



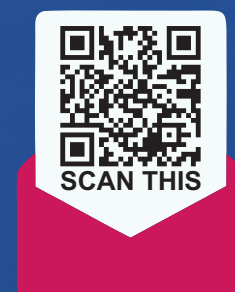
COFAS 2026

OCTOBER 13TH TO 16TH, 2026



DIGITAL HUMANITY

TECHNOLOGY WITH A PURPOSE



Theme: Digital Humanity – Technology with a Purpose

In an era where artificial intelligence, data and digital systems are redefining the way we live, the essence of Digital Humanity reminds us that technology must always serve people — not replace them.

COFAS 2026 stands as a platform that celebrates this union of innovation and empathy — where technology meets its truest purpose: empowering, uplifting, and connecting humankind.

The theme, “Digital Humanity – Technology with a Purpose,” emphasizes that progress is not measured merely by algorithms or automation, but by how these tools enhance human values — compassion, creativity, and consciousness. It inspires students to envision a future where machines assist, not dominate; where data drives development, not division and where digital intelligence amplifies the moral intelligence of humanity.

Through a series of stimulating and imaginative events, COFAS 2026 aims to:

- Cultivate awareness of responsible and ethical technology use.
- Encourage innovation that prioritizes inclusion and sustainability.
- Celebrate human creativity as the heart of every digital advancement.

As young technocrats explore new horizons of possibility, COFAS 2026 reminds them that every click, code and creation carries a deeper purpose — to build a kinder, smarter and more humane digital world.

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LETTER OF INVITATION

by the Convener



Mrs Jayashree Krishnan
Convener, COFAS International 2026
& Senior Principal
CMS Rajendra Nagar Campus I,
Lucknow

"Technology is best when it brings people together." — Matt Mullenweg

The world our students are growing up in, is brimming with extraordinary possibilities that previous generations could only dream of. New doors are opening before them every day, revealing horizons filled with potential and promise. This makes our role as educators more meaningful than ever—to guide young minds with care and wisdom as they explore, create, and innovate with purpose.

When we chose "Digital Humanity – Technology with a Purpose" as the theme for **COFAS 2026**, we were inspired by a profound question: **How can technology help us build a brighter, kinder and more connected future?**

I have witnessed our students collaborate across borders, reaching out with open hearts to share insights and solve problems together in ways that truly embody the spirit of a global community. These moments fill me with hope and remind us of technology's beautiful power to unite us—and I know these experiences will shape the world our students will lead tomorrow.

Our late Founder, the most respected Dr. Jagdish Gandhi, and the esteemed members of our management have always believed that education encompasses not only knowledge and skills, but **values and vision**. At CMS, we hold close to our hearts the conviction that when technology is guided by empathy and purpose, it becomes a transformative force for good.

To every student participating in COFAS 2026: **your ideas have the power to inspire and transform**. Every project you undertake, every solution you imagine, weaves a meaningful thread into the fabric of our shared future.

I encourage you from the depths of my heart—dream big, explore freely, and create with confidence and compassion. Let your code reflect creativity, your innovations kindle hope, and your work make a lasting, positive difference in the world.

The future is not something we passively wait for—it is something **we build together**, hand in hand, with imagination, care, and unwavering purpose.

I am deeply excited to see what you will create, and I believe in each and every one of you.

I warmly look forward to the participation of young think tanks from your institution. Together, let us create an unforgettable experience at COFAS 2026—one filled with discovery, collaboration and purpose.

Message Secretary, COFAS 2026



Ms Fauzia
Secretary, COFAS International 2026
& Assistant Teacher
CMS Rajendra Nagar Campus I,
Lucknow

In an age where the digital world shapes how we think, connect, and create, COFAS 2026 stands as a meaningful confluence of minds, cultures and ideas. With the theme, "Digital Humanity – Technology with Purpose," this international forum invites young learners to look beyond screens and systems and reflect on the human values that must guide innovation.

COFAS is more than a competition—it is a celebration of collaboration across borders. As students from India and abroad come together, they exchange perspectives, cultivate empathy and learn that technology finds its true strength when it serves humanity with compassion and responsibility. Through healthy competition, creative expression and intellectual dialogue, participants sharpen essential 21st-century skills such as critical thinking, communication and global citizenship.

This platform empowers learners to imagine a future where progress is ethical, inclusive and purposeful. May COFAS 2026, inspire every participant to become not just skilled users of technology, but thoughtful architects of a better world.



SCAN THIS

MESSAGE

from the Founder-Director, CMS »



Dr Bharti Gandhi
Founder Director
CMS, Lucknow

In the words of Satya Nadella, "Our industry does not respect tradition - it only respects innovation." At City Montessori School, we believe that innovation acquires its true meaning when it is guided by purpose, ethics, and concern for humanity. COFAS - Computer Fair and Seminar reflects this belief by fostering computational excellence alongside thoughtful dialogue and responsible use of technology.

As we look forward to COFAS 2026, the International Computer Olympiad scheduled from 13-16 October 2026 at CMS Rajendra Nagar Campus, I extend my warm wishes to all students, teachers, and parents. In today's interconnected world, computers are bringing unity in the world by enabling global collaboration and shared knowledge. This global platform nurtures analytical thinking, creativity and problem-solving, while encouraging learners to apply technology in ways that serve society.

I congratulate Senior Principal, Mrs. Jayashree Krishnan and her dedicated team for their continued leadership in strengthening COFAS as a forum for international collaboration and innovation with purpose. May COFAS 2026, inspire students to harness computing ethically, creatively and for the greater good of humanity.

