

# Think-a-thon

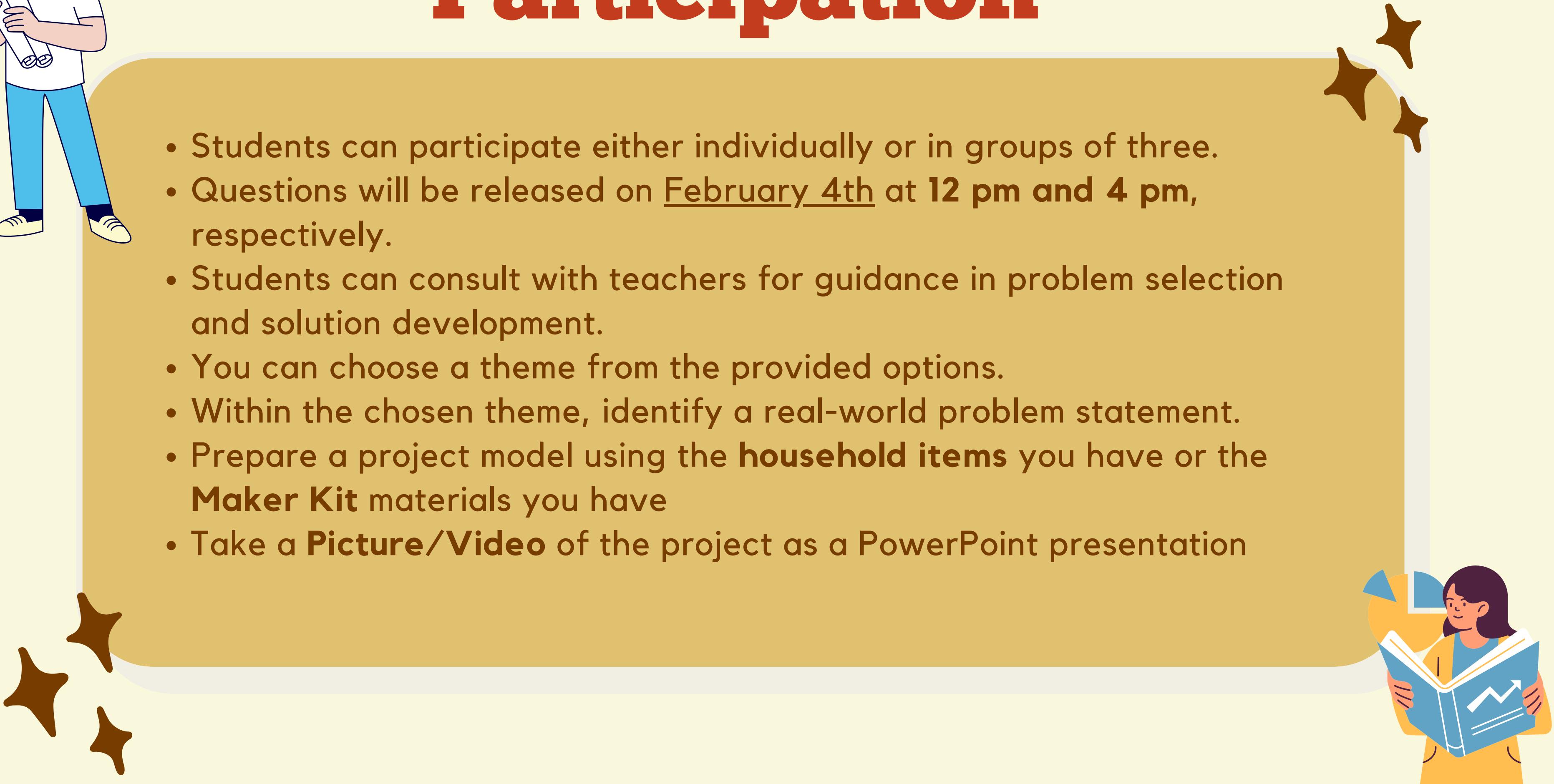
## 2024

Problem Solving through STEM





# Participation



- Students can participate either individually or in groups of three.
- Questions will be released on February 4th at **12 pm and 4 pm**, respectively.
- Students can consult with teachers for guidance in problem selection and solution development.
- You can choose a theme from the provided options.
- Within the chosen theme, identify a real-world problem statement.
- Prepare a project model using the **household items** you have or the **Maker Kit** materials you have
- Take a **Picture/Video** of the project as a PowerPoint presentation

# Submission



**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

11th Feb | 10 am - 12:00 pm (Grade 1- 4)

