

# ALL KERALA CMI CBSE SCHOOLS ASSOCIATION

Kalotsav 2011  
10<sup>th</sup> December

A platform for individuals who share the same educational and cultural pedigree, shaped by the blessed Chavara Kuriakose Elias whose love for the arts in its myriad forms, create a sacred circle of companionship from where they draw the inspiration to continue in their craft and to pursue excellence in every way possible.

## Programme Manual

Devagiri CMI Public School Kozhikode  
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## ABOUT THE ASSOCIATION

The All Kerala CMI CBSE Schools Association is an organisation of institutions that delivers its own unique brand of education. A brand that has come to be identified as holistic and vibrant. All member institution work in unison to create an educational synergy with a very strong spiritual core. What all these institutions share is an unwavering commitment to moulding children into well-rounded adults of the future. With the kind of education it provides, the Association envisages transforming society into a community of self-actualised individuals, who will live their lives with meaning and purpose.

The Association officially came into being in 2001. Behind its formation was the inspiration of the Blessed Kuriakose Elias Chavara and also an ardent desire to bring out the best in every child entrusted to the CMI fold.

### **The Association's vision**

- The Association aims to organise and conduct enrichment programmes for its members in order to keep the transforming fire of education burning within them.
- It organises a common platform where students from all over Kerala can showcase their innate and honed talents in cultural arts, sports and games.
- It has taken upon itself the duty of selecting the crème of the crop from various schools and turning them into leaders of the future equipped with the spiritual fervor to educate the illiterate and empower the weak.
- It coordinates with member schools in establishing a well-principled standard for the selection and publishing of necessary textbooks for schools.
- And, finally, as one community, it takes on the duty to share its resources and conduct in-service programmes which is open to interested members of the association.

Since its inception ten years ago, the All Kerala CMI CBSE Schools Association has stood at the forefront of quality education and has established a benchmark for every endeavor it has undertaken, raising the bar higher at every success.

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Dear Father/Sir/Madam,

Warm greetings from Devagiri CMI Public School.

It is our great honour and pleasure to host one of the most challenging competitions among member schools, the All Kerala CMI CBSE School Kalotsav 2011 scheduled on Saturday, 10<sup>th</sup> December 2011.

This is the official manual in which you will find a complete list of items, general rules, special instructions and judging parameters for each item.

We urge you to take note of the changes and to follow the rules strictly, e.g. time allotment for each item.

Entry forms will be sent by email and can also be downloaded from our website. Hard copies can be sent by post upon receipt of your request for the same and confirmation of participation.

Please encourage member schools to take part in this CMI CBSE family gathering.

For all queries and suggestions please contact us by email or by telephone.

Thank you.

# GENERAL RULES

1. Students are grouped into 5 **categories** for competition:
  - I. Kiddies (Classes I & II)
  - II. Sub-juniors (Classes III & 1V)
  - III. Juniors (Classes V, VI & VII)
  - IV. Seniors (Classes VIII, IX & X)
  - V. Super Seniors (Classes XI & XII)(Common - Common means a school sponsors a single group for an item from any category.)
2. There will be no competition for the KG Section.
3. There will be no separate competition for boys and girls.
4. Only one participant /team will be allowed to participate in one item from a school.
5. Competitions will take place on different stages simultaneously.
6. For all items, participants should report half an hour prior to the scheduled time at the respective stages to pick the lot, failing which a team/ participant stands disqualified.
7. Participants should not be in school uniform.
8. Participants are expected to perform according to their lot number. Allowances may be made in case of a clash. But participants are expected to perform before the completion of that item, failing which he/she stands disqualified.
9. An item (group/single) shall not be conducted as a competitive event if the number of participating teams/ individuals is less than four.
10. There will be no first, second and third prizes for the Kalotsav, instead grades will be given for the events and the Points for the Grades will be given to the respective schools. Trophies will be awarded to the winners of each category. For details, refer to the brochure.
11. Results shall be announced by one of the judges immediately after each competition in the respective venues.
12. Decision of the panel of judges will be final and binding.

