



Associated with

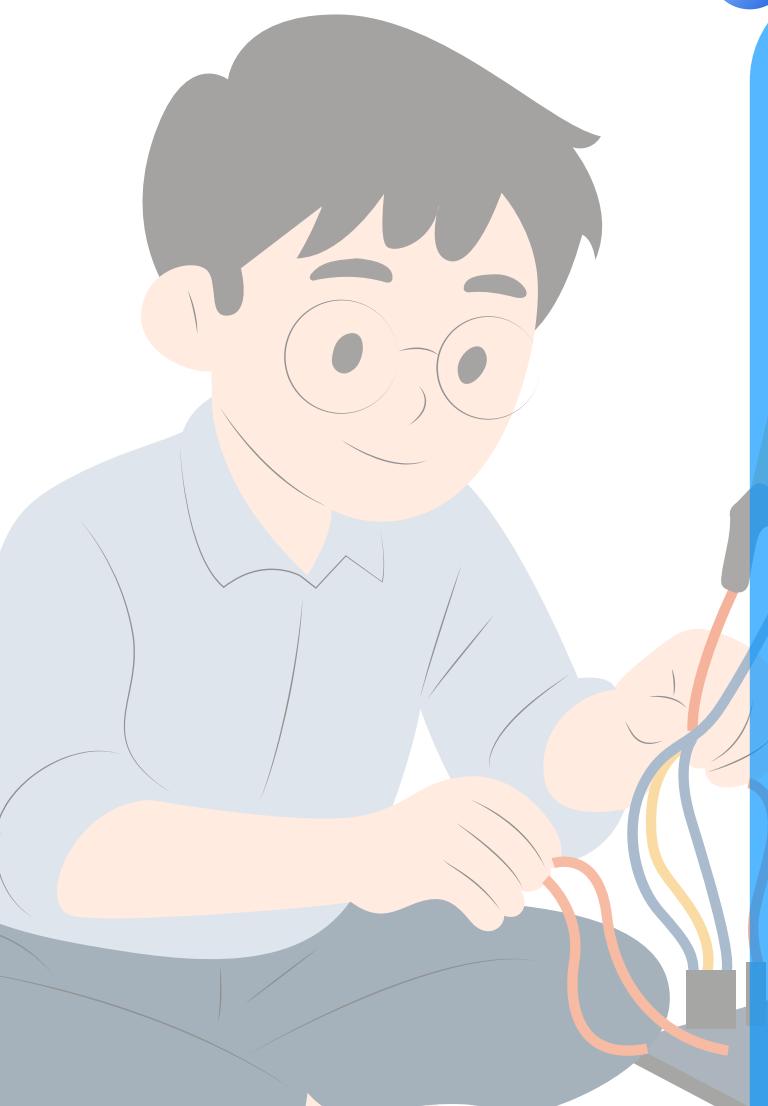
AIOT INNOVATORS CHALLENGE

TRANSFORMING IDEAS INTO REALITY

Empowering Young Minds to Change the World !!!

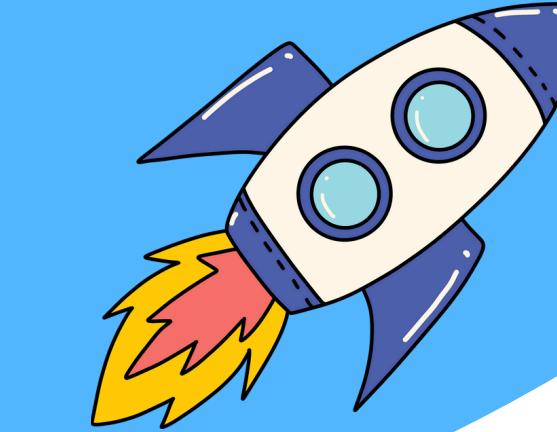


ABOUT



Raak Sapphire

Raak Sapphire Pvt Ltd. is a pioneering Ed-Tech company specializing in personalized K-12 STEAM programs. Our hands-on methodology transforms learning into an enjoyable, meaningful, and enduring experience, aimed at endowing students with essential 21st-century skills. Our curriculum, meticulously aligned with NEP 2020, forms the bedrock for our field-tested success at centers, classrooms, and community spaces. With a devoted cadre of highly trained STEAM instructors, Raak Sapphire ardently commits to cultivating students and nurturing a positive learning milieu. Join us on the journey of educational excellence!