With best wishes for a meaningful and enriching COFAS 2026.

MESSAGE

from the Manager, CMS »



**Prof Geeta Gandhi
Kingdon**
Manager, CMS, Lucknow

"It was the best of times, it was the worst of times, it was the age of wisdom, it was the age of foolishness, it was the epoch of belief, it was the epoch of incredulity, it was the season of Light, it was the season of Darkness, it was the spring of hope, it was the winter of despair, we had everything before us, we had nothing before us, we were all going direct to Heaven, we were all going direct the other way ..." – Charles Dickens, A Tale of Two Cities.

This description of the French Revolution applies just as well to the present day, when we are in the middle of a technological revolution. For it is precisely by means of our electronic media – TVs, computers, tablets, and phones – that we find ourselves inundated with wisdom and foolishness, belief and incredulity, light and darkness, hope and despair, everything and nothing ... and all at the same time, and in the same place. It is indeed the best of times, the worst of times: tremendously exciting, and at the same time tremendously challenging. How can we be on the 'Heaven' side of this era-defining societal upheaval?

Well: nothing's guaranteed, of course; but surely we can improve our chances of coping or even benefiting from this 'revolution' if we actively engage with the technology, and learn how to use it safely. This is what I mean when I use the phrase 'critical digital literacy'. It's one of the key skills we're trying to teach in CMS, and it's the main motivation for the theme of COFAS International 2026, 'Digital Humanity: Technology with a Purpose'. Over the years this invigorating international olympiad has nurtured and inspired curiosity, discovery, creativity, adaptability, and resilience amongst its student participants, and I'm sure this latest installment will do no less. My very best wishes to all of our participants, from near or far, and my heartfelt thanks to Senior Principal Mrs Jayashree Krishnan and her dedicated team at CMS Rajendra Nagar I for once again organising this unique and essential forum.



MESSAGE from the Superior Principal & Head,

Quality Assurance & Innovation Department (QAID), CMS } }



Mrs Susmita Ghose

Superior Principal & Head,
Quality Assurance & Innovation
Department (QAID), CMS

“Technology is best when it brings people together.” – Matt Mullenweg

In a world driven by rapid digital transformation, the essence of progress lies not merely in technical sophistication, but in the ability of technology to foster inclusivity, bridge divides, and respond meaningfully to real-world challenges. The true measure of innovation is reflected in how thoughtfully it serves human needs and uplifts collective well-being.

As COFAS International unfolds from 13th to 16th October 2026 under the theme “Digital Humanity: Technology with a Purpose,” it reaffirms the belief that technology must ultimately remain rooted in human values—nurturing dignity, compassion, and connection. It continues to emerge as a vibrant confluence of young minds from across nations, united by a shared vision of using digital tools as instruments of positive change.

The range of competitions and creative engagements reflect not only technical excellence, but also the imagination and social consciousness of students who understand that behind every algorithm and innovation lies a deeper human responsibility. What stands out most is the spirit of inquiry, collaboration and ethical awareness that defines this collective journey.

Equally significant is the role of such platforms in preparing learners for a future that demands not only digital skills, but also emotional intelligence, adaptability and a strong moral compass. When technology is guided by purpose, it becomes a medium for empathy, problem-solving and global citizenship rather than mere efficiency.

This moment also invites humble remembrance of the revered Founder Manager, Dr. Jagdish Gandhi, whose visionary ideals continue to illuminate the path of value-based education. Deep gratitude is extended to the esteemed Founder Director,

Dr. Bharti Gandhi, whose commitment and foresight continue to nurture global platforms of learning. A special note of thanks to the Respected Manager, Prof. Geeta Gandhi Kingdon, for her guidance and inspiration with the unwavering faith in our capabilities that makes such transformative initiatives possible.

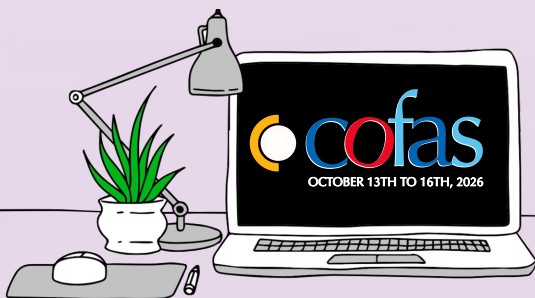
I do not wish to conclude the message without leaving a note of appreciation to the Principal and the dedicated staff of CMS Rajendra Nagar I for their meticulous planning and seamless execution, as well as to all the participating schools whose collective efforts have enriched the spirit of this international Olympiad.

COFAS International stands not merely as an event, but as a reflection of a deeper educational philosophy—one that envisions technology as an invisible yet powerful companion in shaping a more connected, compassionate, and

purposeful world. Let these profound words leave their imprints in our mind forever;

“The advance of technology is based on making it fit in so that you don’t really even notice it, so it’s part of everyday life.”