13. Complaints to the jury of appeal, if any, shall be given in writing, with the signature of the teacher-in-charge of the concerned school, with a fee of Rs.500 to the Secretary of the Association within 15 minutes of the announcement of the result.
14. Transport and the handling of OWN musical instruments shall remain the responsibility of each individual competitor/ school.
15. Participants are strictly forbidden from entering any room other than the one allotted to them.
16. a) A student can participate only in one individual item and one group item.  
b) Requests for clash of timings will not be entertained for those students participating in the 1 hr - 3 hr items.
17. Pre- recorded CDs can be used for dance items. One CD should contain only one track. CDs are not allowed for *Margamkali*.
18. For Light Music and Folk Dance (single) competitions, only *Malayalam songs* are permitted.
19. The completed task material of creative items will not be returned to the participants after the conduct of the event.

## SPECIAL INSTRUCTIONS

1. **Duly filled in entry forms for the respective groups and common items should be sent to the school office on or before 20<sup>th</sup> October 2011 by email or post.**
2. **Once the entry form is sent, no alteration will be entertained.**
3. All schools are requested to pay a registration fee of Rs.5000.
- 4 Participants are requested to pin on to their clothing participant numbers while they are on the Kalotsav campus.
5. Identify the time and stage of your events.
6. Report to the stage manager of the respective stages 30 minutes before the commencement of the events.
7. In case of a clash, collect the clash form from the office and get it sanctioned for the programme in which one is participating. Then report at both the stages before the commencement of the event and follow the direction of the stage managers.
8. Participants who fail to report even after the third call will stand disqualified.
9. Hand over the participant number card to the stage manager and get your code number card. Pin card on to clothing whenever you perform.
10. The participants are strictly instructed to finish their items within the stipulated time. The warning bell will be given one minute before the stipulated time. The participant will be allowed to continue his/her performance even after the final bell, but **judgment will be done only for the allotted time.**
11. After the completion of your item give back your code numbers to the stage manager and collect the participant number, duly signed by the stage manager.
12. The representative from the participating school is expected to complete the registration formalities at the Kalotsav office at Devagiri CMI Public School before 8.00 a.m. on 10<sup>th</sup> December 2011. Please make sure that you have received the kit (consisting of participation number cards, escorting teachers' badges, green room number, programme schedule, food coupons etc.) for your school.

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**N.B.** The schools who won the **Ever Rolling Trophies** of **Kalotsav 2010** should hand over the same at the school office on or before **1<sup>st</sup> November 2011**

# ITEMS OF COMPETITION

## ALL KERALA CMI CBSE SCHOOL KALOTSAV 2011 COMPLETE LIST OF COMPETITIONS BY TYPE INDIVIDUAL ITEMS

Type	No. Items	Category	Time
<b>AESTHETIC SKILLS</b>			
<b>Visual Arts</b>	1. Finger Printing	I	1 hr.
	2. Sequin Work (shell work)	I	1½ hrs.
	3. Water Colouring	II, III & IV	2 Hrs.
	4. Clay Modelling	III	1½ hrs.
	5. Poster Designing	III	2 hrs.
	6. Embroidery	IV	3 hrs.
	7. Fabric Painting	IV	2 hrs.
	8. Pencil Drawing	IV	2 hrs.
	9. Vegetable Carving	IV	1½ hrs.
	10. Cartoon Drawing	V	1 hr.
	11. Collage	V	1½ hrs.
<b>Performing Arts</b>	12. Folkdance	I, II, III & IV	5 min.
	13. Bharathanatyam	IV	10 min.
	14. Kuchipudi	V	10 min.
	15. Light Music (Mal)	I, II & III	5 min.
	16. Classical Music	IV & V	10 min.
	17. Western Vocal Solo (English)	IV & V	5 min.
<b>Computer Skills</b>	18. PowerPoint Presentation	IV	2 hrs.
	19. Computer Animation	V	2 hrs.
<b>LITERARY &amp; CREATIVE SKILLS</b>	20. Framing Words	I	10 min.
	21. Memory Test	I	1+9 min.
	22. Storytelling (Eng)	I	3 min
	23. Storytelling (Mal)	I	3 min
	24. Elocution (Eng)	I & II	5 min.
	25. Elocution (Mal)	I & II	5 min
	26. Story writing	II	1 hr.
	27. Recitation (Eng)	III & IV	5 min.
	28. Recitation (Mal)	III & IV	5 min.
	29. Just-A-Minute	V	1 ½ hrs.
30. Versification (Eng)	V	1 hr.	

