



Inter School STEM & Robotics Competition

Participation Form

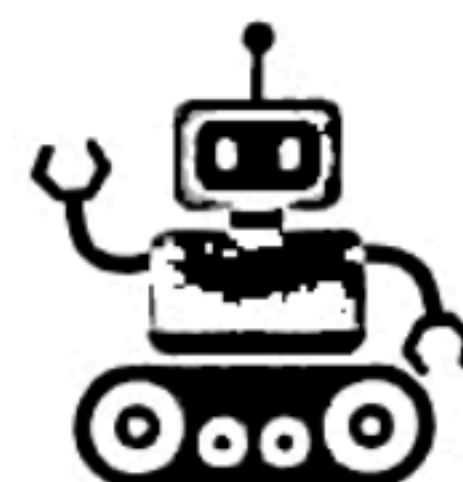


Organized by: Math Coders Pvt Ltd (Website: www.mathcoders.org)
In Association with: Saraswati Shishu Mandir, Shyamdih, Katras, Dhanbad

Event Date: 31st January 2026, Saturday (9:00 AM)

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

Eligibility: for Class 3rd 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 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 website

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

Coordinator's Signature: : _____

Principal's Signature & School Seal: _____

Date: _____

¹Parent's Signature: _____

²Parent's Signature: _____

³Parent's Signature: _____

⁴Parent'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**.