



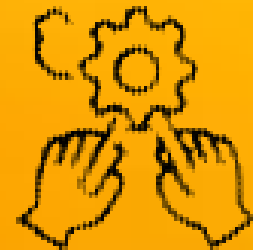
HILLWOODS ACADEMY



CONFLUENCE 2026

(Kaushal : Skills for life)

Date : 01.08.2026



Subject: Invitation to Inter-School Competition "CONFLUENCE 2026" Kaushal - Skills for Life

Respected Sir/Madam,

Warm greetings from Hillwoods Academy.

We are honoured to invite your esteemed institution to CONFLUENCE 2026, our annual inter-school competition, themed “Kaushal — Skills for Life,” on **Saturday, 1st August 2026**. True education transcends textbooks — it lies in translating knowledge into practical acumen. In a world that is evolving faster than our syllabi, the ability to think on one's feet, solve real problems, and apply learning with confidence has become as vital as the learning itself. We chose “Kaushal” because we believe that the true measure of education is not what a student can recite, but what a student can do with what they know. This year's competitions have therefore been thoughtfully curated around academic disciplines, each designed to move students beyond rote understanding and into the realm of applied thinking — where knowledge is tested, sharpened, and transformed into skill. It is our endeavour, through Confluence, to nurture not just informed minds, but capable and future-ready ones.

Event Details

Date: Saturday, 1st August 2026

Time: 8:00 AM onwards

Venue: Hillwoods Academy Campus

Category-wise details are enclosed in the accompanying brochure.

We would be privileged to welcome your students to this confluence of talent and intellect. Kindly confirm participation and share your student list by 25th July 2026.

For queries, our coordinators are available between 2:00–3:00 PM.

We look forward to hosting your students for a day of learning, creativity, and skill-building.

Warm regards,

Stuti Dixit Kapoor

Principal, Hillwoods Academy

Practice. Grow. Succeed in Life.

EVENT CO-ORDINATORS

Ms. Surbhi	English / French	9811184574
Ms. Julee	Hindi / Sanskrit	9871931130
Ms. Priyanka Goswami	Art & Craft /Music /Dance	9990931505
Ms. Gunjan	Mathematics / Science	9911373331
Ms. Jaspreet	Social Science/Commerce	9871260283
Ms. Smita Rohtagi	Computer	9212204004

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GUIDELINES FOR THE OFFLINE EVENTS

- ✓ The participating school must submit the duly filled Registration form through the given LINK to the host school on or before 25 July, 2026 .

- ✓ Registration Link :

OFFLINE EVENTS: <https://forms.gle/GRZdzqqE8yDZLcq79>

ONLINE EVENTS: <https://forms.gle/v7zjBEVckqSscgJ38>

- ✓ Kindly fill the details of the participants carefully. The same shall be considered final for the certificate.
- ✓ Participants and Teacher escort must report at the school registration counter by 08:30 am on August 01, 2026. One teacher per school is permitted.
- ✓ Participants must wear Identity Card of the current academic session.
- ✓ Participants must follow the rules specified for a particular event.
- ✓ In case of any change in participant's name, a new entry form has to be filled and submitted at the registration counter.
- ✓ Participants must come in the school uniform unless required by the rules of the participating event.
- ✓ Prize distribution will be held on the same day.
- ✓ Experts from various fields will be invited to judge the events. Decision of the judges will be final and binding.
- ✓ The host school will participate in all the events but will not compete for any prize.
- ✓ In case of any event enquiry, please feel free to contact Teacher In charge of the respective events from 2:00 pm to 03:00 pm.



OFFLINE EVENTS

KAUSHAL
LIFE SKILLS

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<u>S.NO</u>	<u>SUBJECT</u>	<u>EVENT NAME</u>	<u>CLASS</u>
1	ENGLISH	Skills for life	I-II
2		Pitch It Right	VI -VIII
3		The Skill Pitch	IX- XII
4	HINDI	तुकांत प्रतियोगिता	I – II
5		कठपुतली संवाद	III - V
6		संवाद प्रस्तुतीकरण (मित्रों में)	VI – VIII
7	SANSKRIT	भूमिकनिर्वाह	VI – VIII
8	MATHEMATICS	Maths Relay	I-II
9		Shape Architect	I – II
10	SCIENCE	Junkyard Genius	III – V
11		The Toy Tinkerers	VI - VIII
12		Young Entrepreneur	IX- XII
13	SOCIAL SCIENCE	Future Village Farm	VI - VIII
14		Operation Resilience	XI- XII

