



SETH ANANDRAM JAIPURIA SCHOOL

VASUNDHARA, GHAZIABAD

CBSE Affiliation No.: 2130741



COMPUFFEST'22

UNPARALLELED | EXOTIC | SUPERNAL

11–12 NOVEMBER



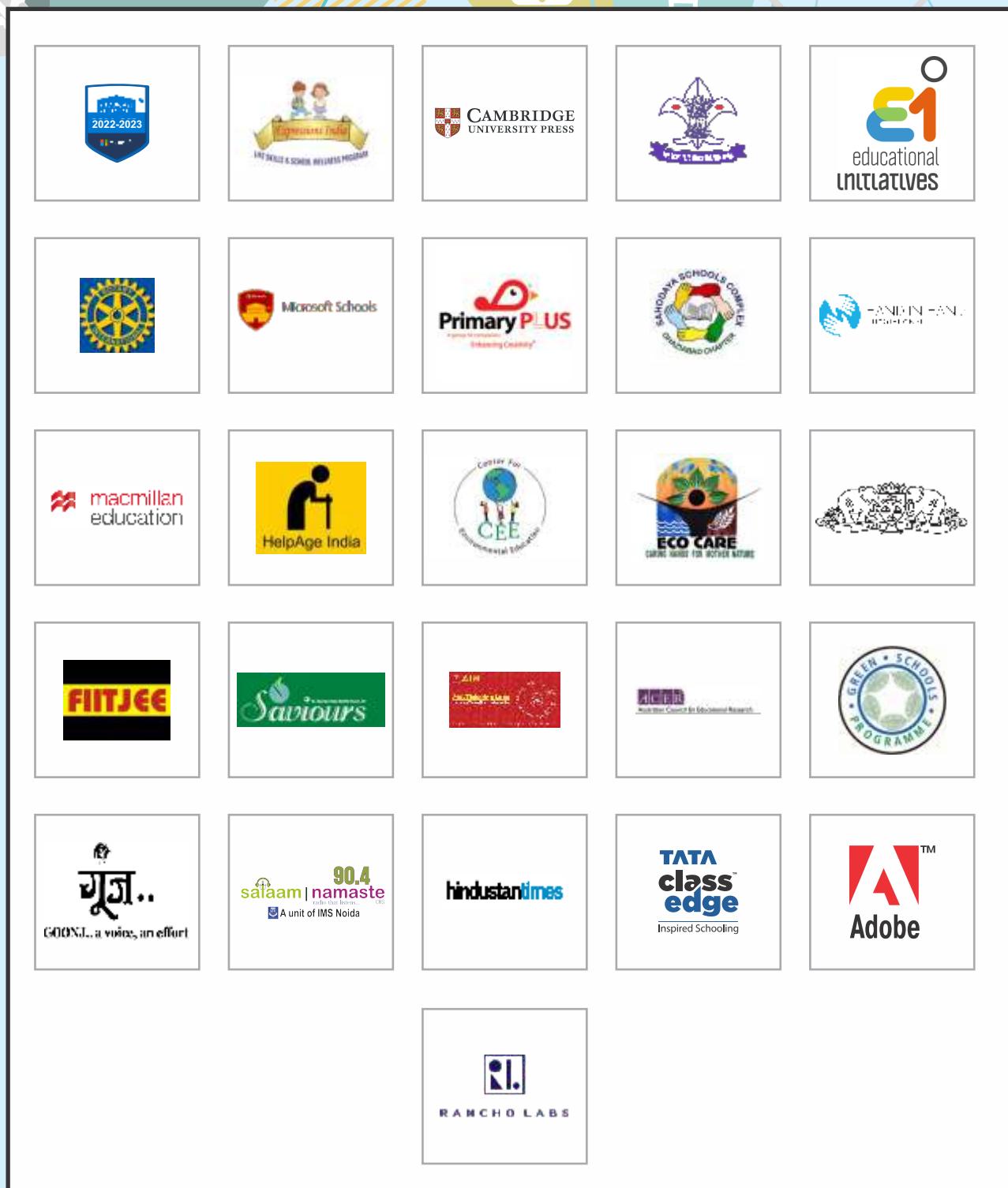
Our
Partners :

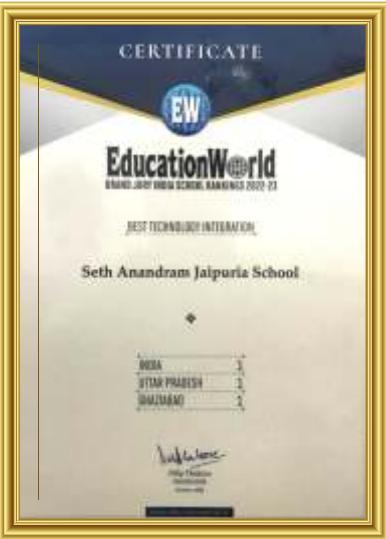


CEE
Centre for Environment Education

FIT INDIA
Para-Scholastic

EDUCATIONAL PARTNERS





RANKED No. 1

— in —

INDIA

for

BEST TECHNOLOGY INTEGRATION

by



EducationWorld



FROM THE DIRECTOR PRINCIPAL DESK...