– Bill Gates



Digital Humanity Technology with a Purpose



RULES AND GUIDELINES

GENERAL

1. The event is being organized for students in two categories- Senior and Junior:
 - (a) The Junior category will include participants from Classes VII to IX **(12-15 years)**.
 - (b) The Senior category will include participants from Classes X to XII **(16-19 years)**.
2. Each team will comprise of **5 Senior** students, **5 Junior** students and two team leaders.
3. We accord a special invitation to the Principal/Head of the Institution to be our special Guest of Honour for the event.
4. A registration form will be considered valid only if it is complete in all respects and is duly forwarded by the Head of the institution.
5. **The organizers will provide accommodation to all out – station and international teams (maximum 10 participants and 2 accompanying teachers)**
6. A modest amount of **25 USD per participant for International team & ₹ 1500/- per participant for National Team** will be charged as registration fees. There is no registration charge for the Team Leader/Principal.
7. The registration fees is to be paid through a Demand Draft, payable at Lucknow in favour of City Montessori School, Lucknow.
8. In case the team comes before **13th October, 2026** or extends its stay beyond **16th October, 2026** some alternative arrangements will have to be made by the team itself.
9. Additional members, including infants and children will not be accommodated.
10. **Every registered school will receive a school code.**
11. All outstation teams must attend the press conference and photo session to be held on **13th October, 2026 at 12:00 noon** and are required to schedule their travel plans accordingly.
12. Participating teams should carry their school flags to the inaugural ceremony.
13. Outstation teams will not be permitted to leave the premises during the competition days.
14. The teams must carry their own articles and requirements for the competitions.
15. It is compulsory for all the teams to attend the Prayer Assembly, as it will confirm their daily attendance.
16. All team leaders must adhere to the time schedule and ensure that their presence is acknowledged **20 minutes** prior to the commencement of the event.
17. The team leaders must ensure that the team stays back till the end of all performances, as it will encourage others and instil positive feelings of friendship and respect.
18. Materials to be submitted at the time of registration in a pen drive.
 - a) **SOFTEK source files**
 - b) **COSTEK audio/multimedia**
 - c) **Ctrl+Alt+Del (Dramatics) - multimedia**
 - d) **Beats & Strings track and lyrics**
19. The results of all the competitions will be announced on **16th October, 2026** during prize distribution ceremony.
20. The Judges' decision would be final.
21. Each participant should be in their school uniform for all the competitions except for the events where they have to wear costumes.



Digital Humanity Technology with a Purpose



TIMELINE

1. **School Confirmation form must be filled by 30th April, 2026.**
2. **Event Wise Registration forms must reach the organizers by 15th July, 2026.**
3. Outstation participants will be required to send their complete travel details by **15th August, 2026** so that the arrangements for their transport to and from the airport/railway station can be made.
4. Confirmation of the participants details by local teams will be done on **12th October, 2026 at 9:00 AM.**
5. All teams must attend the inaugural ceremony to be held on **13th October, 2026** and the prize distribution ceremony on **16th October, 2026** at the **World Unity Convention Centre (WUCC), CMS, Kanpur Road, Lucknow.**

ACCOLADES OF EXCELLENCE

Crowning Excellence

Overall Championship

Runner Up

Moments of Glory

First Prize

Second Prize

Third Prize

Consolation



SCAN FOR ESSENTIAL FORMS

Quick access to all important forms
in one place.



SCAN HERE



Confirmation Form

Confirm participation



Registration Form

Submit your team details



Travel Details Form

Share your travel information



CARICATURAS DIGITAL COMIC MAKING

CATEGORY: JUNIOR

Date: 14th October, 2026

Timing – 11:00 AM TO 01:00 PM

Event Description:

In Caricaturas, pixels meet purpose and creativity becomes a voice for change.

Get ready to laugh, reflect and create! Caricaturas 2026 invites the young digital artists to blend humour, art and awareness in one dynamic digital comic. This event challenges participants to portray the human side of technology — through wit, empathy and creative storytelling.

Participants will have to create a **digital comic strip** that highlights a social or ethical message where technology becomes a tool for humanity. Whether it's AI with emotions, robots with conscience, or digital dilemmas with human values — let your creativity speak louder than words!

Rules and Regulations:

1. The **topic will be given on the spot**.
2. **Each team will be represented by 2 participants from the junior section.**
3. Participants will be given **2 hours** to create a **digital comic strip** of **minimum 5 and maximum 10 slides**.
4. The comic must be made **digitally** using MS Power Point 2010.
5. Participants may bring their own **graphics and images, not more than 30 in number in a pendrive**.
6. **No internet access** will be allowed during the competition.
7. Each entry must carry a **title, characters and a brief description on the last slide**.
8. The final comic should be exported in **JPEG or PNG format** and submitted under the school code.
9. The content must be **original**.



MERIT SPECTRUM:

Concept & Creativity	15
Digital design and technical skills	15
Relevance to Theme	10
Narrative design and coherence	10



CTRL+ALT+DEL – RESTART HUMANITY DRAMATICS CATEGORY: JUNIOR

Date: 14th October, 2026

Timing – 09:00 AM TO 12:30 PM

Event Description:

A glitch in the system, a reboot for the soul!

In this theatrical challenge, students bring to life a futuristic skit where technology has grown so powerful that it starts controlling humans. Everyday life becomes dictated by machines—until one spark of human empathy and wisdom triggers a much-needed Ctrl+Alt+Del. This creative performance will highlight the dangers of over-dependence on machines while celebrating the timeless value of compassion, unity and humanity.

Rules and Regulations:

1. Each team will be represented by 3 to 5 participants from the Junior Section.
2. Skits must be original compositions, scripted and enacted by the students.
3. **Time Limit:** Maximum 7 minutes (including entry and exit).
4. Teams may use props, costumes and basic sound effects. However, prerecorded dialogues are not permitted.
5. **Language of performance:** English.
6. The act must blend humour and reflection, with a clear message of balancing technology with human values.
7. Content should be age-appropriate, avoiding obscenity, violence or offensive references.