<u>S.NO</u>	<u>SUBJECT</u>	<u>EVENT NAME</u>	<u>CLASS</u>
15	COMMERCE	Budget Makers- Youth Budget 2026	IX- XII
16	COMPUTER	Color Craft Kids	I - II
17		Learn Through Play	III -V
18		Tech Craft Challenge	VI – VIII
19	ART & CRAFT	Thumb And Tint	I - II
20		Poster Palette	III – V / VI - VIII
21	MUSIC	Echoes Of Melody	III - V
22		Raag Rang	IX - XII
23	FRENCH	French Gastronomy	VI – VIII
24	STEAM	Eco Spark: STEAM Innovation Challenge	VI – VIII

ENGLISH

SKILLS FOR LIFE



Mode :	Offline
Theme / Topic :	Kaushal : Skills for Life
Open For Classes :	I - II
No. Of Participants :	1
Duration :	2-3 MIN
Rules:	1. Speak and act like the role you are given. 2. Express your role in short, clear English sentences. 3. Each group/child should finish within 2–3 minutes. 4. Bring only simple, safe props related to your role.

Judgment Criteria:

- Voice is clear, pronunciation is correct, and sentences are understandable.
- The role and dialogue connect directly to a life skill.
- Child shows confidence through gestures, eye contact, and enthusiasm.
- Unique choice of role, imaginative use of props, or innovative dialogue.
- Presentation is completed within the given time.

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ENGLISH

PITCH IT RIGHT



Mode :	Offline
Theme / Topic :	Entrepreneurial Skills
Open For Classes :	VI - VIII
No. Of Participants :	2
Duration :	2-3 mins
Rules:	1. To design and present an innovative product or service that solves everyday problems . 2. Bring Props.

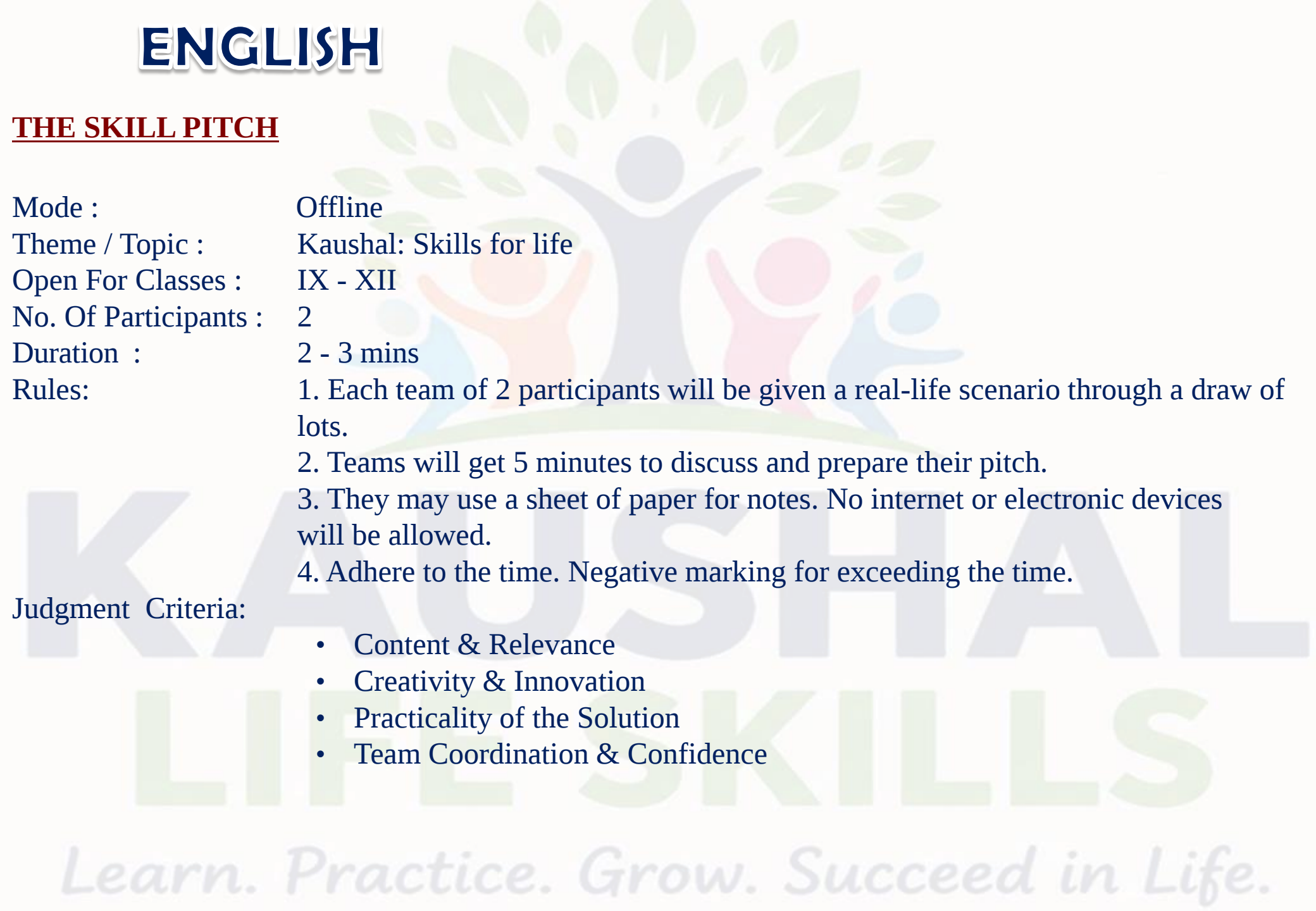
Judgment Criteria:

- Innovation
- Presentation
- Confidence
- Feasibility

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ENGLISH

THE SKILL PITCH



Mode :	Offline
Theme / Topic :	Kaushal: Skills for life
Open For Classes :	IX - XII
No. Of Participants :	2
Duration :	2 - 3 mins
Rules:	1. Each team of 2 participants will be given a real-life scenario through a draw of lots. 2. Teams will get 5 minutes to discuss and prepare their pitch. 3. They may use a sheet of paper for notes. No internet or electronic devices will be allowed. 4. Adhere to the time. Negative marking for exceeding the time.

Judgment Criteria:

- Content & Relevance
- Creativity & Innovation
- Practicality of the Solution
- Team Coordination & Confidence

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HINDI

तुकांत प्रतियोगिता

Mode :	Offline
Theme / Topic :	समन्तुक शब्द
Open For Classes :	I - II
No. Of Participants :	2
Duration :	1 मिनट
Rules:	1. Child should speak maximum rhyming words in 1 minute. 2. Nonstop speaking of words 3. No repetition of words
Judgment Criteria:	• Confidence, • Expression, • Fluency

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HINDI

कठपुतली संवाद



Mode :	Offline
Theme / Topic :	स्वच्छता
Open For Classes :	III-V
No. Of Participants :	2
Duration :	2 मिनट
Rules:	1. Puppets to be made with best out of waste. 2. Voice modulation and expression is must. 3. Confident delivery of dialogues. 4. It should contain a value or message to the society.

Judgment Criteria:

- Confidence
- Fluency
- Expression
- Creativity

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HINDI

संवाद प्रस्तुतीकरण (मित्रों में)

Mode :	Offline
Theme / Topic :	समस्या नहीं, समाधान पर ध्यान दें।
Open For Classes :	VI - VIII
No. Of Participants :	2
Duration :	3- 4 मिनट
Rules:	संवाद विषय वस्तु के अनुसार हों। 2 वेषभूषा -दो मित्रों के अनुसार।
Judgment Criteria:	

- विषय वस्तु
- आत्मविश्वास एवं मंच संचालन
- संवाद की भाषा और उच्चारण

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SANSKRIT

भूमिकनिर्वाह :

Mode :	Offline
Theme / Topic :	रामायण/महाभारत पात्र अभिनय
Open For Classes :	VI - VIII
No. Of Participants :	1
Duration :	2-3 मिनट
Rules:	पात्र के अनुसार वेशभूषा, समय सीमा 2-3 मिनट
Judgment Criteria:	