"The limits of the possible can be only defined by going beyond them into the impossible. The world is full of magical things patiently waiting for our wits to grow sharper."

With the mission to empower, enthuse and excel, Seth Anandram Jaipuria School stands committed to imparting quality education to children. Exams and group assignments do not always capture students' unique skills or accurately measure the ability to apply skills to real-world problems. In contrast, many student competitions are based on solving "real" cases and problems. By participating in a competition organized by schools, you have new opportunities to showcase your talent and apply your skills. In turn, the rewards of student competitions, whether tangible or otherwise, can help you achieve your educational and professional goals. There has been a visible paradigm shift in the skill-set required in the 21st century. Hence, the innovative digital way of teaching-learning has made us believe that our children are advancing towards a new era of education.

Compufest – 2022, our annual Techno Cultural Fest to be held on 11-12' November 2022, is a Jaipurian legacy that offers students a platform to showcase their innate adroitness and versatility. Rapid technological advancements in AI , ICT's & Robotics are transforming our society, with a direct impact on almost all human activities worldwide. This festival shall endeavor to redirect the approaches of students from being dormant thinkers to active creators and participators. Moreover, it would motivate them to excel and help create a generation of youth that will surely help in the creation of a better society with higher standards in all areas. Consequently, they will improve societal conditions and work for progress.

'Compufest' is a beautiful amalgamation of technology and culture through many captivating activities to fascinate the students. The versatility of events is designed to help in ascertaining, contouring, and commemorating the confidence as well as the mettle of the budding techno-enthusiasts. Enclosed herewith is a detailed format and structure of the events.

Shalini Nambiar

GENERAL RULES AND REGULATIONS

- This event comprises of an array of online & offline events for students of classes I- XII.
- Confirmation of participation latest by 30.10.22 on the below mentioned link.
- Reporting time for registration of participating team is between 8:30 am to 9:30 am.
- For online events, post registration the host school will provide Microsoft Teams/Zoom login ID for the events.
- All online events will be conducted live & participants have to make sure to keep their cameras on. Also, they need to keep all the necessary resources ready before hand.
- All participating teams to report in proper school uniform & must carry their school I-card.
- At the time of registration, each school will be allocated a “school code”, which will be taken as their identity for all events.
- One student can participate in a single event only.
- Class groups to be adhered to strictly. Students to be selected from each class as per class group. However, for open category, students from any class may participate.
- Each event has a set of specific rules & regulations, mentioned under each event.
- Use of any unfair means is strictly prohibited and will lead to disqualification.
- Judges' decision would be deemed final for all the events.
- Results will be declared on the school website / Social media handle / Cyber Crew website.
- It is mandatory for the winning team to collect the event prizes on Day - 2 i.e. 12th November 2022.
- Event details & guidelines are attached along with the brochure.
- Participants are advised to join the discord channel for all technical events.

Important Links

School consent link :<https://forms.office.com/r/7g6wmKqUZE>
Event Registration link : <https://linktr.ee/compufest2022>

For Event updates visit cyber crew website regularly
www.cybercrew.sajs.co.in

For Queries Contact:

Event Coordinators: Deepa Sharma - 9868010699
Vandana Rustagi - 9811046372
Rachna Patnaik - 9810312738
President- Cyber Crew : Priyanshu Singh 8920717955