### GROUP ITEMS

Type	No. Item	Category	No. of Members	Time
<b>Art &amp; Craft</b>	31. Trash Art - Taste for Waste	III	Group of 2 members	3 hrs.
	32. Quiz	IV	Group of 2 members	2 Hrs.
GK Language	33. Spelling Bee	II & III	Group of 2 members	2 Hrs.
	34. Comperring	III & IV	Group of 2 members	5 min.
	35. Mock Ads	V	Group of 2 members	10 +2min

### COMMON

Type	No. Item	Category	No. of Members	Time
Dance	36. Dance-a-Theme	Common	Group of 10-12 members	10 min.
	37. Margamkali	Common	Group of 7-13 members	10 min.
Drama Music	38. Shakespearean Era	Common	Group of 5-7 members	10 min
	39. Star Troupe	Common	Group of 8-10 members	5 min
	40. Western Music	Common	Group of 8-10 members	10 min

# DESCRIPTION OF ITEMS

## ART AND CRAFT

- 1. FINGER PRINTING: CAT I Individual TIME: 1 Hr.**  
This programme aims at developing the finger dexterity of children while experimenting with a unique painting method
- 2. SEQUIN WORK (Shell Work): CAT I Individual TIME: 1½ Hrs.**  
RULES: (a) Picture will be provided on a 30cm x 30cm piece of chart paper.  
(b) Sequins and gum should be brought by the participant.
- 3. WATER COLOURING CAT II, III & IV Individual TIME: 2½ Hrs.**  
To improve the creativity of children through visual impressions created by colours, forms, images, etc.  
RULES: (a) In accordance with the theme given.  
(b) Only water colour should be used. Bring your own water colour.  
(c) Paper will be provided.  
CRITERIA: (1) Creativity  
(2) Colouring sense  
(3) Presentation of the picture in relation to the theme.
- 4. CLAY MODELLING CAT III Individual TIME: 1½ Hrs.**  
RULES: (a) Clay will be provided for all participants.  
(b) Theme will be given on the spot.  
CRITERIA : (1) Creativity  
(2) Perfection
- 5. POSTER DESIGNING CAT III Individual TIME: 2 Hrs.**  
This programme aims at sensitising students to social and environmental issues.  
RULES: (a) Theme will be provided on the spot.  
(b) Participants may use only poster colours.  
(c) Paper will be provided.  
(d) The poster should include paintings as well as message and captions.  
CRITERIA : (1) Effective portrayal of the theme.  
(2) Creativity  
(3) Neatness  
(4) Aptness of the message and caption.
- 6. EMBROIDERY CAT IV Individual TIME: 3 Hrs.**  
RULES: (a) Design and white cotton cloth (50 cms x 50 cms) will be provided.  
(b) Participants should bring their own embroidery frame, needle, thread, scissors, carbon paper and pencil  
(c) Cut work, appliqué work, bead or pearl work, woollen thread work will not be considered.  
CRITERIA: (1) Neatness  
(2) Perfection  
(3) Variety of stitches used  
(4) Colour combination



- 7. FABRIC PAINTING**                      **CAT IV**                      **Individual**                      **TIME: 2 Hrs.**  
This programme aims at developing the skills of students in fabric painting.
- RULES :** (a) A white cotton cloth (50 cms. x 50 cms) will be provided for each participant.  
(b) Design will be provided on the spot.  
(c) Participants may use only fabric paints to paint the design. 3-D outliners, sequins, pearls or beads may not be used.  
(d) Brushes, paint etc. should be brought by the participant.
- CRITERIA:** (1) Effectiveness in portraying the design.  
(2) Colour combination.  
(3) Neatness
- 8. PENCIL DRAWING**                      **CAT IV**                      **Individual**                      **TIME: 2 Hrs.**
- RULES:** (a) Paper will be provided  
(b) Topic will be given on the spot.
- CRITERIA:** (1) Neatness  
(2) Drawing should be relevant to the theme.
- 9. VEGETABLE CARVING**                      **CAT IV**                      **Individual**                      **TIME: 1½ Hrs.**
- RULES:** (a) Participants should bring their vegetables, carving knives and other things needed for vegetable carving and presentation.  
(b) Theme can be selected by the participant.  
(c) Participants should cut, shape or do art work on vegetables only during the allotted time, in the venue.
- CRITERIA:** (1) Creativity  
(2) Variety of vegetables used  
(3) Presentation  
(4) Neatness  
(5) Relevance to the theme selected
- 10. CARTOON DRAWING**                      **CAT V**                      **Individual**                      **TIME: 1 Hr.**  
To create critical and humorous attitude towards society and life.
- Rules:** (a) It should be drawn in black ink or using black sketch pen.  
(b) Paper will be provided.  
(c) The theme will be given on the day of the competition.
- CRITERIA:** (1) Perfection of Drawing  
(2) Sense of Humour  
(3) Critical approach  
(4) Presentation of the picture in relation to theme.
- 11. COLLAGE**                      **CAT V**                      **Individual**                      **TIME: 1½ Hrs.**
- RULES:** (a) Theme will be given on the spot.  
(b) Pictures/Cut-outs for the collage should be brought by the participant.  
(c) No extra writing is allowed.
- CRITERIA:** (1) Relevance to the theme.  
(2) Presentation of the theme  
(3) Creativity  
(4) Perfection