MERIT SPECTRUM:

Originality of the script	15
Dialogue Delivery & Expression	15
Props and Costumes	10
Team Coordination & Stage Presence	10



Ctrl+Alt+Del invites students to laugh, reflect and reset—a reminder that in the age of machines, it is humanity that must always take the lead.



Date: 15th October, 2026

Timing – 10:30 AM TO 12:30 PM

Event Description:

Welcome to the world where art meets empathy and technology finds its human touch! Google to Doodle 2026 celebrates the fusion of creativity and compassion — where every line, curve and colour tells a story of technology serving humanity.

Participants will be given a topic on the spot and guided to the lab, where they will explore and research visuals that spark ideas. With minds enriched and imagination ignited, they will return to craft their doodles — transforming digital inspiration into hand-drawn innovation.

In this event, creativity becomes the voice of conscience, reminding us that technology is most beautiful when it touches lives.

Rules and Regulations:

1. Each team will be represented by **one participant** from the Junior Category.
2. The topic will be given on the spot.
3. Participants will get **20 minutes** on the computer system with an AI tool to generate a base image using appropriate prompts within the specified time limit.
4. The participant will upload the image on the Google Form shared.
5. They will then have **90 minutes** to design their doodle on an **A3-sized sheet** keeping the AI generated image as the base.
6. The font style and size for the title or text element will be specified on the spot.
7. Art tools such as pencils, crayons, colour pencils, pens, acrylic or water-based paints may be used.
8. Each participant must add a title (**maximum 5 words**) and a brief description (**maximum 50 words**) explaining their doodle's concept and mention the prompt as well.

MERIT SPECTRUM:

AI to hand coordination	15
Artistic Merit	15
Relevance to Theme	10
Creativity and Expression	05
Title & AI Supporting Statement	05



Cuentista

QUIZ

CATEGORY: JUNIOR



Written Date: 15th October, 2026

Timing – 11:30 AM TO 12:30 PM

Mains Date: 16th October, 2026

Timing – 10:30 AM TO 12:30 PM

Event Description:

Welcome to the Cuentista - The COFAS 2026 Tech Quiz, where curiosity meets innovation and sharp minds rise to the challenge! Designed for tech enthusiasts and knowledge seekers alike, this quiz invites you to test your understanding of the ever-evolving world of technology.

From the transformative power of artificial intelligence to cutting-edge space-age innovations, we'll explore the many dimensions of modern tech. Expect thought-provoking questions ranging from coding challenges and gadget trivia to futuristic trends shaping tomorrow's world.

Get ready to think fast, dive deep and put your tech prowess on display. Buckle up and join us on an electrifying journey through the wonders of technology at COFAS 2026!

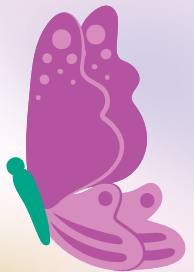
Rules and Regulations:

1. Each school shall be represented by a team of **two participants** from the Junior Section.
2. A preliminary elimination written round will be held to select the finalists.
3. The number of rounds for the final quiz will be announced on the spot.
4. The questions will be based on past, present and future of technology.
5. The Quiz master's decision will be final and binding to all.



Glimpses of cofas

OCTOBER 13TH TO 16TH, 2026



Glimpses of

OCTOBER 13TH TO 16TH, 2026



SOFTEK GAME DESIGNING

CATEGORY: SENIOR

Date: 14th October, 2026

Timing – 02:00 PM TO 04:00 PM

Topic

CIVIC HERO: SAVE YOUR CITY

Event Description:

SOFTEK is more than a coding challenge — it is a call to action. Design with purpose. Code with compassion. Be the Civic Hero your city needs. This event invites students to design and develop an original computer game that addresses real-world civic challenges such as traffic safety, pollution control, waste management, cyber safety, emergency response or water conservation. Through interactive gameplay and thoughtful design, participants will demonstrate how technology can educate, inspire, and empower citizens to build smarter, safer and more responsible communities.

SOFTEK celebrates **Digital Humanity** by reminding us that when technology is guided by empathy and responsibility, it becomes a powerful force for social good. Let your game not just entertain let it enlighten too.

RULES AND REGULATIONS

1. Each team will be represented by **2 participants** from the senior category.
2. The team must design a game based on a real civic or social issue, such as:
 - Traffic Safety
 - Waste Management
 - Pollution Control
 - Emergency Response
 - Cyber Safety
 - Water Conservation
3. The game must promote positive behaviour, awareness, and ethical values.
4. Students may use any programming platform or language, including Python, Java, JavaScript, Scratch, C#/Unity.
5. All codes must be original; plagiarism will lead to disqualification.
6. No internet access will be permitted during demonstration or evaluation.
7. Content must be appropriate — no violent, political, abusive, or offensive material allowed.
8. The game must be fully developed before the event. No last-minute changes will be permitted.
9. Teams must submit their complete project in a single ZIP folder via Pendrive at the time of registration.
10. Participants must bring their own fully charged laptop, along with chargers and necessary peripherals.
11. Each team will get **maximum 10 minutes** to demonstrate their project.
12. The game must run offline and be fully functional.

MERIT SPECTRUM:

Creativity & Game Design	10
Programming Logic	10
Relevance to Civic Issue	10
User Interface & User Experience	10
Documentation & Presentation	10



CONFABULAR

Debate

CATEGORY:
SENIOR

Prelims Date: 14th October, 2026

Timing – 09:00 AM TO 11:00 AM

Finals Date: 15th October, 2026

Timing – 10:00 AM TO 01:00 PM

Topic

The digital divide is the biggest barrier to global progress

Event Description:

“Words have the power to shape worlds — especially the digital ones.”