COMPUFEST'22

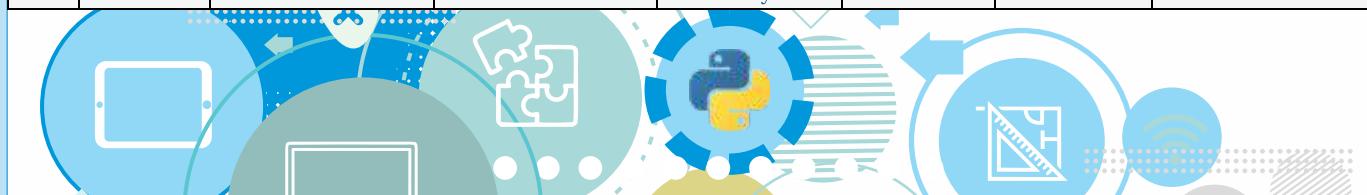
INFOEVENTS

REGISTRATION: 8:30 AM TO 9:30 AM

Inauguration: 9:45 am

Day-1: 11-11-2022, Friday

Sl.	Category	Event Names	Topic	Description	Time Limit	Class Groups	Participants (per event)
1	Computers	Fable Story	On the Spot	Animated Story	2 hrs.	I-II (online)	2
2		Story Board	-	Jungle Book	2 hrs.	II-III (online)	2
3		Billboard	On the Spot	Poster Design	1.5 hrs.	IV-V	2
4		Digi Dreamers	Count your blessings, not your problems	3D story Design	2 hrs.	VII-VIII	2
5		A-Maze -D	On the Spot	Board Game Design	1.5 hrs.	VII-VIII	2
6		Sherlocked	-	Cryptic Hunt (online)	48 hrs.	Open	Infinite
7		Codverse	-	Programming in Python	2 hrs.	Open	1
8		Frontend	On the Spot	Website Design	online	Open	1
9		Silverscreen	Compufest-A Journer..	Documentary	-	Open	3
10		Virtual Warriors	-	Gaming	2 hrs	Open (online)	1+4
11		Hack@Jaipuria	-	Hack for Innovation	24 +2 hrs.	Open	4
12		Third Dimension	On the spot	3D Designing	2 hrs.	Open (online)	1
13		Castle Run	-	Robot Design	4 hrs.	Open	2-3
14	ATL	Robo Soccer		Let's Play Soccer	4 hrs.	Open	3 Max.
15		Posteretti	Any goal of SDG	Poster Design	1.5 hrs.	Open	2
16	English	Whimsical	On the Spot	Memejacking	1 hr.	Open (online)	1
17		Puppenspiel	Märchen	Puppet Show	2-3 min.	Open	2-3
18	German	French Wall	Culture of France	French Handicrafts	1.5 hrs.	Open	2
19	French	Brain Drain	यह जो देखा है मेराप्रतिमा पत्रिगन	नुक़द़ नाटक	8 min. max	IX-XII	10-12
20	Hindi	Brain Bites		Mathematical Activity	2 hrs.	VI-VIII	3
21	Maths	Sci-Magic		Science Smartness	10-15 min.	VI-VIII	2
22	Science	मंथन- A Reflection	Prominent Evil charcters from Mythological stories	Every character has a positive side	5 min. max.	VIII - XII	8-10
23	Dance		-	Plan your Ad	40 min. 2-3 min (presentation time)	Open	3
24	Commerce	Entrepreneur verse		National Animals	3 hrs.	IX & X	2
25	Arts	Decoupage	India'2050	Graffiti in pop art style	3 hrs.	Open	4
26		Concord					



COMPUFEST'22

INFOEVENTS

REGISTRATION: 8:30 AM TO 9:30 AM

Day-2: 12-11-2022, Saturday

Sl.	Category	Event Names	Topic	Description	Time Limit	Class Groups	Participants (per event)
1	Computers	Toontastic	Any topic from Mythology	Design a Comic Strip	2 hrs.	VI-VII	2
2		Dzine	On the spot	Digital Design	1.5 hrs.	IX-X	2
3		Frontend	On the Spot	Website Design	1.5 hrs.	Open	1
4		Silverscreen	Compufest-A Journe..	Documentary	3-5 min. max	Open	3
6		Hack@Jaipuria	-	Hack for Innovation	24 +2 hrs.	Open	4
7		IM bot	-	Auto Conversations	5 min. max	Open	2
8		Turn Coat	On the Spot	Debate	5 min. max.	Open	1
9	English	Radio Spark	Youth of today:: Positive or Negative	The Radio Jockey Show	2-3 min.	Open	2
10		ধরোহৰ	Folk songs of India	Folk songs of India	3-5 min. max	Open	5-6
11	General	Quizziz	Mixed Bag	General Quiz	1.5 hrs	Open	2

Prize Distribution at 12:00 pm



Day 1

COMPUTERS

FABLE STORY

Animated Story (online)



Event Rules

- Software: Flip Boom
- Class: I-II
- No. of Participants: 2
- Topic: On the spot
- Time limit: 2 hrs
- Create a scene related to the story given on the spot.
- Images will be provided by the host school on the spot.
- Online platform IDs will be provided after registration.

Judgment Criteria

- Clarity of Drawing
- Creativity
- Relevance to the story
- Overall Presentation

STORY BOARD

Jungle Book (online)



Event Rules

- Software: Auto Draw
- Class: II-III
- No. of Participants: 2
- Topic: Jungle Book
- Time limit: 2 hrs
- Online platform IDs will be provided after registration.