AIoT Innovators Challenge

The AIoT Innovators Challenge 2025 is an exciting opportunity for students to showcase their innovative projects in Robotics, AI, IoT, and STEAM. This challenge aims to empower young minds to think creatively, develop problem-solving skills, and apply technological concepts to real-world problems. With a focus on hands-on learning and innovation, this event is perfect for students looking to make a mark in the world of technology. The challenge is open to students from 3rd to 9th grade, divided into junior and senior levels. Participants will work in teams of two to develop projects that apply technological concepts to solve real-world problems.

CHOOSE YOUR THEME, BUILD YOUR DREAM

01

SMART WASTE MANAGEMENT FOR A CLEAN CITY



Generate a solution for cities facing growing garbage and food waste issues to ensure efficient waste handling and a cleaner environment.

02

SMART MEDICAL ASSISTANCE



Generate a solution for improving early diagnosis and patient monitoring to enhance healthcare and well-being.

03

SMART AGRICULTURE ADVISOR



Generate a solution for farmers lacking timely soil and weather insights to improve crop growth and productivity.

04

ROAD SAFETY AND TRAFFIC MANAGEMENT



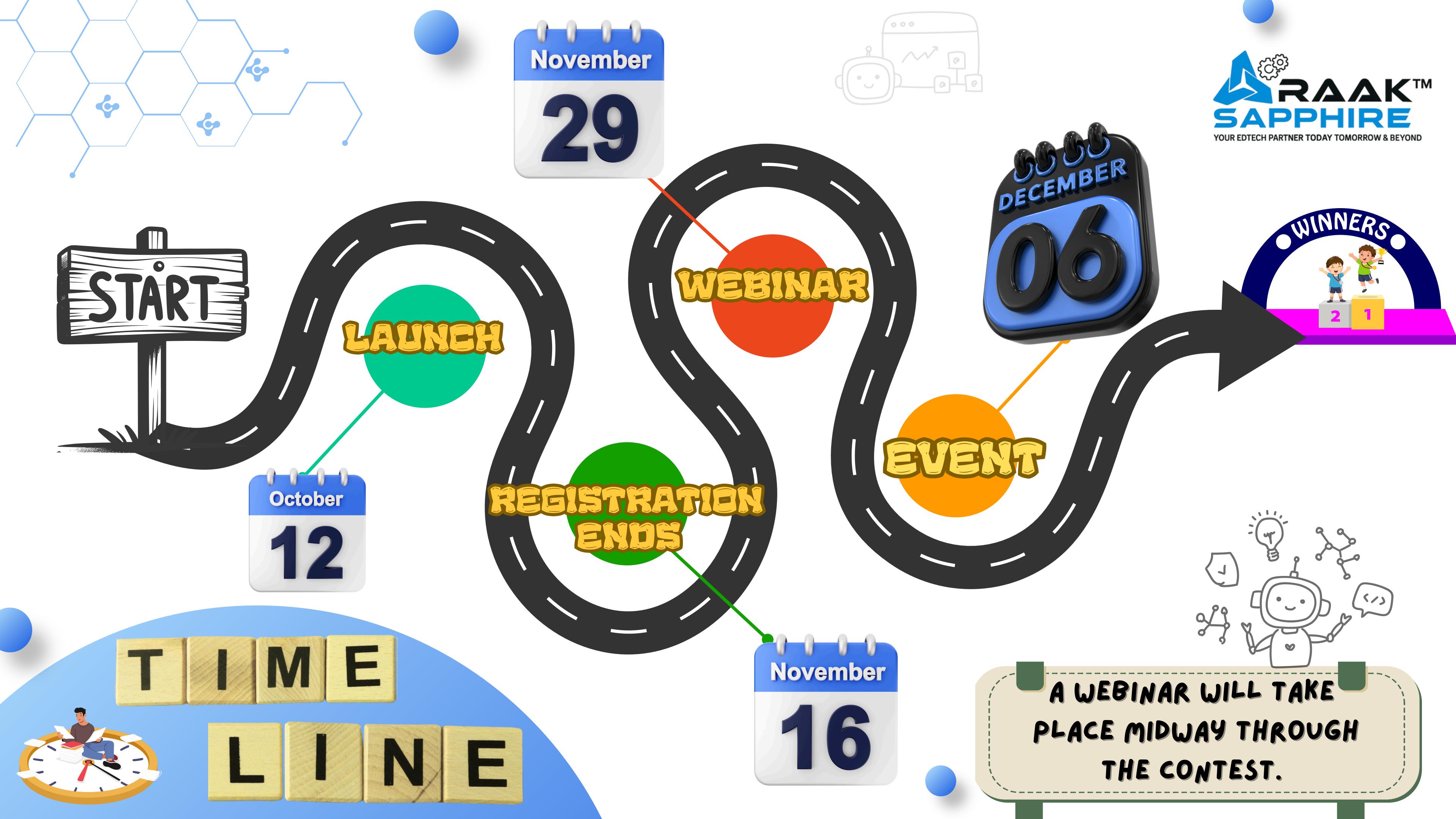
Generate a solution for increasing traffic congestion and road accidents to ensure safer and smoother travel.

