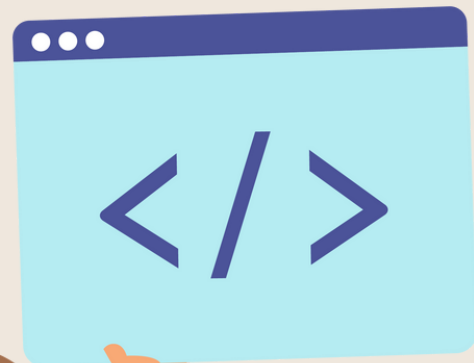


# Hack-a-thon 2024

Empowering students as thinkers, problem solvers through engaging activities, insightful talks.



Aa

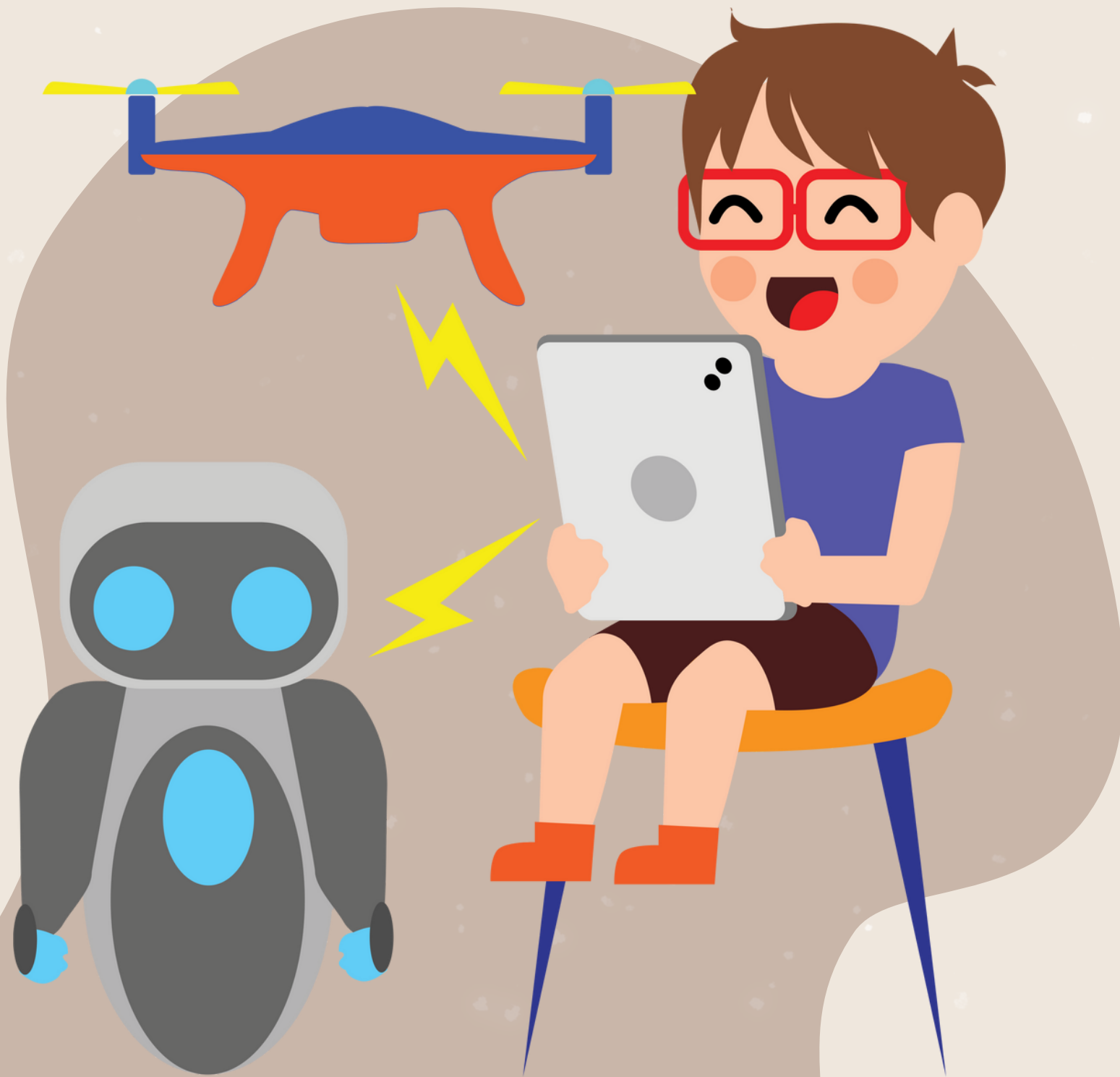


# Participation

- Students can participate either individually or in groups of three.
- Questions will be released on February 4th at 12 pm.
- For guidance in problem selection and solution development, students can consult with teachers.
- Choose a theme from the provided options.
- Within the chosen theme, identify a real-world problem statement.
- Present your solution as a digital drawing, website, application, PowerPoint presentation, Arduino-based model, or Blix-based project.



# Submission



**Students can use the platforms below to participate :**

Grade 1 to 5: MS Paint, Canva, Scratch, Code.org, App Inventor, Blix  
Grade 6 to 9: Canva, App Inventor, Scratch, Python, HTML, WIX, Robotics Kit

**Submissions to be sent in the formats given below :**

- PPT
- PDF

# Evaluation Criteria

- Concept and Originality: Assessment based on the students' comprehension of the hackathon theme.
  - Emphasis on the originality and creativity demonstrated in their project idea.
- Problem-Solving Skills: Evaluation of students' capability to identify and address real-world issues using technology.
- Technical Skills: Assessment of technical proficiency, encompassing coding and design abilities.