As we step deeper into an era ruled by algorithms and artificial intelligence, the question of how humane, our technology remains has never been more important. The Confabular Debate challenges young thinkers to voice their perspectives on the ethical, emotional and societal dimensions of technology.

Is technology enhancing our humanity or is it replacing it? Are we the masters of innovation or its subjects? Let your arguments, logic and articulation bring clarity to these questions as you take the stage where intellect meets empathy.

Rules and Regulations:

1. Each team will be represented by **one speaker** from the **Senior Category**.
2. A **draw of lots** will be held on the day of registration to decide the motion (for or against).
3. Each speaker will speak for **3 minutes**.
4. A **warning bell** will ring after **2 minutes**.
5. A **refutation round of 1 minute** will follow, where participants may respond to questions raised by opposing speakers.
6. A **preliminary selection round** will be held; the **best 10 teams for each motion** will qualify for the finals.
7. The **results of the preliminary round** and the **final topic** will be declared on the same day.
8. The **judges' decision** will be final and binding.

MERIT SPECTRUM:

Content	10
Diction & Articulation	10
Expression	10
Refutation	10
Overall Impact	10

ROBO VISION

ROBOT BALLOON CHALLENGE

CATEGORY: SENIOR

Date: 14th October, 2026

Timing – 09:30 AM TO 02:30 PM

ENGINEERING PRECISION MEETS COMPETITIVE ROBOTICS!

Event Description:

The Robot Balloon Challenge is a high-energy robotics competition where teams design and build a balloon-bursting robot during a time-bound on-site hackathon. In spirit, it's a race of speed, brains and nerves of steel, where robots enter from different directions, navigate hurdles and rush towards the center to burst the balloon. This challenge evaluates mechanical design, control accuracy, problem-solving ability and strategic execution under pressure.

Event Format

- 3-hour on-site hackathon to build the robot
- Arena size: 8 ft × 8 ft

RULES AND REGULATIONS

Team & Build Rules

1. Each team must consist of **2 participants** from the Senior Category.
2. Robots must be built entirely on-site from unassembled components.
3. Teams must bring their own tools and components.
4. A computer system will be provided by the organizer.
5. Internet usage and external fabrication are strictly prohibited.
6. Team will be allowed one repair window of **2 minutes** following the build phase.

Mandatory Robot Configuration

- 4-wheel drive chassis of plastic / wood / acrylic only
- 4 BO motors with wheels
- Arduino Uno R3
- L293D motor driver
- Flysky transmitter & receiver or Bluetooth module
- Battery-powered system (maximum 15V)
- Robot must be wireless
- The balloon must be burst using a robotic arm/extension mechanism only.
- The total height of the arm from the chassis must not exceed 15 cm.

Size & Design Constraints

- Maximum dimensions:
 - Length × Width: 20 cm × 20 cm
 - Height: 15 cm from the chassis
- Robots that damage the arena or any other robot will be **disqualified**.
- No manual intervention is allowed once the match begins.



MERIT SPECTRUM:

Innovation & Design Efficiency	15
Control Accuracy & Performance	15
Compliance with Rules & Safety	10
Strategy & Match Execution	10
Total	50

MONTAGE POSTER MAKING

CATEGORY:
SENIOR

Date: 15th October, 2026

Timing – 11:00 AM TO 12:30 PM

Topic **AVATARS VS AUTHENTICITY**

Event Description:

In an age where every pixel speaks a message and every colour carries meaning, **Montage 2026** invites budding artists to express how technology can touch hearts, uplift lives and build a more humane digital future.

This event encourages participants to paint with purpose — to visualize how innovation can empower communities, protect the planet and promote kindness in the digital world. With brushes, colours and imagination as their tools, participants will turn technology into art and ideas into impact.

When creativity meets conscience, the result is a masterpiece that inspires change!

Rules and Regulations:

1. Each team will be represented by **one participant** from the **Senior Category**.
2. Participants will be given **90 minutes** to design a poster on an **A3-sized sheet** (provided by the organizers).
3. The poster must be made using colours, sketch pens, watercolours or crayons.
4. Participants must give their poster a **title (maximum of 5 words)** and a **short tagline (maximum of 15 words)** to complement the visual message.
5. The artwork should be original and clearly reflect the theme.
6. Any form of plagiarism or tracing from printed material will lead to disqualification.
7. All required stationery must be brought by the participants themselves.

MERIT SPECTRUM:

Creativity & Originality	15
Relevance to Theme	15
Presentation & Neatness	10
Message & Impact	10



BEATS AND STRINGS

MUSICAL FUSION

CATEGORY: **TEAM**

Date: 14th October, 2026

Timing – 02:00 PM TO 04:00 PM

Topic

ESSENCE OF DIGITAL HUMANITY

Event Description:

When rhythm meets reason and melody meets meaning — magic happens!

Beats & Strings is a celebration of musical fusion where voices, instruments and innovation unite to express the essence of Digital Humanity. Teams will create a soulful performance that blends traditional and modern tunes, capturing how technology and humanity can harmonize to create purpose-driven symphonies.

From classical ragas merging with digital beats to acoustic strings intertwining with electronic rhythm — it's time to turn sound into storytelling! This event invites performers to show that while technology amplifies our music, it is emotion that gives it life.

Let your song remind the world that even in a digital age — the heart still sings first.

