

FLAGSHIP PROGRAM

FUSION of SCIENTIFIC AND CREATIVE SKILLS (Inter school team based extemporal competition)



A platform to Nurture SWIFT, SMART, SPONTANEOUS DECISION making skills-
The desirable 21st Century skills.

Being organised since 2016 involving over 1300 children (2016 event supported by Dept. of Sc. & Tech., Govt. of India)

*A World-Class Education through Creative problem solving method. This is an activity **“To develop a complete mind, Study the science of art, Study the art of Science. Learn how to see, realize that everything connects to everything else”***

STEAM is an educational movement poised to place Art and Design at the centre of STEM in order to truly meet the needs of 21st century economy. **Fusion of science and art required to enhance overall creativity.**

No question papers, no general knowledge test, only extemporal problem to be solved in given time frame and using given material. Open to students of class 3 - 11 in team mode.

- **One hour of team activity** (Skill based + Creative Art based)
- **15 minutes activity - identifying most Creative Individual**

Awards -

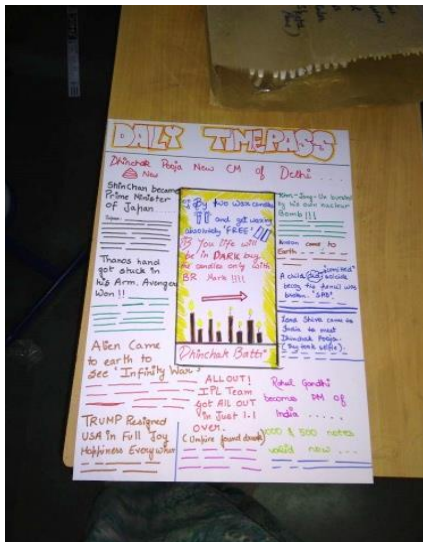
- Awards to **3 top Creative teams**
- **Award for School** Winning most no. of laurels
- Most Creative Individual
- Certificates to all participants
- Most creative individual through another round of competition

Achievements since 2016 –

- Participation of over a1000 children from around 70 odd schools.
- An international exposure for participation in STEAM like events viz. DECATHLON in Korea, Odyssey of the Mind (USA).



Team in Action



Creative Expression !!!

Group of Experts watching Action