- Impact: Evaluation based on the potential societal and environmental impact of the project.
- Reusability: Emphasis on writing the project in a manner that allows for future reuse and modification.



# Prizes



1st Prize: Rs 1000 + Medal +  
Certificate + Gift

2nd Prize: Medal + Certificate + Gift

## Competition Participants:

Physical certificates delivered to  
the school who submit their  
solutions

# Agenda - Junior

4th Feb | 10 am - 12:00 pm (Grade 1- 4)

a. Guest speakers

c. Quiz & Games

d. Contest details and samples for  
Hackathon and Thinkathon

e. Prizes every hour





# Agenda – Senior

4th Feb | 2 pm - 4:00 pm (Grade 5- 9)

a. Guest speakers

c. Quiz & Games

d. Contest details and samples for  
Hackathon and Thinkathon

e. Prizes every hour



# Submission

Follow these steps to create and upload your project



01



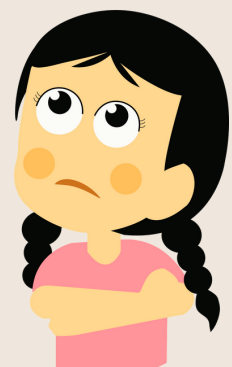
02



03

## Step one

Choose a theme and identify a real world problem related to it



## Step two

Select a platform (Scratch, Canva, HTML, etc.)

## Step three

Create the project and upload it to the website for your chosen question (in form of ZIP file or PDF)





# Judging process

- A committee of STEM certified instructors will evaluate the projects following a judging rubric based on 21st century skills.
- For each grade top two projects will be chosen.
- The questions for Hack-a-thon will be live by 12:00 pm on 4th February.
- The results will be announced on 11th February.