## DANCE

- 12. FOLKDANCE** **CAT I, II, III & IV** **Individual** **TIME: 5 min.**  
CRITERIA: 1) Grace  
2) Facial Expression  
3) Rhythm  
4) Beauty of Mudras
- 13. BHARATHANATYAM** **CAT IV** **Individual** **TIME: 10 min.**  
CRITERIA: (1) Facial Expression  
(2) Rhythm  
(3) Costume  
(4) Perfection of Mudras  
(5) Steps
- 14. KUCHIPUDI** **CAT V** **Individual** **TIME: 10 min.**  
CRITERIA: (1) Facial Expression  
(2) Rhythm  
(3) Costume  
(4) Perfection of Mudras  
(5) Steps

## MUSIC

- 15. LIGHT MUSIC (MAL)** **CAT I, II & III** **Individual** **TIME: 5 min.**  
CRITERIA: (1) Voice  
(2) Sruthi  
(3) Rhythm  
(4) Lyrics  
(5) Expression
- 16. CLASSICAL MUSIC** **CAT IV & V** **Individual** **TIME: 10 min.**  
Shruti box can be used. Any Raga can be sung.  
CRITERIA: (1) Rhythm  
(2) Melody  
(3) Expression  
(4) Knowledge in Music  
(5) Improvisation
- 17. WESTERN VOCAL SOLO** **CAT IV & V** **Individual** **TIME: 5 min.**  
RULES: a) Participants should perform a vocal solo with karaoke.  
b) Song should be in English only. No accompaniments allowed.  
CRITERIA: (1) Rhythm  
(2) Pitch  
(3) Lyrics and Pronunciation  
(4) Presentation

## COMPUTER SKILLS

- 18. POWERPOINT PRESENTATION** **CAT IV** **Individual** **TIME: 2 Hrs.**  
RULES: (a) MS - PowerPoint will be provided  
(b) Theme will be given on the spot.  
(c) Clipart pictures related to the theme will be provided in the system.  
(d) No CD or pen drives (or any external storage devices) are permitted.

- (e) The duration of slideshow should be for 5 min. only (Minimum 4 min.)  
Number of slides included shall not be considered.
- (f) MS Word or MS Paint may be used. Adobe Photoshop is not allowed.
- (g) Theme as well as relevant pictures will be provided.
- (h) Built in templates should not be used.
- (i) Internet facility will not be provided.

- CRITERIA: (1) Effective presentation with maximum effects.  
(2) Relevance to the theme.  
(3) Creativity.  
(4) Must be readable.

**19. COMPUTER ANIMATION CAT V Individual TIME: 2 Hrs.**

- RULES: (a) Only FLASH Software can be used.  
(b) Theme will be given on the spot.  
(c) Images related to the particular theme will be provided in the system.  
(d) Adobe Photoshop will be provided.  
(e) Duration of the animation should be for 3 minutes only.  
(f) Theme as well as relevant pictures will be provided.  
(g) Built in templates should not be used.  
(h) External storage devices are not permitted.  
(i) Internet facility will not be provided.

- CRITERIA: (1) Effective presentation  
(2) Relevance to the theme  
(3) Creativity

## LANGUAGE

**20. FRAMING WORDS CAT I Individual TIME: 10 min.**

This programme aims at motivating the students to enrich their vocabulary by framing maximum correctly spelt words from the given letters within the allotted time.