Judgment Criteria

- Creativity
- Content related to theme
- Authenticity
- Overall Presentation

BILLBOARD

Poster Design



Event Rules

- Software: Adobe Express
- Class: IV-V
- No. of Participants: 2
- Topic : On the spot
- Time limit: 1.5 hrs
- Students will create a web post using Adobe Express and its resources.

Judgment Criteria

- Adherence to the topic
- Usage of tools
- Creativity
- Overall Presentation

DIGI DREAMERS

3D Story Design



Event Rules

- Software: HatchXR
- Class: VII - VIII
- No. of Participants: 2
- Topic: Count your blessings, not your problems
- Time limit: 2 hrs
- Students will create a story on any theme of their own.
- Duration of the story must not exceed 2 minutes.

Judgment Criteria

- Relevance to the theme
- Clarity of thoughts
- Originality & Creativity
- Overall presentation

A-MAZE-D

Board Game Design



Event Rules

- Software: Minecraft
- Class: VII-VIII
- No. of Participants: 2
- Topic : On the spot
- Time limit: 1.5 hrs
- Participants should have a Minecraft account

Judgment Criteria

- Concept
- Artwork
- Originality & Mechanism
- Overall Presentation

SHERLOCKED

Cryptic Hunt



Cryptic online hunt which will make you think like you never did before. It's a CTF event where you will be given hints on the basis of which you need to answer and move on to the next level. The hint can be anywhere like in a search engine, a streaming platform or in your school.

Event Rules

- Class: Open
- No. of Participants: Infinite
- Topic : Online hunt
- Time limit: 48 hrs
- Hints to each level will be uploaded on the cyber crew website.
- Only one participant will get the winning trophy

Judgment Criteria

- Number of levels traced

CODVERSE

Programming in Python



Event Rules

- Software: Python
- Class: Open
- No. of Participants: 1
- Time limit: 2 hrs.

Day 1(online)

- Prelims will be held online on Hacker Rank.
- Participants must keep their webcam on throughout the event.
- Plagiarism or consultation will result in immediate disqualification.

Day 2(offline)

- Six short listed teams will be qualified for the final round.
- The problem statement will be provided on the spot

Judgment Criteria

- Code efficiency
- Accuracy
- Code clarity
- Execution & Explanation

FRONTEND

Website Design



Event Rules

- Software: HTML, CSS, and Javascript
- Class: Open
- No. of Participants: 1
- Topic : On the spot
- Time limit: 2 hrs

DAY 1

- Prelims will be held online and top 5 entries will be selected for the final round.
- Participants have to develop their website on the given topic (provided prior to the event on Cyber Crew website) and submit the Github Repository link.
- Short listed students will report to school for the Final round (offline) on Day 2.
- Any form of plagiarism will result in disqualification.
- Use of any external framework (such as Bootstrap or Tailwind) is prohibited.

Judgment Criteria

- Visual Appeal
- Code Quality
- Originality
- Content

SILVER SCREEN

Documentary



Event Rules

- Software: Any movie software
- Class: Open
- No. of Participants: 3
- Topic : Compufest....A Journey
- Participants have to shoot clippings of the entire fest and submit a documentary (combination of softwares) on day II by 10:30 am in a rendered format
- Participants can also shoot on Day II but failing to submit on time will result in disqualification.
- Maximum length of the documentary will be of 3 min.
- Participants have to bring their own gears (camera, tripod, laptop) etc.
- Wi-fi will be provided by the host school in case of requirement.

DAY 2

Final presentation

Judgment Criteria

- Sequence of images
- Smooth flow of animation
- Effects used
- Overall presentation

VIRTUAL WARRIORS

Gaming (online)



Event Rules

- Software: Game-Valorant
- Class: Open
- No. of Participants: 1+4
- The prelim round will be conducted on 10.11.22 & finals on 11.11.22
- Winners to collect their trophy offline on 12.11.22

For event details

visit www.cybercrew.sajs.co.in

Judgment Criteria

- Final Score

HACK @ JAIPURIA

Hack for Innovation

In association with Rancho Labs, IIT, Delhi



No matter how new or old you may be in the world of Hackathons, it has a place for everyone who wants to learn, build, innovate and grow in their lives.

