LEAD GROUP

NATIONAL CHAMPIONSHIPS 2026

REGIONAL ROUND TASK DETAILS







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LI'L CHAMPS

Show & Tell



Grade
Nursery to Grade 2

Task
Bring one object that matters to you (a toy, a photo, a plant you grew, a gift from a grandparent) and talks about it: How you got it? Why it is important to you? Etc.

Dress up according to the theme of the performance. (eg. if the object is a cricket bat, dress up as a cricketer)

Language
English

Type
On-stage performance

Time Limit
1 min

Judging Parameters

- Creativity in choosing the object and dress
- Confidence
- Speaking skills
- Acting/ Expression/ Performance skills



QUICK TIPS

- ✓ Be creative in choosing your object & dress; Think outside the box
- ✓ Practice your speech beforehand and speak with confidence
- ✓ Speak in a loud and clear voice

- ✗ Don't be nervous; The goal is to have fun!
- ✗ Don't choose any topic that can affect people's religious or political sentiments
- ✗ Don't exceed the time limit

NATIONAL CHAMPIONSHIPS 2026

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ENGLISH CHAMPS



Powered By:

Ms. Curie Presents Fluento

Word Connect

★ Task

The students will be given two bowls with chits in them. Chits will have words written on them. Students pick one chit from each bowl.

The resulting 2 word combination is the task. The student now has to deliver a speech connecting the 2 words

★ Language

English

★ Type

On-stage performance

★ Time Limit

- 10 mins to think after the word combination is generated (off stage)
- 1 min to speak on stage

★ Judging Parameters

- Creativity of connection
- Clarity of thought
- Fluency and language
- Confidence and stage presence
- Ability to build a coherent response

Expected Words

JR (Grade 3-5)

Bowl 1

Rainbow, Robot, Ocean, Moon, Dragon, School, Garden, Library, Space, Magic

Bowl 2

Homework, Friendship, Teacher, Future, Holiday, Books, Happiness, Teamwork, Courage, Invention

SR (Grade 6-8)

Bowl 1

AI, Technology, Success, Failure, Competition, Education, Leadership, Innovation, Money, Change

Bowl 2

Friendship, Nature, Happiness, Future, Confidence, Learning, Opportunity, Society, Communication, Responsibility



MATH CHAMPS Jr & Sr



★ Grade

Grades 3-5 (Junior)
Grade 6-8 (Senior)

★ Task

STAGE 1 - PEN & PAPER BASED TEST

Attempt a pen & paper Math quiz at the regional round in a city near you. Every question will have 1 mark. There is no negative marking. The participants with the highest scores will proceed to the next round.

Number of Questions: 30

Time Limit: 20 min

STAGE 2 - ON-STAGE LIVE QUIZ

Top 10 students will attempt an on-stage quiz.

★ Judging Parameters

- Accuracy of answers
- Non-violation of instructions





GK CHAMPS Jr & Sr



Grade

Grades 3-5 (Junior)
Grade 6-8 (Senior)

Task

STAGE 1 - PEN & PAPER BASED TEST

Attempt a pen & paper GK quiz at the regional round in a city near you. Every question will have 1 mark. There is no negative marking. The participants with the highest scores will proceed to the next round.

Number of Questions: 30

Time Limit: 20 min

STAGE 2 - ON-STAGE LIVE QUIZ

Top 10 students will attempt an on-stage quiz.

Judging Parameters

- Accuracy of answers
- Non-violation of instructions





NATIONAL CHAMPIONSHIPS 2026

LEAD GROUP

CODING CHAMPS Jr



- **Grade**
  Grades 3-5 (Junior)

- **Task**
  Pick one theme from below and create a project in Scratch / Scratch Jr:

  Safe Roads, Safe India
  Create interactive projects showing how technology can help everyone stay safe on the road.

  Swachh Bharat Heroes
  Create interactive projects showing how we can keep our schools, streets and villages clean and healthy.

- **Language**
  English

- **Format**
  Present to the judges

- **Time Limit**
  2 mins for presentation. Judges may take more time for Q&A

JUDGING CRITERIA

C1: Creativity and Originality
The project should demonstrate unique ideas, with original characters or elements that add depth to the theme.

C2: Alignment with Theme
The project must clearly convey the chosen theme through relevant characters, settings and actions.

C3: Interactivity and User Engagement
The project should include interactive elements that engage users and make the experience enjoyable and meaningful.

C4: Technical Skill and Computational Thinking
The project should demonstrate computational thinking through logical sequencing, pattern recognition and appropriate use of coding concepts such as events, loops and conditionals. Students should be able to explain their code and demonstrate how they tested and improved their project.

C5: Visual Design and Presentation
The project should be visually appealing, with organised and cohesive elements that enhance the storytelling.

C6: Educational Value and Message Clarity
The project should communicate a meaningful message related to the chosen theme. Students should demonstrate an understanding of how their project uses technology and, where relevant, explain the basic role and limitations of AI.

QUICK TIPS

- ✓ Be thorough with the Coding concepts and your project
- ✓ Practice your speech beforehand and speak with confidence
- ✓ While performing, look directly at the judges and audience
- ✓ Speak in a loud and clear voice
- ✓ Carry your own laptop with the necessary software, keep it fully charged

- ✗ Don't be nervous; The goal is to have fun!
- ✗ Don't exceed the time limit

NATIONAL CHAMPIONSHIPS 2026

LEAD GROUP

CODING CHAMPS Sr



- **Grade**
  Grades 6-8 (Senior)

- **Task**
  Pick one theme from below and create a project in MIT App Inventor or Python:

  Safe & Inclusive India
  Identify a safety or accessibility challenge around you and build a solution that helps more people stay safe and access services. For example, an emergency-instructions app, a voice-guided app for senior citizens or a multi-language guide to a public facility.

  Healthy India, Digital Health
  Identify a challenge in accessing health or fitness information and build a solution that makes it easier to understand and use. For example, a medicine-reminder app, a daily fitness and hydration tracker or a guide that helps people find nearby health services.

- **Language**
  English

- **Format**
  Present to the judges

- **Time Limit**
  2 mins for presentation. Judges may take more time for Q&A



JUDGING CRITERIA

C1: Problem Research and Understanding
The project should demonstrate a clear understanding of a real school problem, its significance and the needs of intended users, supported by relevant evidence.

C2: Solution Design and Relevance
The project should demonstrate computational thinking through problem decomposition, identification of relevant information and logical design of a solution that addresses the identified need.

C3: Working Project and Technical Skill
The project should be functional and demonstrate effective programming, algorithmic thinking, appropriate use of coding concepts, testing and debugging using MIT App Inventor or Python.

C4: Testing, Usability and Responsible Technology Use
The project should demonstrate testing, improvements and consideration of user needs, privacy, safety, fairness and accessibility, where relevant. Students should be able to explain whether AI could add value to the solution, its limitations and the importance of evaluating AI-generated outputs, where applicable.

C5: Presentation and Innovation Pitch
The presentation should clearly explain the problem, demonstrate the solution, communicate its benefits and limitations, and make a convincing case for school adoption.

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ALL THE BEST!