- RULES: (a) Each word should have at least 3 letters  
(b) The spelling must be correct  
(c) Words formed should not be names of people / places (proper nouns)

- CRITERIA: (1) Meaningful  
(2) Maximum number of words  
(3) Spelling

**21. MEMORY TEST CAT I Individual TIME: 1+9 min.**

This programme aims at testing the observation and memory skills of students.

- RULES: (a) Items for memory test will be displayed for 1 minute.  
(b) The names of displayed items should be enlisted in the paper provided after the observation time.  
(c) The spellings should be correct.

- CRITERIA: (1) Maximum number of displayed objects observed.  
(2) Spelling

**22. STORY TELLING (ENG) CAT I Individual TIME: 3 min**

This programme aims to enhance the vocabulary of students and develop their skill to narrate a story.

RULES: Any story can be selected. It should have a moral lesson.

- CRITERIA: 1. Pronunciation  
2. Fluency & Clarity

3. Expression
4. Voice Modulation

**23. STORY TELLING (MAL) CAT I Individual TIME: 3 min**  
 CRITERIA: 1. Pronunciation  
 2. Fluency and clarity  
 3. Expression  
 4. Voice Modulation

**24. ELOCUTION (ENG) CAT I & II Individual TIME: 5 min.**  
 CRITERIA: a) Presentation d) Subject Clarity  
 b) Pronunciation e) Flow of Words  
 c) Fluency f) Modulation

**Topic for Cat I: The Person I Love the Most**

**Topic for Cat II: Water - Elixir of Life**

**25. ELOCUTION (MAL) CAT I & II Individual TIME : 5 min**  
 a) Presentation  
 b) Pronunciation  
 c) Fluency  
 d) Subject clarity  
 e) Flow of Words  
 f) Modulation

**Topic for Cat I : ചൊല്ലാളി**

**Topic for Cat II: അനന്തം എന്റെ കമ്പ്യൂട്ടറും**

**26. STORY WRITING CAT II Individual TIME: 1 Hr.**  
 RULES: (a) Use the hints to develop the story.  
 (b) Theme will be given on the spot. No deviation should be done from the main theme.  
 CRITERIA: (1) Logical sequence  
 (2) Appropriate title  
 (3) Moral  
 (4) Creativity  
 (5) Grammar

**27. RECITATION (ENG) CAT III & IV Individual TIME: 5 min.**  
 CRITERIA: a) Memory c) Expression  
 b) Pronunciation d) Modulation

**28. RECITATION (MAL) CAT III & IV Individual TIME: 5 min.**  
 CRITERIA: a) Memory  
 b) Pronunciation  
 c) Expression  
 d) Voice Modulation

**29. JUST-A-MINUTE CAT V Individual TIME: 1½ Hrs.**  
 RULES: (a) Each speaker is given one minute to talk on a topic chosen by the moderator.  
 (b) The other participants can challenge the speaker in order to identify errors in:  
 i) Grammar - the challenger must properly identify the error and give the correct sentence.  
 ii) Speech - identifying a mispronunciation. The challenger must give the correct pronunciation.

- iii) Vocabulary - the incorrect use of a word (e.g. malapropisms.) The challenger must provide the correct word.
- iv) Repetition - more than two instances of a word in a single sentence, or more than four instances of a word in 15 seconds. The challenger must give the word

[NOTE: common words such as connectives and simple verbs will not count against the speaker, but pronouns(especially "I", "we" etc.) will be included]

- v) Junk or filler words - "urns", "ahs" etc.
- vi) Hesitation - a pause of more than two seconds.
- (c) A successful challenge allows the challenger to take over the talk from the speaker for the remaining time.
- (d) Speakers are scored by the number of seconds that they can speak without being challenged successfully. Thus the maximum number of points is 60. The moderator will keep careful check of time. The person with the most number of points at the end of the allotted period wins.

- 30. VERSIFICATION (ENG)                      CAT V                      Individual                      TIME: 1 Hr.**
- 1) Imagination
  - 2) Imagery
  - 3) Poetic style
  - 4) Theme

## GROUP ITEMS

### ART & CRAFT

- 31. TRASH ART – TASTE FOR WASTE    CAT III                      2 members                      TIME: 3 Hrs.**

This programme aims at enhancing the creativity of young minds while converting waste materials into useful and artistic objects.