Event Rules

- Class: Open
- No. of Participants: 2 teams max. from each school with 4 participants (per event).
- Time limit: 24 hrs
- TRACKS—Hardware/software
(Teams are allowed to select any theme as per their wish)
- Expected solution may be built in the form of a product or service. This can be in the form of a mobile app, game, website, robot or anything else in the form of software or hardware.
- It is a 24 hour offline event aimed at recognizing young innovators from an early age.
- This event urges students to use their existing knowledge to break down real-life problems and solve them using technology.
- Students have to carry their own laptops with chargers. For hardware project, it is compulsory for the team to bring the required materials.
- The project has to be developed within 24 hours in the host school. Any team bringing a pre-developed project will be disqualified.

Judgment Criteria

- Creativity & Innovativeness
- Solution Viability
- Solution Accomplishment

To register visit <https://bit.ly/3rSrTxl>

For any queries contact:

Founder Rancho labs

Mr. Anshul - 7427800499

www.rancholabs.com/hack

THIRD DIMENSION

3D Designing (online)



Event Rules

- Software: Any 3D designing app
- Class: Open
- No. of Participants: 1
- Topic: on the spot
- Time limit: 2 hrs (1.5 hrs to design & 30 min to render)
- First 20 entries will be allowed to participate

- Participants have to work with the resources provided, using your own resources will result in disqualification
- Participants have to mail your project file and render. Email will be provided on the spot.

Judgment Criteria

- Texturing
- Environment
- Clarity of image
- Design & Visibility



CASTLE RUN

Robot Design



Event Rules

- Class: Open
- No. of Participants: 2-3
- Time limit: 4 hrs
- Teams have to design a robot, which will have the capabilities to traverse through different terrains (slushy, muddy, sandy, water).
- The robot has to be manually controlled (wired/wireless) and has to clear/overcome various obstacles, in minimum time.
- Robot size should not exceed 25*25*25 cm dimensions and use of ready-made kits is strictly prohibited.
- Teams to bring the robot completed in all aspects (like programming, wiring, building)
- Teams will get time to calibrate their robots on the spot.

Robot Specifications

- Compact
- Closed
- Wired/wireless
- The robot should be manually controlled.

Judgment Criteria

- Final Score

ROBO SOCCER

Let's Play Soccer



Event Rules

- Class: Open
- No. of Participants: 3 max.
- Time limit: 4 hrs.

Bot dimensions

- A bot must fit inside a 30 cm wide and 40 cm high cube at any point in time.
- Maximum weight should not be more than 7Kgs (including battery for wired/wireless bots).
- Each team can have at the most three robots for the entire tournament.
- The substitution of robots during the competition within the team or with other teams is forbidden.
- The robot can be automated or manually controlled using a Remote-control system.
- Tournament balls: The diameter of the ball will be 42mm (+- 5mm).

Gameplay

Two teams will be competing against each other.

- Each team should have automated/manual robots.
- The total duration of the game is 10 mins., which is divided into two Halves.
- The game clock will run for the duration of the halves without stopping (except if or when a referee wants to consult an official).
- Teams can be penalized one goal per minute at the referee's discretion if they are late for the game start.
- If a team does not report within 5 minutes of the game start, it forfeits the game, and the winning team is awarded a 5–0 win

For event details, visit
www.cybercrew.sajs.co.in

ENGLISH

POSTERETTI

Poster Design (Online)



Event Rules

- Class: Open
- No. of Participants: 2
- Topic: Any Sustainable Development Goal
- Time limit: 1.5 hrs
- Participants to showcase their creativity and prepare a poster on the topic.
- Paper should be of A3 size
- The event will be conducted online & required ID's will be provided after registration.

Judgment Criteria

- Theme
- Creativity and neatness
- Clarity of message
- Overall presentation

WHIMSICAL

Memejacking (online)



Event Rules

- Class: Open
- No. of Participants: 1
- Topic: On the spot
- Time limit: 1hr
- Participants have to frame memes on the given topic.
- Memes will be uploaded on Social handles for open voting.
- Link to vote will be shared on school's official website.
- Voting line will be closed on the same day at 6:30 pm.
- Winners will be decided on the basis of votes.

Judgment Criteria

- Maximum Votes

GERMAN

PUPPENSPIEL

Puppet Show



Event Rules

- Class: Open
- No. of Participants: 2-3
- Topic: Märchen
- Time limit: 2-3 min.
- Creative handmade puppets will be appreciated.
- Puppet show should be theme oriented.
- Language should be German.
- All the contestants need to adhere to the time limit

Judgment Criteria

- Creative puppets
- Voice modulation
- Theme oriented
- Language content

FRENCH

FRENCH WALL

French Handicrafts



Event Rules

- Class: Open
- No. of Participants: 2
- Topic: Culture of France
- Time limit: 1.5 hrs
- Participants to prepare attractive wall hangings based on the handicrafts of France.
- The article should have a proper catch line in French.
- Materials to be brought by participants.