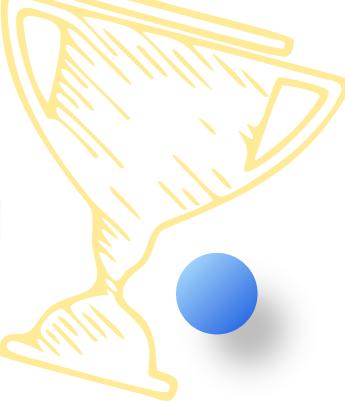
05

RENEWABLE ENERGY OPTIMIZATION



Generate a solution for irregular solar and wind power generation to maximize renewable energy efficiency.





RULES & GUIDELINES

Team Formation

Each school can nominate 2 teams –



Junior Level (Grades 3–5)



Senior Level (Grades 6–9)

Each team should have 2 students.

Mentorship

Each school team will be accompanied by one mentor who will guide students during preparation and presentation.

Project Focus

Projects should focus on the given event themes and use Robotics, IoT, AI, ML, and STEAM tools to create real-world problem-solving solutions.

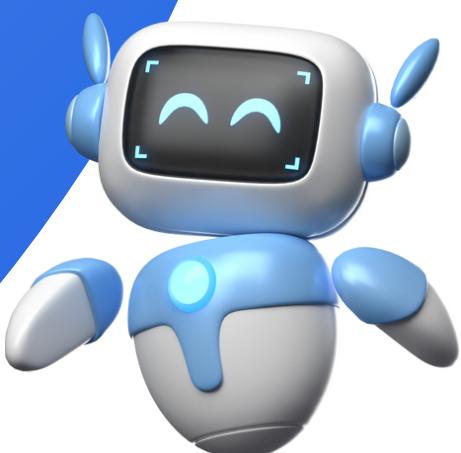
Presentation

Each team must present a working model or prototype with a 3–5 minute explanation describing:

- The problem identified
- The solution and how it works
- Its real-world impact

Original Work

All projects must be original and created by the students themselves – not copied or pre-built.



Discipline & Conduct

Maintain discipline and respect throughout the event.

No mischief or misconduct will be tolerated.

Students should bring their own lunch.