RULES AND REGULATIONS

1. Each team will comprise **8 to 10 participants** (Junior & Senior combined).
2. The performance must include a **fusion of at least two musical styles** — e.g., Indian & Western, Classical & EDM, Folk & Techno, etc.
3. Teams may use **live instruments and/or digital tracks** (original compositions or reinterpreted pieces).
4. The **duration of the performance** should not exceed **5 minutes** (including setup and exit).
5. The **lyrics must be in English**.
6. Teams must submit their **lyrics and track (if used)** in Pendrive form during registration.
7. Costumes, synchronization and stage presence will contribute to the final score.
8. The **judges' decision will be final** and binding to all.

MERIT SPECTRUM:

Theme Interpretation	10
Harmony & Synchronization	10
Melody & Rhythm	10
Creativity & Fusion	10
Overall Presentation	10



**BEATS
AND STRINGS**

COSTEK CHOREOGRAPHY

CATEGORY: TEAM

Topic

WIRED BUT BREATHING

Event Description:

Life today pulses between code and conscience, innovation and emotion — wired, yet deeply breathing.

In this delicate balance, technology does not replace humanity; it amplifies it.

Calling all passionate and talented dancers! Step into a realm where movement meets meaning in our dance competition themed **“Wired but Breathing.”** This is a celebration of **digital humanity**, where technology serves a purpose and expression remains profoundly human.

Dancers from across the globe are invited to interpret the harmony between circuitry and soul, precision and passion. Through fluid motion, sharp rhythms and purposeful choreography, bring to life the story of a world driven by technology yet grounded in emotion.

Let your performance reflect innovation with intent — where digital elements enhance, not overshadow, the human spirit. Ignite the stage with electrifying energy, embody moments of calm and control and let your dance speak the universal language of fusion.

In the rhythm of life, be both the signal that connects and the breath that sustains.

Get wired. Keep breathing. Dance with purpose.

RULES AND REGULATIONS

1. Each team will be represented by **8 to 10 participants** (Junior & Senior combined).
2. The performance should clearly express the **theme** through dance, costumes, and music.
3. Duration of performance should not exceed **5 minutes**, including entry and exit.
4. Teams must bring their own **props, costumes and background music**.
5. Music must be submitted in **CD or Pen drive format** at registration.
6. Dance forms may be **classical, contemporary, hip-hop, robot-style/popping, lyrical, or fusion**, as long as they support the theme.
7. **Use of technology-inspired movements or visual storytelling** is encouraged.
8. Any offensive, incident or inappropriate gestures, lyrics or choreography will result in disqualification.
9. The **judges’ decision will be final and binding**.



MERIT SPECTRUM:

Theme Interpretation	10
Choreography	10
Synchronization	10
Expression & Energy	10
Costume & Presentation	10

EVENT SCHEDULE



OCTOBER 13TH TO 16TH, 2026

DAY 1 TUESDAY / 13TH OCTOBER 2026



EVENT	TIME	VENUE
REGISTRATION OF NATIONAL & INTERNATIONAL TEAMS	09:00 – 11:00 AM	CONTROL ROOM, CMS WUCC
PRESS CONFERENCE & GROUP PHOTOGRAPH	12:00 NOON	AUDITORIUM, CMS WUCC
LUNCH	01:00 – 02:00 PM	DINING HALL, CMS WUCC
INAUGURATION & OPENING CEREMONY	4:30 PM	AUDITORIUM, CMS WUCC
DINNER	8:00 PM	DINING HALL, CMS WUCC

DAY 2 WEDNESDAY / 14TH OCTOBER 2026



EVENT	TIME	VENUE
BREAKFAST	07:00 TO 08:00 AM	BASEMENT DINING HALL, CMS WUCC
PRAYER ASSEMBLY	8:00 AM	AUDITORIUM, CMS WUCC
CTRL+ALT+DEL – RESTART HUMANITY (JUNIOR)	09:00 AM TO 12:30 PM	AUDITORIUM, CMS WUCC
PRELIM ROUND CONFABULAR (SENIOR)	09:00 AM TO 11:00 AM	HINTON FORUM, LOWER GROUND
ROBO VISION (SENIOR)	09:30 AM TO 02:30 PM	ALGORITHM ARENA, LOWER GROUND
CARICATURAS (JUNIOR)	11:00 AM TO 01:00 PM	SYNTAX SPHERE, LOWER GROUND
LUNCH	01:00 PM TO 02:00 PM	BASEMENT DINING HALL, CMS WUCC
SOFTEK (SENIOR)	2:00 PM TO 04:00 PM	SYNTAX SPHERE, LOWER GROUND
BEATS & STRINGS (TEAM)	02:00 PM TO 04:00 PM	AUDITORIUM, CMS WUCC



DAY 3 THURSDAY / 15TH OCTOBER 2026

EVENT	TIME	VENUE
BREAKFAST	07:00 TO 08:00 AM	BASEMENT DINING HALL, CMS WUCC
PRAYER ASSEMBLY	8:00 AM	AUDITORIUM, CMS WUCC
CONFABULAR DEBATE (MAINS) (SENIOR)	10:00 AM TO 01:00 PM	AUDITORIUM, CMS WUCC
GOOGLE TO DOODLE (JUNIOR)	10:30 AM TO 12:30 PM	DOODLE STUDIO, LOWER GROUND
CUENTISTA WRITTEN QUIZ (JUNIOR)	11:30 AM TO 12:30 PM	HINTON FORUM, LOWER GROUND
MONTAGE (SENIOR)	11:00 AM TO 12:30 PM	DESIGN DEN, AUDI
LUNCH	01:00 – 02:00 PM	DINING HALL, BASEMENT, CMS WUCC
COSTEK (TEAM)	02:00 PM TO 04:00 PM	AUDITORIUM, CMS WUCC
SIGHTSEEING / CULTURAL VISIT	5:00 PM	OUTSIDE CAMPUS
DINNER	8:00 PM	BASEMENT DINING HALL, CMS WUCC