Judgment Criteria

- Theme
- Creativity
- Aesthetic value
- Overall presentation

HINDI

SCIENCE

BRAIN DRAIN

नुकङ्ग नाटक



Event Rules

- Class: IX-XII
- No. of Participants: 10-12
- Topic: यह जो देश है मेरा प्रतिभा पलायन
- Time limit: 8 min (max)
- Costume: Jeans, kurta & dupatta
- Participants may use props & musical instruments to make the play interesting.
- Articles used as prop to be brought by the team.
- Mics will not be provided to the teams.

Judgment Criteria

- Theme
- Originality
- Message
- Overall presentation

MATH

BRAIN BITES

Mathematical Activity



Event Rules

- Class: VI-VIII
- No. of Participants: 3
- Time limit: 2 hrs
- The event will be of total 3 rounds
- A set of numbers & mathematical symbols(+, x, -, ÷) will be given to each team.
- A number will be called & each team has to form the same number as per the instructions.

Judgment Criteria

- Marking scheme & Time limit for each round will be declared on the spot

SCI-MAGIC

Science Smartness



Event Rules

- Class: VI-VIII
- No. of Participants: 2
- Time limit: 10-15 min.
- Science magic involves the tricks that have secrets based on scientific principles.
- Students will be required to perform a science magic trick and present the scientific explanation for the same.
- Teams should bring their own material according to the requirement of the activity.

Judgment Criteria

- Application of scientific principles
- Presentation
- Effectiveness

DANCE

मंथन- A Reflection



Every character has a positive side

Event Rules

- Class: VIII – XII
- No. of Participants: 8-10
- Time limit: 5 min. (max.)
- Topic: Prominent Evil characters from mythological stories
- Any dance form is allowed
- Bollywood music is strictly not allowed
- Music and props to be brought by the participating teams (music in labeled pen drive to be submitted)

Judgment Criteria

- Interpretation of theme
- Costume/props
- Coordination
- Choreography

COMMERCE

ENTREPRENEUR VERSE

Plan your Ad



Event Rules

- Class: Open
- No. of Participants: 3
- Time limit: 40 min.(Preparation time)
2-3 min((presentation time)

Round I (Product presentation)

- Participants have to present/introduce the product. They need to explain the usefulness of the same.
- Use of an existing product or service will lead to disqualification
- Use of props and costume is allowed
- Top six teams will qualify for the final round

Round II (Promotion of product)

- Qualifying teams will demonstrate the promotion strategy for their product through advertisement, social networking, campaign, discounts, gifts & other measures.

Judgment Criteria

- Concept
- Originality
- Innovation/creativity
- Visual appeal

ART

DECOUPAGE

3D Art



Event Rules

- Class: IX & X
- No. of Participants: 2
- Time limit: 3 hrs
- Topic: National Animals
- Participants have to bring their own materials like images, acrylic paints, coloured sheets, brushes, scissors, glue etc.
- A 12" x 18" base will be provided by host school.

Judgment Criteria

- Use of technique
- Neatness
- Colour balance
- Creativity

CONCORD

Graffiti in pop art style



Event Rules

- Class: Open
- No.of Participants: 4
- Time limit: 3 hrs
- Topic: India in 2050
- Required art material to be brought by the participants, e.g. acrylic paints, brushes etc
- 4ft x 6 ft canvas size will be provided by the host school.
- Participants will have to create a Graffiti image on the said topic
- Quotations related to the topic can also be an added attraction to the graffiti.

Judgment Criteria

- Relevance to the topic
- Creativity
- Handling technique of medium

Day 2

COMPUTER

TOONTASTIC

Design a Comic Strip



Event Rules

- Class: VI-VII
- No. of Participants: 2
- Time limit: 2 hrs
- Topic: Any topic from Mythology
- Participants have to design a comic strip

Judgment Criteria

- Alignment with the theme
- Creativity
- Story
- Message

DZINE

Digital Design



Event Rules

- Software: Photoshop CS 6
- Class: IX-X
- No. of Participants: 2
- Time limit: 1.5 hrs
- Topic: On the spot
- Participants have to create a digital design within the timeframe
- Online images can be used

Judgment Criteria

- Creativity
- Proximity to the theme
- Colour scheme
- Overall presentation

SILVER SCREEN

Documentary



Event Rules

- Time: 3 min.(max)
- Teams will have to submit the complete documentary by 10:30 am.

Judgment Criteria

- Overall presentation

FRONTEND

Website Design



Event Rules

- Software: HTML with CSS
- Class: Open
- No. of Participants: 1
- Time limit: 1.5 hrs.
- Topic: On the spot
- Participants to design website according to the topic
- Query framework will be provided by the host school.