- RULES:
- (a) Participants should bring the waste material to be used.
  - (b) Participants are to use only raw materials.
  - (c) The creation should be based on a theme.
  - (d) Material classified as waste only can be used. They should be displayed in front of the judges.
  - (e) The craft should be more useful than the resource.
  - (f) Participants are to cut, paint, shape or do any art work on the raw material only during time allotted

- CRITERIA:
- (1) Variety of waste material used
  - (2) Perfection
  - (3) Number of items presented
  - (4) Uniqueness of idea

### GENERAL KNOWLEDGE

- 32. QUIZ    CAT III & IV                      2 members                      TIME: 2 Hrs.**

- RULES:
- (a) A written preliminary round will be conducted.
  - (b) Only five teams will be selected for the final round.
  - (c) Quiz will be based on general topics (general knowledge)

## LANGUAGE

**33. SPELLING BEE** **CAT II & III** **2 members** **TIME 2 Hrs.**

The objective of this programme is to enhance the spelling and literary skills of children by encouraging them to explore the English language, enhance their vocabulary and improve their communication and comprehension skills.

- RULES:
- (a) A written preliminary round will be conducted.
  - (b) Only 5 teams will be selected for the final round.
  - (c) The final round will be oral round. It will consist of:
    - (i) Jumbled words
    - (ii) Spellings
    - (iii) Filling the missing letters
    - (iv) Correcting incorrect words
    - (v) Homophone round
    - (vi) Rapid fire round (1 member only)

**34. COMPERING** **CAT III & IV** **2 members** **TIME : 5 min.**

It aims at developing the confidence of students to effectively conduct a programme in English.

- RULES:
- (a) The topic will be provided on the spot.
  - (b) Each team will be given 10 minutes to co-ordinate and prepare for the same.
  - (c) Detailed presentation of various items in a programme is not necessary.
  - (d) The complete conduct of the programme should be coordinated within the allotted time.

CRITERIA:

- (1) Presentation
- (2) Language (Fluency/Clarity)
- (3) Expression
- (4) Tone

**35. MOCK ADS** **CAT V** **2 members** **TIME:10+2min**

This is a programme which focuses on the marketing skills of students.

- RULES:
- (a) Participants may use a variety of methods like dramatisation, slogans etc. to successfully market the given product.
  - (b) Simple props or accessories may be used.
  - (c) Medium must be in English.
  - (d) 10 minutes will be given for preparation and 2 minutes for presentation.

- CRITERIA:
- (1) Success in bringing out the importance of the product.
  - (2) Spontaneity
  - (3) Uniqueness / Clarity of the advertisement.
  - (4) Jingles

## COMMON

### DANCE

- 36. DANCE-A-THEME** **CAT VI** **Group of 10-12 members** **TIME: 10 min.**  
This is a group dance programme which focuses on spontaneity and co-ordination between team members.

**RULES:**

- (a) Participants should present an *Indian Contemporary Dance* depicting any of the following themes:
  - Save Water ● Emotions ● Seasons ● War and Peace
- (b) Film songs, instrumental music or albums are allowed.
- (c) Participants should use only modest costumes.
- (d) No back stage settings.
- (e) Props can be used in the dance.
- (f) An introduction to the dance can be given during the time allotted for the stage settings.

**CRITERIA:**

- (1) Choreography
- (2) Synchronization
- (3) Costume
- (4) Variety of steps
- (5) Presentation of the theme

- 37. MARGAMKALI** **Group of 7-13 members** **TIME: 10 min.**

**CRITERIA:**

- (1) Costume
- (2) Lyrics & Pronunciation
- (3) Presentation
- (4) Rhythm & Steps
- (5) Rhythm & Pitch

### DRAMA

- 38. SHAKESPEAREAN ERA: CAT VI** **Group of 5-7 Members** **TIME: 10 min**

The objective of this programme is to recreate Shakespearean plays, bringing to life his immortal characters for the younger generation.

The teams may select from the list of Shakespearean characters listed below.