DAY 4 FRIDAY / 16TH OCTOBER 2026

EVENT	TIME	VENUE
BREAKFAST	07:00 – 08:00 AM	DINING HALL, CMS WUCC
PRAYER ASSEMBLY	8:00 AM	AUDITORIUM, CMS WUCC
FEEDBACK BY DELEGATES	08:30 – 10:30 AM	AUDITORIUM, CMS WUCC
CUENTISTA – QUIZ FINALS	10:30 AM – 12:30 PM	AUDITORIUM, CMS WUCC
LUNCH	01:00 – 02:00 PM	DINING HALL, CMS WUCC
VALEDICTORY & PRIZE DISTRIBUTION	3:30 PM	AUDITORIUM, CMS WUCC
DEPARTURE OF DELEGATES	5:00 PM	-----

A Brief Biography of **DR JAGDISH GANDHI**

Founder, City Montessori School (CMS), Lucknow, India

Dr Jagdish Gandhi, a social activist right from student days was greatly influenced by the teachings of Mahatma Gandhi and Vinobha Bhave.

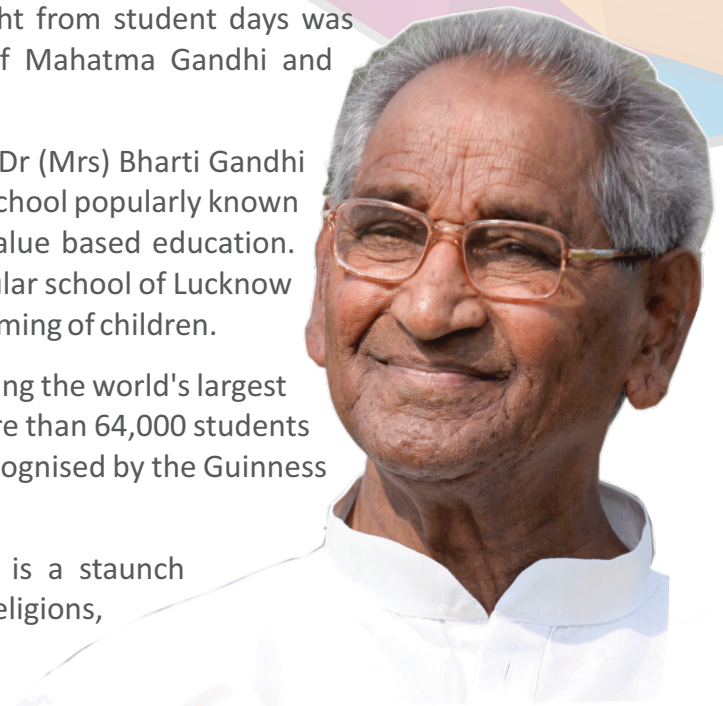
In 1959 Dr Jagdish Gandhi and his wife Dr (Mrs) Bharti Gandhi laid the foundation of City Montessori School popularly known as CMS, with five children to impart value based education. Slowly and steadily CMS became a popular school of Lucknow for meaningful education and ideal grooming of children.

CMS has attained a unique status for being the world's largest school by pupils in a single city with more than 64,000 students studying in 22 campuses in Lucknow recognised by the Guinness Book of World Records.

A dynamic leader, Dr Jagdish Gandhi is a staunch promoter of unity of mankind, unity of religions, universal brotherhood and world peace.

Well known educationist and promoter of peace, Jagdish Gandhi was awarded the Derozio Award for outstanding contributions to education and human enrichment. He is a peace representative of the World Peace Prayer Society, USA. Under his dynamic leadership CMS was honoured with UNESCO Prize for Peace Education in 2002 in recognition of his efforts to promote universal values of education for peace & tolerance.

Dr Jagdish Gandhi was the first Indian to be honoured with the Key to the city of Georgetown, USA, by its Mayor, for being a true visionary in the field of education by introducing concept of Quality Control Circles in Education. He is the Founder-Chairman of World Council for Total Quality and Excellence in Education (WCTQEE).



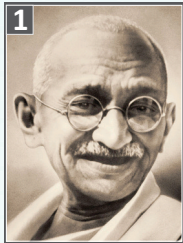
67 GLORIOUS YEARS DEDICATED FOR WORLD UNITY

Dr Jagdish Gandhi

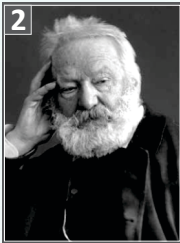
**STRIVING FOR WORLD UNITY
SINCE 1959**

DR JAGDISH GANDHI

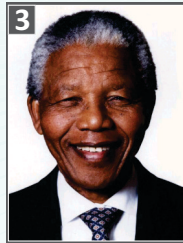
for World Unity through meaningful education