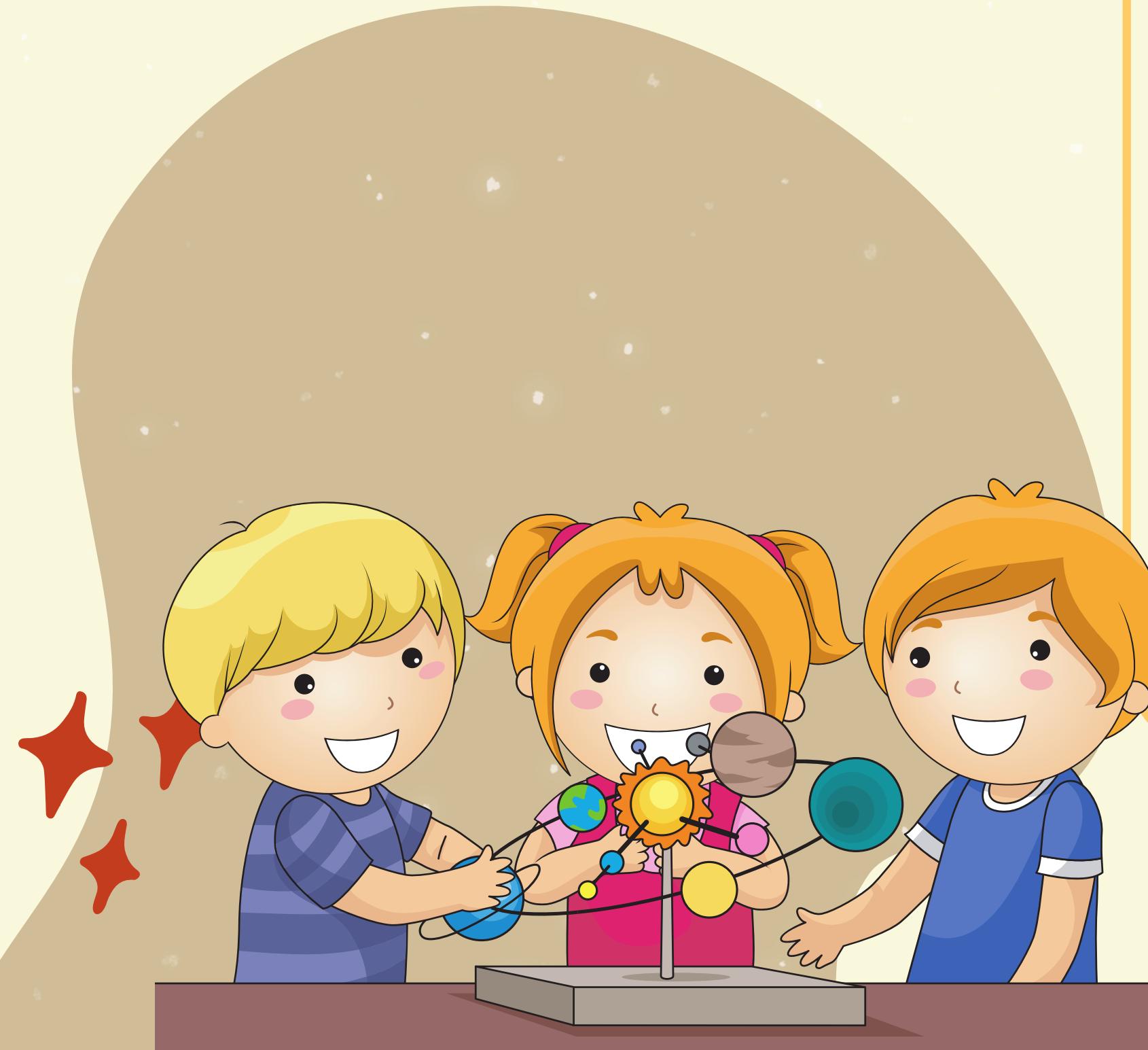
- a. Guest speakers
- c. Quiz & Games
- d. Prizes every hour
- e. Result Announcement for Hackathon and Thinkathon



# Agenda

11th Feb | 2pm - 4:00 pm (Grade 1- 4)

- a. Guest speakers
- c. Quiz & Games
- d. Prizes every hour
- e. Result Announcement for Hackathon and Thinkathon