Judgment Criteria

- Content
- Creativity
- Usage of text & graphics
- Overall presentation

IM BOT

Auto Conversations



Event Rules

- Class: Open
- No. of Participants: 2
- Time limit: 5 min. (max)
- Participants have to present the working model of the bot within the timeframe.
- The bot has to be presented with proper explanation

Judgment Criteria

- Innovation
- Originality
- Usage of the bot
- Presentation

ENGLISH

TURNOAT

Debate



Event Rules

- Class: Open
- No. of Participant: 1
- Topic: On the spot
- Time limit: 2 rounds(2.5 min each)
- Participants may be provided visual or written cues
- There will be no interjections
- Participants have to propose & oppose the topic; a bell will be rung to signify the change of stance
- The decision of the adjudicators will be final

Judgment Criteria

- Clarity
- Fluency
- Authenticity/content
- Overall presentation

RADIO SPARK

The Radio Jockey Show



Event Rules

- Class: Open
- No. of Participants: 2
- Topic: Youth of Today - Positive or Negative
- Time limit: 2-3 min.
- Participants need to host a show on the given topic as a radio jockey
- Participants may bring musical instruments to make the event interesting & lively

Judgment Criteria

- Voice clarity
- Content & style
- Diction & humor
- Overall presentation

MUSIC

धरोहर

Folk songs of India



Event Rules

- Class: Open
- No. of Participants: 5-6
- Topic: Folk songs of India
- Time limit: 3-5 min.
- Participants may present folk songs of any state of India.
- Language is not a barrier for the event
- Movie songs are not allowed
- Use of karaoke, recorded music tracks support is not permitted and no western instruments are allowed.
- The number of accompanists is two
- Teachers can also play music with the team

Judgment Criteria

- Voice clarity & quality
- Rhythm & beats
- Harmony & synchronization
- Overall presentation

QUIZZIZ

General Quiz



Event Rules

- Class: Open
- No. of Participant: 2
- Topic: Mixed bag
- Time limit: 1.5 hrs
- It will cover questions on all aspect of life

Elimination Round (written)

- 20 questions will be asked from the given topic.

Final round

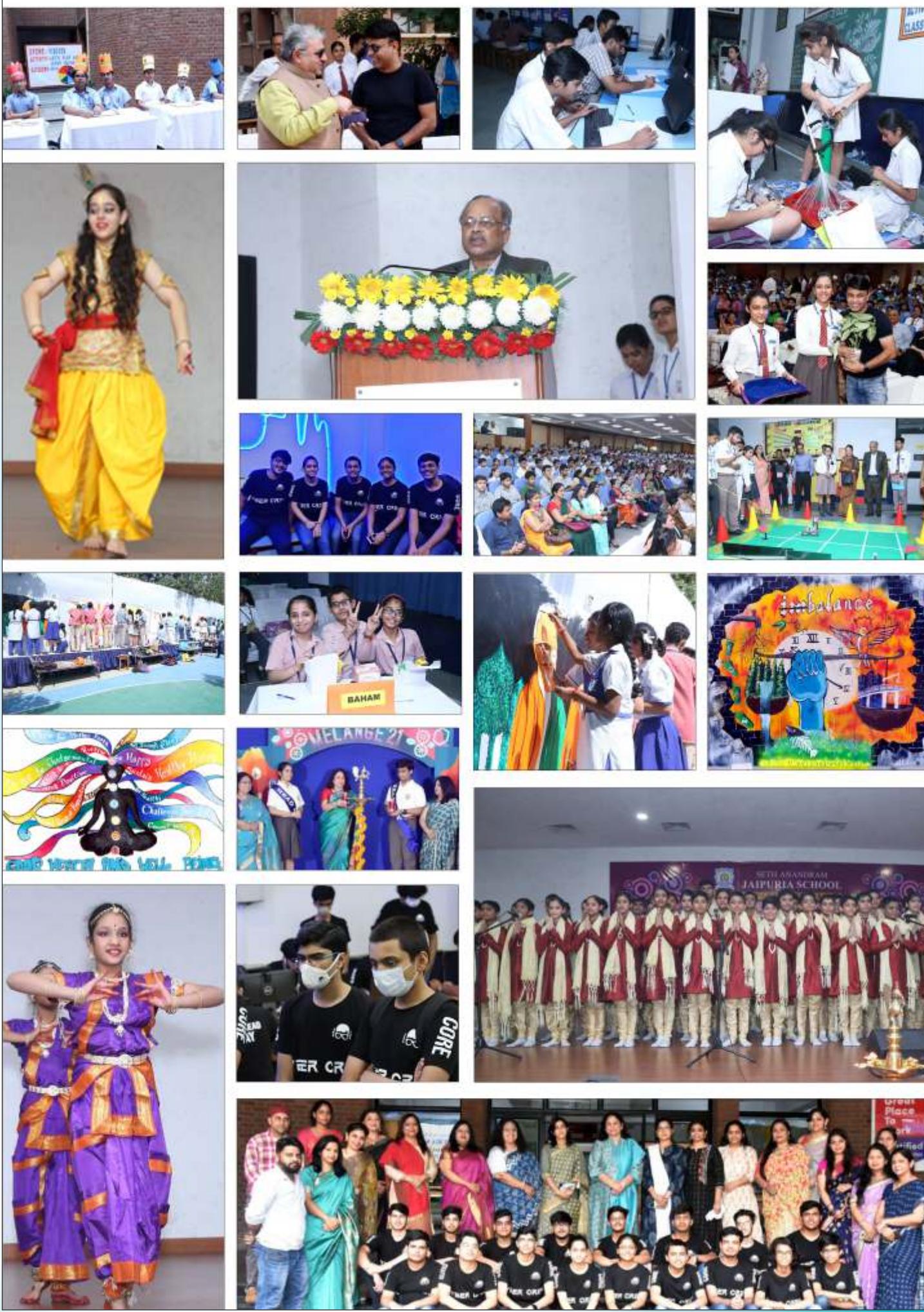
- 6 top scoring teams will compete for the final round.
- The format of the quiz will be audio/video.