- उच्चारण एवम् वाणी की स्पष्टता,
- भाव- प्रस्तुति,
- आत्मविश्वास,
- समय- सीमा

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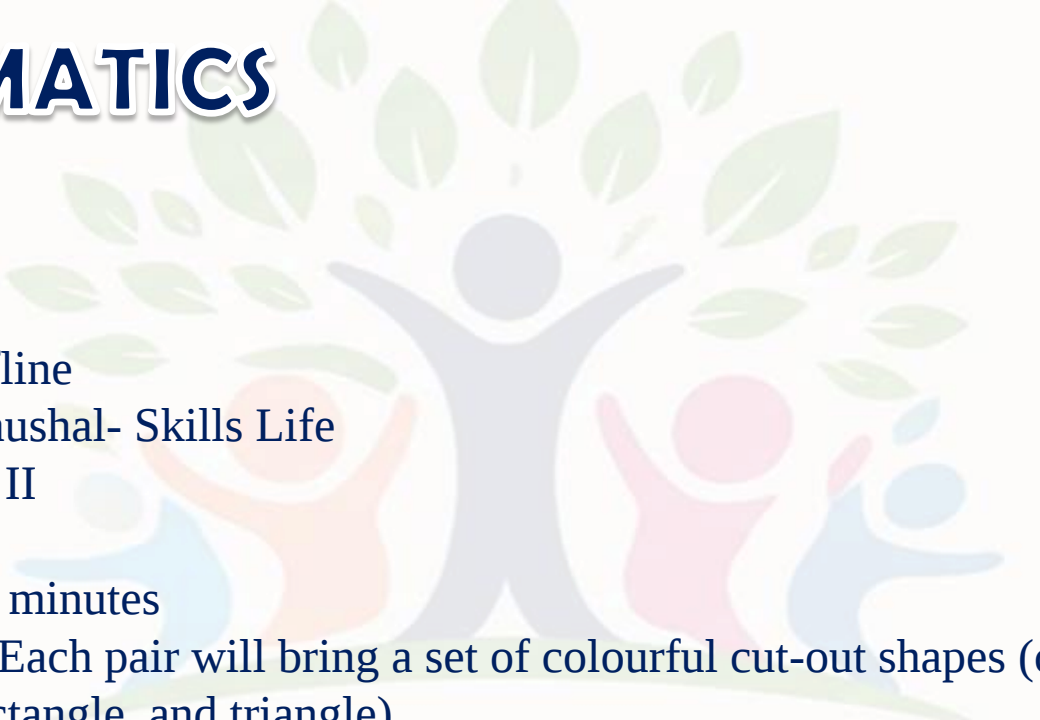
MATHEMATICS

MATHS RELAY

Mode :	Offline
Theme / Topic :	Kaushal- Skills Life
Open For Classes :	I - II
No. Of Participants :	3
Duration :	Minimum time duration
Rules:	1. Participants will be given questions to solve. 2. Each student will solve one maths question before the next teammate begins. 3. Only one student will be at the answer station at a time. 4. After solving the question, the student returns and tags the next teammate. 5. If an answer is incorrect, the student must correct it before the next teammate can start. 6. The relay ends when all three questions have been solved correctly. 7. The team completing the relay in the least time with all correct answers will be the winner. 8. No coaching or assistance from teachers or audience members is allowed.
Judgment Criteria:	• Correct answers • Minimum time duration

MATHEMATICS

SHAPE ARCHITECT



Mode :	Offline
Theme / Topic :	Kaushal- Skills Life
Open For Classes :	I - II
No. Of Participants :	2
Duration :	45 minutes
Rules:	1. Each pair will bring a set of colourful cut-out shapes (circle, square, rectangle, and triangle). 2. They will make a scenery using those shapes. 3. They will explain their scenery along with shapes used in 1 or 2 mins.
Judgment Criteria:	• Neatness and creativity • Accuracy of the object • Communication and teamwork • Correct description of the shapes

