CYBER GENIUS 2025-26

Dates for the competitions:

Competition	Grade	Date
LOGO	Std. IV	22 nd Nov 2025
Sudoku	Std. IV	29 th Nov 2025
MS Paint	Std. III	29 th Nov 2025
Scratch	Std. I to IV	1 st Dec 2025
MS Paint	Std. IV	6 th Dec 2025
Quiz	Std. IV	13 th Dec 2025

Registration Fees: Rs 150 per student per competition

Last date to register: 10th Nov 2025

<u>Link for more details:</u> https://kaveri.edu.in/khsp/blog/2025/09/09/cyber-

genius-25-26/

Result: 15th Dec 2025

Guidelines for the competitions:

• Std. IV : LOGO -

The figures will be displayed on the screen and children have to draw them using LOGO commands on their allotted computers. Attached are the sample figures from last years' competitions for reference.

Link:

https://drive.google.com/file/d/1cTM4OEVmxgHuI0L2zxZa1ifM1tfMqvUH/view?usp=sharing

Std. III and IV : MS Paint –

The topics are as follows:

- Std. III **Festival Celebration**: Create a colorful artwork depicting your favourite festival and cultural traditions.
- Std. IV Outdoor Sports: Illustrate any outdoor sports activity that you enjoy.

Children can practice the topics at home. On the day of competition, they will draw their drawings on the allotted computers.

• Std. IV: Sudoku -

It will be a pen and paper competition where 4x4, 6x6 and 9x9 sudokus will be given and children have to solve them within the given time span of one hour.

• Std. IV: Quiz -

The quiz will be based on computational thinking i.e. on pattern, sequencing, logical thinking, puzzles, problem solving etc. Also questions based on General knowledge about computers and Information Technology.

Std. I to IV : Scratch –

Children will prepare the project at home and upload the same on the link given on our website on 1st December 2025. Students can opt for FREE ONLINE SESSION from Myelin for guidance.

Click for FREE ONLINE SCRATCH SESSION:

https://forms.gle/hfeSw7DG795rQVhx8

The topics are as follows:

• Grade 1: Theme : Moving Butterfly / Flying Bird

Project: Make a Scratch animation where a butterfly flies and a bird moves across the screen.

• Grade 2: Theme: Animate a Rainstorm

Project: Make a Scratch animation where raindrops fall from the sky and an umbrella moves to stay dry.

• Grade 3: Theme : Fishing Game

Project: Make a Scratch game where you catch fish with a net and earn points.

Grade 4: Theme: Environment Protection Game

Project: Create a Scratch game where you move a character to pick up trash and plant trees to make the environment clean and green.