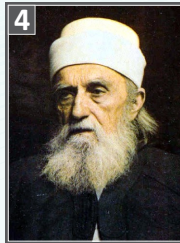
Mahatma Gandhi



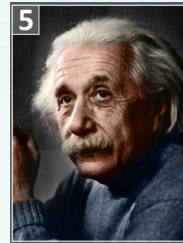
Victor Hugo



Nelson Mandela



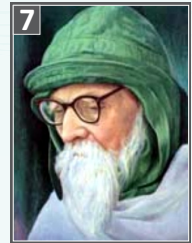
Abdul Baha,
son of Baha'u'llah



Albert Einstein



Jan Tinbergen



Vinoba Bhave

1. Inspired by Mahatma Gandhi, Dr Jagdish Gandhi, besides imparting quality education, has been trying to inculcate universal values of Truth, Non-violence and Love for Whole Humanity in the minds of over 64,000 students of his school – the City Montessori School (CMS) Lucknow, India.
2. Drawing inspiration from Victor Hugo who said "there is one thing stronger than all the armies of the world and that is AN IDEA whose time has come" and from the continuous struggle of Nelson Mandela for justice, Dr Gandhi came up with the IDEA that "Enforceable International Law and Empowering the International Court of Justice is 'THE IDEA' whose time has come". With this IDEA in mind, he called upon the World Judiciary on the need of Enforceable International Law to safeguard the future of world's two billion children and generations yet-to-be-born. For the last nine years he has been organizing International Conferences of Chief Justices of the World as the self-appointed guardian of world's two billion children.
3. Baha'u'llah had taught that 'Earth is but one country and mankind its citizens' and that the world will not survive without unity of hearts. He said that remedy for all the ills of 'This Day' is 'UNITY OF HEARTS'. Inspired by His teachings, Dr Gandhi propagates His concept of Unity of Hearts, 'Oneness of God', 'Oneness of Religion' and 'Oneness of Mankind', through manifold daily school activities and also through 26 annual international events, to over 64,000 CMS students, their parents and global society at large.
4. Inspired by Albert Einstein's thought that "Only World Law can ensure progress towards a Civilized peaceful community", he has been running a campaign by calling all nations of the world to empower the International Court of Justice for peaceful resolution of international disputes, which will also obviate the need for armed conflicts.
5. Inspired by Nobel Laureate Jan Tinbergen's observation that world's problems can be solved only by strengthening the United Nations System, Dr Jagdish Gandhi approached Kofi Annan, the then Secretary General, United Nations on behalf of two billion children of the world, requesting him to safeguard the future of world's two billion children by initiating steps to make International Law enforceable and binding upon all the nations of the world.
6. Walking on the footsteps of Vinoba Bhave, he is making tireless efforts to instil his concept of Jai Jagat (victory to the world) in the hearts & minds of his students who greet each other with the call, 'Jai Jagat' and have imbibed the spirit of global unity. He is raising his voice for the safe future of world's two billion children and generations yet to be born which has attracted worldwide attention.
7. Another person who according to him has saved his spiritual life, is his daughter Geeta Gandhi Kingdon. Dr Gandhi regards his second daughter as his 'Spiritual Mother' because she prevented him from contesting for a second term in state legislative assembly elections and be involved in divisive politics, since the family had now accepted the Baha'i Faith for spiritual regeneration and the faith prohibits its followers from participating in Divisive Politics which it believes is a hindrance in spiritual progress.

DR JAGDISH GANDHI

Unique endeavours towards World Unity through Meaningful Education



Dr Jagdish Gandhi is a visionary and a far-sighted person, who has been making incessant efforts to make the vision of One World into a reality. His courage and fighting spirit, not against persons, but against all odds and impediments in the path of realization of his vision, bound by sound reasoning, is exceptional. His vision is World Unity, which, he believes can be attained by a two-pronged strategy. Dr Gandhi firmly believes that 'Jai-Jagat' based quality education to children and

inculcating in young impressionable minds the ideas of World Unity: and the other one is to make efforts at global level by approaching the World Judiciary, for making efforts to make this world a better place to live in, so as to bequeath to the next generation and generations yet-to-be born, a safer and brighter inheritance than that was bequeathed to us.

Convinced that human progress springs from education he established City Montessori School (CMS) in 1959 at the age of 23 years with initial enrollment of only 5 children. His aim to establish CMS was not only to impart the best

quality education but also to inculcate in children an intense feeling for international understanding for political unity and economic equality of the world that would bring to an end all disputes arising out of borders or border encroachments or arising out of economic disparity among nations, which have been the principal cause of wars including world wars in the past. According to him eternal peace can be established in the world only by following one world order in which the political and economic system is one and the same and in which there are no racial or religious or regional squabbles.

Impressed by the success of his vibrant educational system based on global priorities the present strength of students has grown to 61,000.

He has launched a parallel campaign for uniting the world by convening International Conferences of Chief Justices of the World every year in November, in which, ways and means are discussed to convince the statesmen and rulers of different nations to unite the world under one political and economic system as a permanent means of putting to an end the ongoing disputes in the world.



City Montessori School, Kanpur Road, Lucknow, India

CMS - City Montessori School is the world's largest city-school with 22 campuses in the city of Lucknow. The school that began with 5 children in 1959 on a borrowed capital of 300 rupees, today has above 64,000 students from Montessori to Class XII in the current session.

CMS founders, Dr Jagdish Gandhi and Dr Bharti Gandhi were inspired by the teachings of Mahatma Gandhi and Sant Vinoba Bhave. They started CMS with vision to inspire generations of children to become socially motivated and conscious citizens of India and the world.

Their motto 'Jai Jagat' has been the school's greeting from the beginning. CMS children are taught the value of 'Vasudhaiv Kutumbakam', or the 'Earth is but One Country and Mankind its Citizens.'



For details please contact us at: City Montessori School, Rajendra Nagar Campus I, Lucknow - 226004 (India)



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