



# Inter School STEM & Robotics Competition

## Participation Form

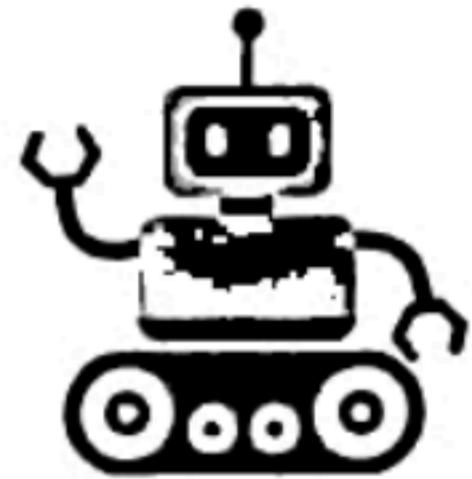


Organized by: Math Coders Pvt Ltd (Website: [www.mathcoders.org](http://www.mathcoders.org))  
In Association with: Saraswati Shishu Mandir, Shyamdihi, Katras, Dhanbad

Event Date: 31<sup>st</sup> January 2026, Saturday (9:00 AM )

Venue: Saraswati Shishu Mandir(SSM), Shyamdihi, Katras, Dhanbad

Eligibility: for Class 3<sup>rd</sup> Onwards students (No entry fees)



### School Information

School Name: \_\_\_\_\_ Affiliation: \_\_\_\_\_

School Address: \_\_\_\_\_ School Email ID: \_\_\_\_\_

Name of School Coordinator: \_\_\_\_\_ Contact Number: \_\_\_\_\_

### Competition Categories (Please tick (✓) the category you wish to participate in)

STEM Contest  Ard-Bot Contest  Robo Race  Robo Fight  Robo Soccer

( Visit [www.mathcoders.org](http://www.mathcoders.org) for details of each competition category with participation rules)

### Team Details (Each team can include One to Four students)

Sr. No	Student Name	Class	Gender	Contact Number
1				
2				
3				
4				

### Declaration

I hereby declare that all information provided above is true and correct to the best of my knowledge. I understand that the decision of the judges will be final and binding in all matters related to the competition.

### Submission Instructions

Please submit this form to the math coders team by 20th January, 2026 or fill the participation form via online through [www.mathcoders.org](http://www.mathcoders.org) website

For more inquiries, contact the Math Coders Team at +91-8910478904

Coordinator's Signature: : \_\_\_\_\_

<sup>1</sup>Parent's Signature: \_\_\_\_\_

Principal's Signature & School Seal: \_\_\_\_\_

<sup>2</sup>Parent's Signature: \_\_\_\_\_

Date: \_\_\_\_\_

<sup>3</sup>Parent's Signature: \_\_\_\_\_

<sup>4</sup>Parent's Signature: \_\_\_\_\_

# **Categories of Inter-School STEM & Robotics Olympiad (ISSRO)**

## **1. STEAM Contest**

**(For Classes 3 to 5)**

In this creative STEAM-based contest, participants (Individual/Group) will integrate **Science, Technology, Engineering, Art, and Mathematics** to design innovative projects. Students may use LEDs, simple sensors, craft materials, and basic electronic components to create **interactive art or working models**. This category promotes imagination, creativity, and early exposure to technology through hands-on learning.

## **2. Arduino Art Board Challenge**

**(For Class 6 onwards)**

In this challenge, participants (Individual/Group) will design and develop an **interactive art board using Arduino**. The project may include LEDs, sensors, buzzers, motors, or displays controlled through programming. The objective is to blend **electronics, coding, and artistic creativity** to produce visually appealing and functional projects.

## **3. Robo Race**

**(For Class 6 onwards)**

In the Robo Race competition, participants (Individual/Group) will design, build, and program a robot capable of completing a predefined track in the **shortest possible time**. The track will include turns, slopes, and obstacles to test the robot's **speed, control, stability, and design efficiency**.

## **4. Robo Soccer**

**(For Class 6 onwards)**

In Robo Soccer, participants (Individual/Group) will build robots to compete in a **robotic football match**. Robots must maneuver, control the ball, and score goals within a given time. This event emphasizes **robot control, teamwork, strategy, and precision**.

## **5. Robo Fight**

**(For Class 6 onwards)**

In Robo Fight, participants (Individual/Group) will design robust robots to compete in a controlled arena. The goal is to **push, flip, or disable the opponent robot** while following safety rules. This category tests **mechanical strength, control systems, and strategic thinking**.