2019 AT 12.00 PM**

EVENT CO-ORDINATION

Faheem Mohammed, Ph: 6282554082

Akash Ajith, Ph: 9497715457

TEACHERS IN CHARGE

Ms. Sreedevi Vijayan, Ph: 8893740460

Ms. Smitha Nambiar, Ph: 8848798505

Global Public School reserves the right to make changes to any aspects of the events at Crossroads

Global Public School

Thiruvaniyoor P.O

Via, Chottanikkara Road,
Ernakulam 682308 INDIA

Phone Numbers: +91 (484) 2713743 / 5 / 6

School Email: mail@globalpublicschools.org