Judgment Criteria

- Final score

COMPUFEST

A Glimpse



COMPUFEST'22



CYBER CREW

Priyanshu Singh
President

Ashwin Kumar
Vice President/Creative Head

Daksh Dhyani
Gaming Head

Vedank Kirola
Gaming Head

Armaan Mohapatra
Technical Head

Eashaan Karakoti
Technical Head

Aditya Goel
Programming Head

Ateendra Solanki
Database Head

Madhavan Veer Pundir
Hospitality Head

Nishtha Gupta
Hospitality Head

Bhavya Gupta
Hospitality Head

COMPUFEST'22

ATL TEAM

Aryanshh Srivastava
President

Aakarsh Tripathi / Sambhav Sirohi
Vice President/Creative Head

Kriti Gupta / Divyansh Agarwal / Yash Jain
Creative Head

Ishaan Srivastava / Aakansh Bansal
Technical Head

Artham Parashar / Anshuman Mathur
Database Head

Kaavyashree Mittal
Hospitality Head

Reeva Relhan
Social Media Head

Shreya Gandhir / Khushi Chadha
Documentation Head



**JAIPURIA GROUP OF
EDUCATIONAL INSTITUTIONS**

EMPOWER • ENTHUSE • EXCEL

Our Presence

Seth Anandram Jaipuri later-College, Anand Nagar, Maharashtra
Seth Anandram Jaipuria College, Kolkata
Seth Anandram Jaipuria School Kanpur
Jaipuria Institute of Management, Indirapuram
Seth Anandram Jaipuria School, Ghaziabad
Jaipuria School of Business, Indirapuram
The Jaipuria School, Farrukhabad
Little One- The Jaipuria Preschool, Kakadeo
Seth Anandram Jaipuria School, Unnao
Seth Anandram Jaipuria School, Shaheed Path, Lucknow
Seth Anandram Jaipuria School Alambagh, Lucknow
Little One- The Jaipuria Preschool, Ghaziabad
Little One- The Jaipuria Preschool, Mirzapur
Seth Anandram Jaipuria School Sitarganj
Seth Anandram Jaipuria School, Varanasi
Seth Anandram Jaipuria School Satna
Seth Anandram Jaipuria School Mirzapur
Seth Anandram Jaipuria School, Raebareli
Seth Anandram Jaipuria School Dibiyapur
Saamarthya Teachers Training Academy of Research
Little One- The Jaipuria Preschool, Swaroop Nagar
Seth Anandram Jaipuria School, Naini, Prayagraj
Seth Anandram Jaipuria School, Nanpara
Seth Anandram Jaipuria School, Greater Noida (West)
Seth Anandram Jaipuria School, Khuriganj, Amethi

Seth Anandram Jaipuria School

Sector-14 C, Vasundhara, Ghaziabad 201012

Ph.: 0120-4179300/4179304 Fax: 0120-4179306

E-mail: gzb.jaipuria54205@gmail.com

www.jaipuria.edu.in/ghaziabadschool