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SCIENCE

JUNKYARD GENIUS

Mode :	OFFLINE
Theme / Topic :	Innovation Start Small / Build from scratch, Mastered by hand
Open For Classes :	III-V
No. Of Participants :	3
Duration :	5 mins
Rules:	1. The model should demonstrate a scientific concept or principle. 2. The skit must revolve around solving a practical, everyday problem. (Students will create a working model at home using waste or recycled materials. They will present the model through a short skit that demonstrates how scientific principles can be used to solve a real-life problem, highlighting creativity, innovation, and life skills.)
Judgment Criteria:	• Creativity and innovation • Effective use of waste material • Scientific concept and accuracy • Relevance to real life problem, • Skit and overall presentation

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SCIENCE

THE TOY TINKERERS

Mode :	OFFLINE
Theme / Topic :	Emerging Technology
Open For Classes :	VI-VIII
No. Of Participants :	2
Duration :	60 mins
Rules:	1. Participants will design and create a working science toy on the spot using the materials they bring with them. 2. The toy should demonstrate at least one scientific principle. 3. The toy must be safe, functional, and age-appropriate. 4. Participants should be able to explain the scientific concept behind their toy.
Judgment Criteria:	• Creativity and originality • Functionality of the working toy • Scientific concept • Overall presentation

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SCIENCE

YOUNG ENTREPRENEUR



Mode :	OFFLINE
Theme / Topic :	Design for a better tomorrow
Open For Classes :	IX-XII
No. Of Participants :	2
Duration :	3 mins per team
Rules:	1. To create an innovative and useful product and present its sales pitch. 2. Product to be prepared in advance. Presentation to be done on the day of event. 3. Participants to wear formal attire. 4. It is mandatory to bring the product on the day of event.
Judgment Criteria:	• Presentation • Utility • Confidence • Originality of idea

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SOCIAL SCIENCE

FUTURE VILLAGE FARM

Mode :	OFFLINE
Theme / Topic :	Use of technology in agriculture (Model Making Competition)
Open For Classes :	VI-VIII
No. Of Participants :	2
Duration :	25 mins
Rules:	1. Participants must formulate an action plan. 2. Must show innovative ideas used in agriculture. 3. Present the working model for 2 mins. 4. Participants may create ppt to present their model. 5. Use of Eco friendly products only.
Judgment Criteria:	• Decision-making • Leadership • Practicality • Team coordination • Communication

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SOCIAL SCIENCE

OPERATION RESILIENCE

Mode :	OFFLINE
Theme / Topic :	Managing Real-Life Emergencies (PowerPoint Presentation)
Open For Classes :	IX-XII
No. Of Participants :	2
Duration :	1 hr – Preparation for action plan & 3 Minutes – Presentation
Rules:	1. Each team will be assigned a real-life emergency scenario such as a flood, earthquake, pandemic, cyberattack, or any other disaster. 2. Participants will analyse the situation and develop a well-structured action plan 3. The action plan should include immediate response measures, effective resource management, and long-term recovery strategies. 4. Teams must present their action plan through a PowerPoint Presentation (PPT) within the allotted time. 5. The presentation should clearly explain the crisis, the proposed response, and the rationale behind the decisions taken.

Judgment Criteria:

- Presentation
- Creativity
- Clarity of Communication and Presentation

COMMERCE

BUDGET MAKERS- YOUTH BUDGET 2026

Mode :	Offline
Theme / Topic :	Indian Government Budget
Open For Classes :	IX - XII
No. Of Participants :	2
Duration :	5 mins
Rules:	Prepare a 5-minute budget proposal for any sector of Indian economy like education and health. Participants must prepare presentations and bring it in a pen drive.

Judgment Criteria:

- Financial Planning,
- Use of facts and statistics,
- Analytical and explanatory skills,
- Overall Presentation

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ART / CRAFT



THUMB AND TINT

Mode :	Offline
Theme / Topic :	Animal World
Open For Classes :	I - II
No. Of Participants :	1
Duration :	1 hr.
Rules:	1. Participant Will Make Thumb Painting Using Water Colours. 2. Students will bring their own material. 3. Host school will provide only white sheet.