# Submission

Follow these steps to create and upload your project



01

## Step one

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



02

## Step two

Record your video or create a PPT explaining the solution for the problem

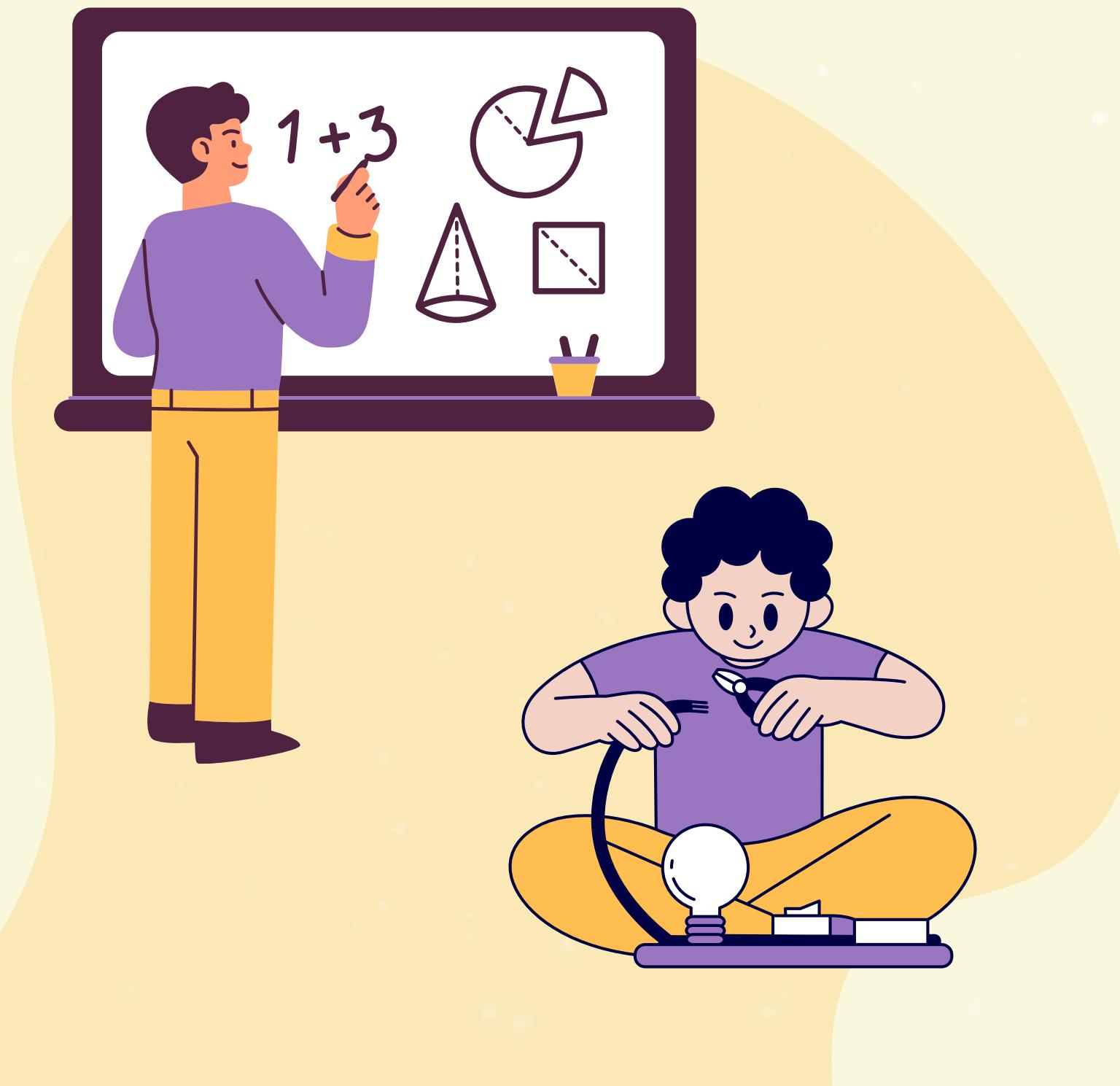
03

## Step three

Create the ppt file or directly upload the video



# Themes SDG Goals



## Project to be made by students:

- A video per student for 2 to 3 minute explaining addressing the question we will provide
- Any combination of diagrams, speech, demonstrations, PPT, schematics, and text can also be used in the video.

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

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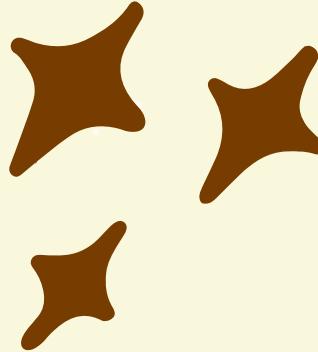


# Judging process

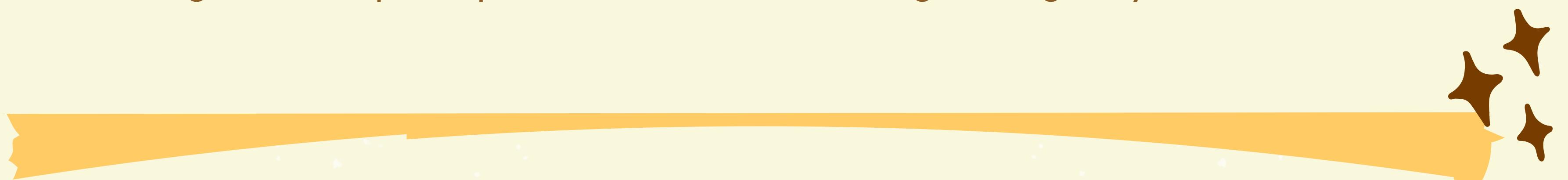
- A committee of STEM certified instructors will evaluate the projects following a judging rubric based on 21st century skills.
- For each grade top two projects will be chosen.
- The questions for Think-a-thon will be live by 12:00 pm on 4th February.
- The results will be announced on 11th February.



# Fine Print



- One participant must have only one submission.
- The entries should not infringe any patents, trademarks or copyrights.
- By making the submission, the applicants agree that all the information (ideas, concepts, graphic, etc.) are original and the result of independent thought.
- Also, the entrants automatically agree to abide by all the rules of the competition
- Once they enter the competition. All the decisions of the judges will be final and binding on all the participants in all matters including the eligibility of the entries.





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