Dramatis Personae	Play
(a) Macbeth	Macbeth
(b) King Lear	King Lear
(c) Juliet	Romeo and Juliet
(d) Cleopatra	Antony and Cleopatra
(e) Mirinda	Tempest
(f) Olivia	Twelfth Night
(g) Hamlet	Hamlet

**RULES:**

- (a) Participants should not change the original dialogues. Costumes should be authentic (relevant to Shakespearean Era)
- (b) The extracts selected should portray the best of the characters chosen.
- (c) Supporting actors for the main character must be included.
- (e) Props appropriate to the scene may be used. No special curtains can be used.

- (e) A team has to complete its dramatisation within the allotted time. No extra time will be given for change of scene.
- (f) There will be a warning bell at the 9<sup>th</sup> minute and the final bell at the 10<sup>th</sup> minute. Teams exceeding the time limit will be disqualified
- (g) Background music (CD) can be used.

- CRITERIA
- (1) Presentation
  - (2) Dialogue delivery
  - (3) Costume
  - (4) Characterisation

## MUSIC

- 39. STAR TROUPE** **Group- 8-10 members** **TIME: 5 min**
- RULES:
- (a) Participants can present one film song (Tamil/ Malayalam/ Hindi) with accompaniments.
  - (b) Participants should perform using their own instruments, except the jazz drum, which will be provided on the stage.
  - (c) Pre-programmed music, CD, floppy disc or auto rhythm cannot be used.
  - (d) 5 minutes will be allowed for stage settings.
- CRITERIA:
- (1) Harmony of instrumental and vocal music
  - (2) Rhythm
  - (3) Pitch
  - (4) Clarity and expression
  - (5) Presentation
- 40. WESTERN MUSIC :** **COMMON Group of 8-10 members** **TIME: 10 min**
- RULES:
- (a) Participants should perform using their own instruments, except the jazz drums and keyboard (Yamaha PSR 323) which will be provided on the stage.
  - (b) Pre-programmed music, CD, floppy disc, memory card and auto rhythm cannot be used.
  - (c) 5 minutes allowed for stage settings.
- CRITERIA:
- (1) Harmony of Instrumental and vocal music
  - (2) Rhythm
  - (3) Lyrics & Pronunciation
  - (4) Presentation
  - (5) Pitch

### GRADING IN THREE-POINT SCALE:

Grade	Individual item	Group item
<b>A</b> (above 70)	5 points each	10 points each
<b>B</b> (50-69)	3 points each	5 points each
<b>C</b> (below 50)	1 point each	3 points each

- Grading is on a three-point scale
- A, B, C.
  - A
  - B
  - C
- Most indicators
- Many indicators
- Some indicators



## **AESTHETIC SKILLS**

**Visual Arts** - Sequin Work, Water Colouring, Clay Modelling, Poster Designing, Fabric Painting, Embroidery, Pencil Drawing, Vegetable Carving, Cartoon Drawing, Collage & Trash Art - Taste for Waste

- Highly creative and skillful
- Understands the importance of colour, balance and brightness.
- Demonstrates proportion in size and shape
- Establishes clarity of ideas or theme.
- Shows aesthetic sensibility

**Performing Arts**- Folkdance, Bharathanatyam, Kuchipudi, Light Music (Mal), Classical Music, Classical Music, Western Vocal Solo (English) & Shakespearean Era

- Has a sense of good rhythm and keeps pace with the beat
- Has a good sense of tune.
- Has impressive and graceful body movements
- Shows feelings and appropriate facial expressions
- Highly creative and enthusiastic as shown in performance
- Has originality and innovativeness

## **COMPUTER SKILLS**

**PowerPoint Presentation & Computer Animation**

- Very confident in using graphic, word processing and operating skills.
- Excellent in selecting and using different colours.
- To measure creativity.
- Excellent in identifying and using different features of multi-media

## **LITERARY & CREATIVE SKILLS**

Framing Words, Memory Test, Storytelling (Eng), Story telling (Mal), Elocution (Eng), Elocution (Mal), Story writing, Recitation (Eng), Recitation (Mal), Just-A-Minute & Versification (Eng)

- Has sharp memory, originality of ideas
- Has a good range of vocabulary
- Highly relevant and rich in content
- Very fluent with appropriate gestures and effective presentation
- Uses appropriate pauses, correct pronunciation with proper pace and expression

## **GENERAL KNOWLEDGE**

- High level of awareness of science, sports and games, literature, nature, history, civics and politics, and current affairs.
- Shows an all around understanding of the world

*facilitating tomorrow*

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