Judgment Criteria:

- Creativity,
- Presentation,
- Neatness

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ART / CRAFT



POSTER PALLETE

Mode :	Offline
Theme / Topic :	On the Spot
Open For Classes :	Category 1 : III – V Category 2 : VI - VIII
No. Of Participants :	1 for each Category
Duration :	2 hr.
Rules:	1. Student will make poster on given Theme. 2. Students will bring their own material. 3. Host school will provide only white sheet.

Judgment Criteria:

- Creativity,
- Relevance to the theme,
- Neatness

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COMPUTER

COLORCRAFT KIDS



Mode :	Offline
Theme / Topic :	Skills That Make Me Special
Open For Classes :	I - II
No. Of Participants :	1
Duration :	45 mins
Rules:	1. Software : MS Paint 2. Students must create their own artwork. 3. Internet images are not allowed. 4. Artwork should reflect the theme "Skills for Life."
Judgment Criteria:	• Creativity • Relevance to theme • Neatness • Presentation

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COMPUTER

LEARN THROUGH PLAY

Mode :	Offline
Theme / Topic :	Life Skills Adventure
Open For Classes :	III - V
No. Of Participants :	1
Duration :	45 mins
Rules:	1. Create a Scratch game related to life skills, learning, safety, or environment. 2. Use your own sprites and coding logic. 3. Game must have scoring or interaction.
Judgment Criteria:	• Coding Logic • Creativity • Game Play • Theme Relevance

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COMPUTER

TECHCRAFT CHALLENGE



Mode :	Offline
Theme / Topic :	Apps That Solve Everyday Problems
Open For Classes :	VI-VIII
No. Of Participants :	1
Duration :	45 mins
Rules:	1. Design an app using MIT App Inventor. 2. App should address a real-life problem. 3. Short demonstration required.

Judgment Criteria:

- Innovation
- Functionality
- User Interface
- Presentation

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MUSIC

ECHOES OF MELODY

- Mode : OFFLINE
- Theme / Topic : Western Song
- Open For Classes : III-V
- No. Of Participants : 4
- Duration : 3 - 4 mins
- Rules:
1. Only appropriate Western songs are allowed.
 2. Only one electronic keyboard is permitted as accompaniment.
 3. Students must wear a white T-shirt with black trousers/pants.
 4. Both teachers and students are permitted to play the keyboard.
- Judgment Criteria:
- Synchronisation
 - Rhythm
 - Lyrics
 - Overall Performance

MUSIC

RAAG RANG

Mode :	OFFLINE
Theme / Topic :	Classical solo singing
Open For Classes :	IX-XII
No. Of Participants :	1
Duration :	3 - 4 mins
Rules:	1. Only two musical instruments are allowed during the performance. 2. The use of an electronic tanpura is permitted. 3. All students must wear a white kurta with a white bottom (pyjama, churidar, or trousers). 4. Students must bring their own musical instruments. 5. Teachers are permitted to play the instruments to accompany the performance.
Judgment Criteria:	• Swar (Pitch Accuracy & Intonation) • Rhythm (Laya & Taal) • Choice of Raag • Overall Presentation

FRENCH

FRENCH GASTRONOMY

Mode : OFFLINE

Theme / Topic :

Open For Classes : VI-VIII

No. Of Participants : 2

Duration : 25 mins

Rules:

1. Discover the rich culinary traditions, iconic dishes, regional specialties and food culture of France
2. Present one French dish or beverage. Explain its name, origin, and ingredients.
3. Use simple French during the presentation. Maintain hygiene and creativity.

Judgment Criteria:

- Knowledge of the dish Presentation & Creativity Use of French Language
- Confidence & Communication Overall Impression

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STEAM

ECO SPARK: STEAM INNOVATION CHALLENGE

Mode :	OFFLINE
Theme / Topic :	Innovate for a Cleaner, Greener Tomorrow
Open For Classes :	VI-VIII
No. Of Participants :	2
Duration :	1 hr.
Rules:	Challenge Statement 1. Design and build a prototype that helps solve a clean environment problem using STEAM principles. 2. Students may choose one of the following problems: Plastic waste pollution / Waste segregation / Air pollution / Water pollution Recycling and upcycling / Reducing food waste E-waste management / Clean public spaces Rainwater harvesting / Sustainable energy solutions
Judgment Criteria:	• Problem Identification Creativity & Innovation • Scientific & Engineering Concepts Prototype Design & Functionality - Environmental Impact Presentation & Teamwork

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ONLINE EVENTS

KAUSHAL
LIFE SKILLS

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GUIDELINES FOR ONLINE EVENTS

- ☐ It will be shown through share screen at the time of event only. For the live events no PPTs /Videos will be mailed to the host school
- ☐ Links for the Online events will be provided two days prior on the official E-mail id only.
- ☐ The events will be conducted on virtual platform on “MICROSOFT TEAMS APP”.



