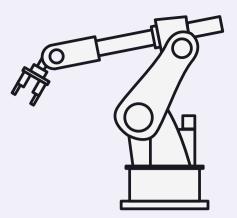
Organizer : Robotics Club Saraswati Shishu Mandir in Association with





www.mathcoders.org



**INTRA-SCHOOL** 

ROBOTICS, AI & SCIENCE EXIHIBITION (RAISE 2025)

### **CONTACT INFO:**

+91 9531773734 (Krishna Pal) +91 9031245588( Nikita Kumari)

Email : info@mathcoders.org

**ELIGIBILITY:** Class: 1 to 9



# **ABOUT MATH CODERS**

Provides Off-Line & On-Line learning platform for Coding , Robotics & Al with affordable price for the School Students to become Future Innovators.

### WHY "RAISE"?

The purpose of our tech fest is to ignite curiosity and innovation, bringing together tech enthusiasts, professionals, and students. Through a dynamic platform of workshops, discussions, and hands-on experiences, we aim to foster collaboration, inspire groundbreaking ideas, and explore the ever-evolving world of technology.

# THE MAIN PURPOSE OF THE EXHIBITION

Tech fest in Delhi World Public School serve to promote -

- tech education,
- develop skills,
- foster innovation,
- showcase talent,
- build teamwork,
- create career awareness,
- make learning fun.

## **THE EXHIBITION & COMPETITION HIGHLIGHTS**

- 1. Science Model Making
- 2. Robo Race
- 3. Robo Fight
- 4. Maze solver
- 5. DIY Bot using Arduino/Micro:Bit/Rasberry Pi
- 6. Robotics AI challenge- Pictoblox/Python
- 7. Tech Quiz
- 8. Pick & Drop
- 9.GO-AS-YOU-LIKE

#### www.mathcoders.org



# Robotics School for Children

Robotics schools for children are educational programs that introduce young learners to the field of robotics and provide them with the opportunity to learn about, build, and program robots.



VICE PRINCIPAL'S INVITATION



SARASWATI SHISHU Mandir , Shyamdih ,Katrasbazar, Dhanbad Dear Perticipant,

As a Vice Principal of Saraswat Shishu Mandir, I am pleased to share my experience with Math Coders. Their team has brought excellent values to our students by introducing them to the fascinating world of Robotics and Artificial Intelligence.

Through engaging, hands-on learning methods, Math Coders have sparked curiosity and innovation in our classrooms. Our students are not only learning cutting-edge technologies but are also developing critical thinking, problem-solving, and teamwork skills that are essential in the 21st century.

I deeply appreciate the dedication and professionalism of the Math Coders educators and look forward to continuing this fruitful collaboration.

Sincerely, Sreaya Sarkar, Vice Principal of Saraswati Shishu Mandir , Shyamdih ,Katrasbazar, Dhanbad

# " EVENTS "

THE COMPETITIONS WE HOST AND WANTYOU ALL TO PARTICIPATE ARE



#### **ROBO RACE**

In the Robo Race, participants will build and program their robots to complete a designated track in the shortest time possible. The track will feature various turns, inclines, and obstacles to test the speed and agility of the robots. The robot that completes the track in the least amount of time will be declared the winner.

*Eligibility : class 5th Onwards No. of participants per team : minimum 4 to maximum 6* 

#### OBSTACLES AVIODING RACE (MAZE SOLVER)

In this contest, participants will design and program robots to navigate through a maze filled with obstacles. The robot must avoid the obstacles and find the quickest path to the finish line. The contest tests the robot's ability to make real-time decisions and adapt to the environment.

*Eligibility : class 5th Onwards No. of participants per team : minimum 3 to maximum 5* 

#### **ARD-BOARD PROJECT**

In this unique contest, participants will combine their artistic skills with technology by creating an art board using Arduino. Participants can use LEDs, sensors, and other electronic components to create interactive art installations. This contest encourages creativity and innovation, blending art with science and technology.

Eligibility : class 6th Onwards No. of participants per team: minimum 4 to maximum 6



#### **Robotics AI Challenge - Pictoblox, STEMpedia**

This contest challenges participants to create AI-based robotics projects using Pictoblox and STEMpedia platforms. Participants will design, code, and present their innovative projects that integrate artificial intelligence with robotics. The projects will be judged on creativity, technical complexity, and real-world application.

• Robotics & AI based projects using Sensors, Arduino & for coding purpose using Pictoblox & STEAMpedia

*Eligibility : Class 7th Onwards No. of participants : Minimum 4 to Maximum 6* 

#### **STEAM CONTEST**

In this unique STEAM contest, participants will combine their artistic skills with technology by creating innovative projects. Participants can use LEDs, sensors, and other electronic components to create interactive art installations. This contest encourages creativity and innovation, blending art with science and technology.

*Eligibility : class 3rd Onwards No. of participants : minimum 3 to 9.* 

#### QUIZ-O-MANIA

"Test Your Knowledge, Unleash Your Genius!"

Get ready for an electrifying battle of wits! QUIZ-O-MANIA is the ultimate quiz competition that challenges your knowledge, speed, and strategic thinking. Join us for an evening of brain-teasing questions thrilling rounds, and exciting prizes.

#### **GO-AS-YOU-LIKE**

To provide a platform for individuals to express themselves freely, showcasing their unique talents, skills, and personalities. This event encourages self-expression, creativity, and community building. It's a judgment-free zone where individuals can showcase their passions and talents!

Eligibility : Class 1 and 2 No. of participants : solo entry



ROBOTICS, AI & Science Exihibition (Raise 2025)

> RAISE 2025



# CONTACT

+91-0326-2372669



#### **School Email Address**

ssmshyamdiherediffmail.com

In Association with

Academic Partner

Society Partner

**Robotics** Partner