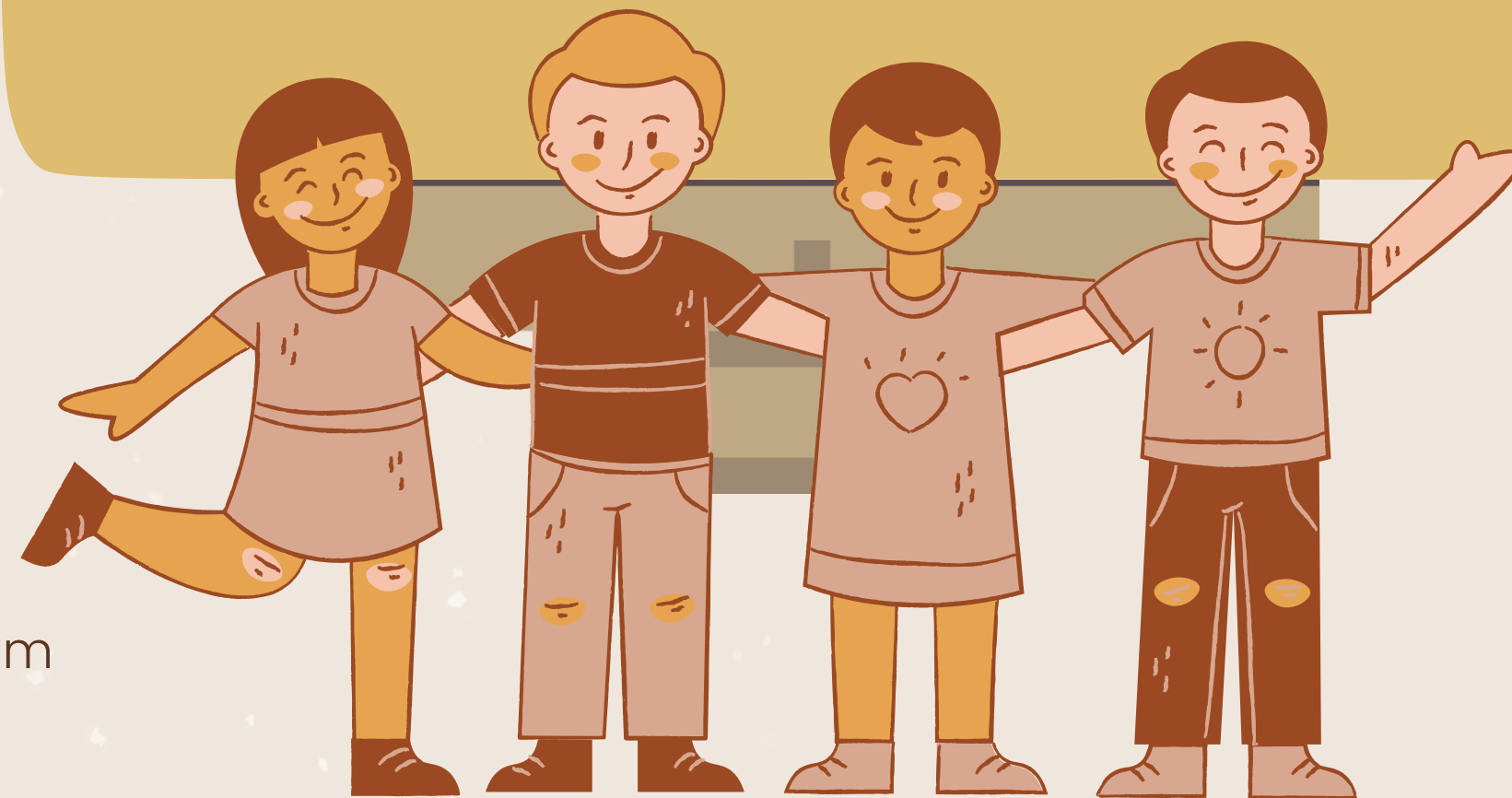
# Fine Print



- Each participant is allowed only one submission for Hackathon
- All entries must refrain from infringing upon any patents, trademarks, or copyrights.
- By submitting their work, participants affirm that all information, including ideas, concepts, graphics, etc., is original and the product of independent thought.
- Entrants automatically commit to complying with all competition rules upon entering.
- All decisions made by the judges are final and binding on all participants, including matters related to entry eligibility.



# THANK YOU



## Email Address

[info@scienceutsav.com](mailto:info@scienceutsav.com)

[technology.scienceutsav@gmail.com](mailto:technology.scienceutsav@gmail.com)

## Website

[stemfest.scienceutsav.com](http://stemfest.scienceutsav.com)

[www.scienceutsav.com](http://www.scienceutsav.com)