Microsoft
Teams

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<u>S.NO</u>	<u>SUBJECT</u>	<u>EVENT NAME</u>	<u>CLASS</u>
25	ENGLISH	Spell Wizards	III -V
26	MATHEMATICS	Mathflix –	VI - VIII
27	MATHEMATICS	The Math Auction	IX- XII
28	COMPUTER	VisionCut Pro	IX- XII
29	COMMERCE	Money Toons	IX- XII

ENGLISH

SPELL WIZARD

Mode :	Online
Theme / Topic :	Kaushal : Skills for Life
Open For Classes :	III - V
No. Of Participants :	1
Duration :	2-3 mins
Rules:	1. Individual participation only. 2. Pictures will be shown. 3. Participants must spell the given words correctly within the allotted time. 4. The judge's decision will be final. 5. No dictionaries, books, mobile phones, or other reference materials are allowed. 6. Participants must keep their camera on throughout the event. 7. The meeting link will be shared on the school email ID two days prior to the meeting.

Judgment Criteria:

- Accuracy
- Confidence
- Correct Identification
- Clarity

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MATHEMATICS

MATHFLIX –

Mode :	Online
Theme / Topic :	One-Minute Math Video Challenge ☆
Open For Classes :	VI - VIII
No. Of Participants :	2
Duration :	1 MIN
Rules:	Students will create a 60–90 second original video showing how Mathematics is used in everyday life
	Submission Link : https://forms.gle/3CqgkMQRbFKkDGhGA

Judgment Criteria:

- Creativity,
- Mathematical accuracy,
- Presentation.

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MATHEMATICS

THE MATH AUCTION

Mode :	Online
Theme / Topic :	Skill for life
Open For Classes :	IX - XII
No. Of Participants :	2
Duration :	40 mins
Rules:	1. Each team gets virtual money. 2. They bid for mystery mathematical questions. 3. Easy questions earn small points. 4. Hard questions earn higher points. 5. Wrong answer → lose bid amount. 6. Total 5 questions will be asked from each team. 7. The meeting link will be shared on the school email ID two days prior to the meeting.
Judgment Criteria:	The team with highest amount of money left will be the winner team

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COMMERCE

MONEY TOONS



Mode :	Online
Theme / Topic :	Cartooning on Financial Literacy
Open For Classes :	IX - XII
No. Of Participants :	1
Duration :	Prior submission of entries
Rules:	1. Participants must prepare a cartoon/cartoon strip spreading awareness on financial literacy. 2. Scanned copy of the A3 sheet must be submitted in PDF form. 3. Submission Link : https://forms.gle/3EDb4Lm5Y254oEGJ8

Judgment Criteria:

- Originality
- Creativity
- Relevance to the theme
- Visual Presentation

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COMPUTER

VISIONCUT PRO

Mode : Online
Theme / Topic : Skills for Success in the Digital World
Open For Classes : IX-XII
No. Of Participants : 2
Duration : Video Duration : 2 mins & Presentation : 3 mins

- Rules:
1. Students will create a 2–3 minute video highlighting life skills essential for success in the digital world, such as communication, teamwork, problem-solving, leadership, time management, and responsible digital citizenship.
 2. During the online event, participants will showcase their videos and briefly present the concept behind their work.
 3. They will explain the life skill featured in the video, the creative approach used to convey the message, and the software or tools used for video creation and editing.
 4. This presentation will allow students to demonstrate not only their technical skills but also their communication and presentation abilities.
 5. The meeting link will be shared on the school email ID two days prior to the meeting.

Judgment Criteria:

- Editing Skills
- Creativity
- Theme Relevance
- Communication Skills

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***Go Out To Serve
Your Country And Countrymen.***

Learn. Practice. Grow. Succeed in Life.