Transportation

Participants must arrange their own travel to and from the venue. Schools are responsible for ensuring timely arrival.

Evaluation Criteria

Judging will be based on:

- Creativity & Innovation
- Relevance to Theme
- Technical Implementation
- Presentation & Communication



Safety & Ethics

All projects must be:

Safe and school-appropriate

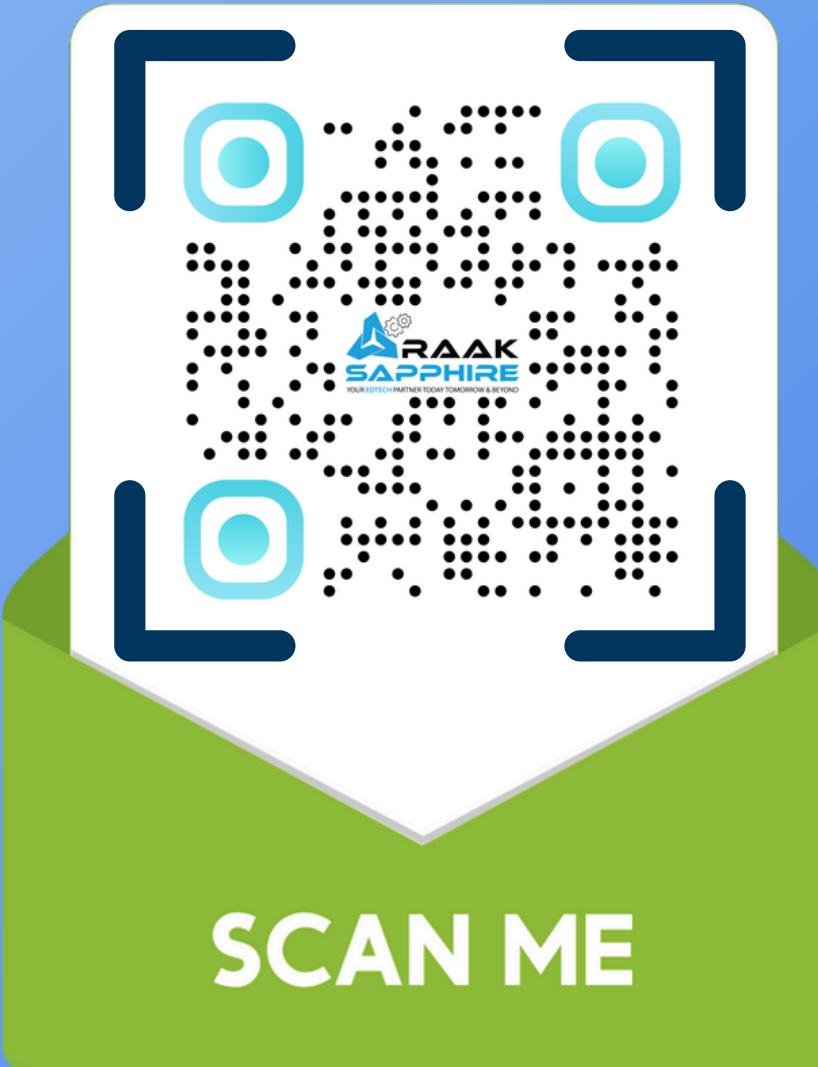
Environmentally and ethically responsible

Judging & Decision

The judges' decisions will be final and binding for all participants.



PARTICIPATION



- 1
- 2
- 3
- 4



Register using the link provided

Fill out the Google Form completely.

Submit the form by paying the entry fee.

Enjoy the benefits and showcase your innovation!

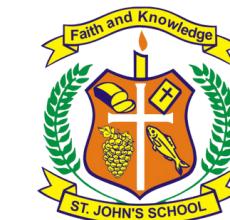
ESTEEMED PARTNERS



VERIFIED BY



OUR ASSOCIATED SCHOOLS





GOOD LUCK

