

2026 SJS TALENTIA

CREATE . PERFORM . EXCEL



10 OCTOBER 2026

ST. JOSEPH'S SCHOOL, GREATER NOIDA

REGISTRATION DATE · 4 OCTOBER 2026

LEGACY

Built on memories. Defined by scale.
Ready for the next chapter.

13

PARTICIPATING
SCHOOLS

200+

PARTICIPANTS

10

COMPETITIONS

01

UNFORGETTABLE DAY

SJS Talentia has already established itself as a vibrant inter-school platform where creativity, competition, performance and innovation come together. With multiple events, strong participation and a dynamic atmosphere, Talentia offers students an experience that goes far beyond a typical school competition.

COMPETITION • CREATIVITY • PERFORMANCE • INNOVATION • COLLABORATION • EXPERIENCE

2025 → 2026

THE NEXT CHAPTER CONTINUES.



MANAGER'S

MESSAGE

Dear Students,

I am truly delighted to see the enthusiasm and participation you bring to SJS Talentia 2026.

Events like these go beyond the stage, beyond trophies and titles. They nurture confidence, discipline and leadership qualities that shape your future.

I appreciate the hard work of the organizing team and the support of our teachers who guide and inspire you every step of the way.

Let this celebration of talent strengthen the spirit of unity and excellence in our school.

Keep striving. Keep shining.

My best wishes for a successful and joyful SJS Talentia 2026!



REV. FR. ANDREW CORREIA
MANAGER



INSPIRE

Encouraging minds to dream big.



GUIDE

Supporting each step with wisdom and care.



NURTURE

Building character. Shaping leaders.



BELIEVE

Believing in your potential today and always.

Your talent. Our pride. Our future.

TOGETHER, LET'S MAKE EVERY MOMENT COUNT.

SUPPORT. | PARTICIPATE. | CELEBRATE.

PRINCIPAL'S MESSAGE

Dear Students,

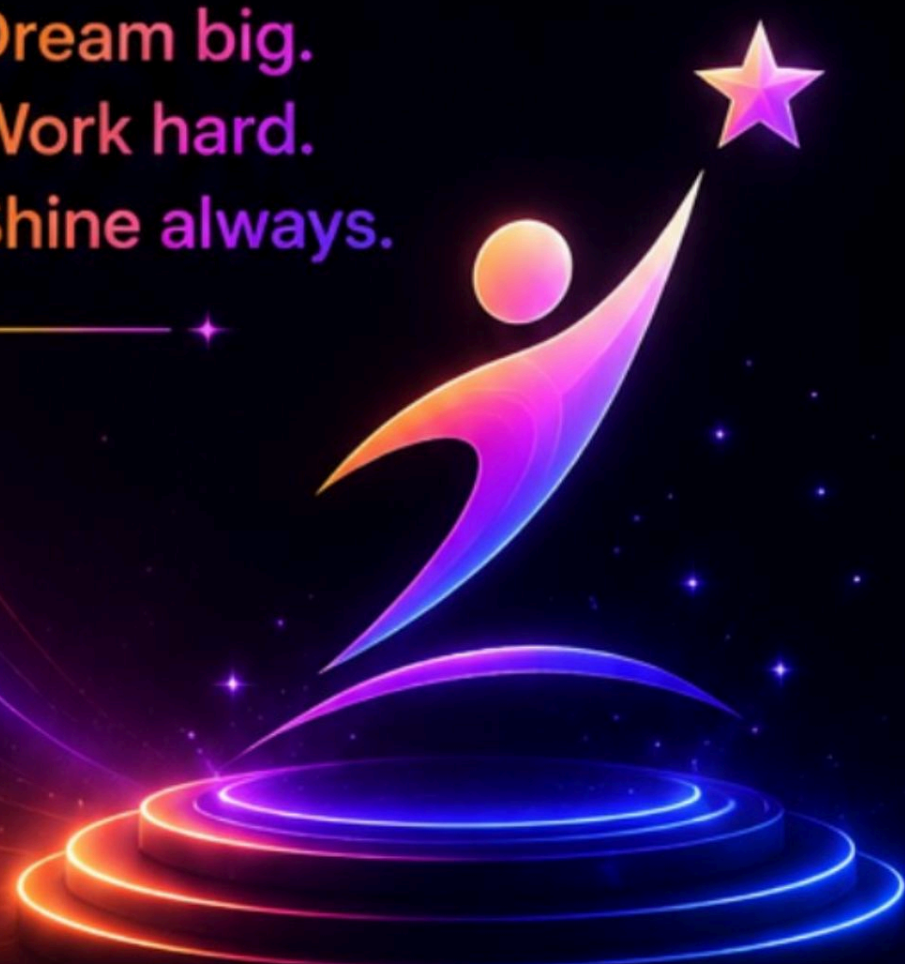
SJS Talentia is more than an event—
it is a celebration of the unique talents
and limitless potential that each one
of you holds within.

It is here that creativity takes flight,
ideas turn into action, and confidence
transforms into achievement.

I encourage you to participate with
dedication, collaborate with respect,
and compete with integrity. Remember,
it is not just about winning, but about
the joy of learning, growing and
inspiring others.

May this journey bring you memories
you cherish and values that stay
with you for life.

Dream big.
Work hard.
Shine always.



REV. FR. JIPSON PALATTY
PRINCIPAL



ENCOURAGE

Believing in your potential
and supporting your dreams.



INSPIRE

Igniting passion and
nurturing creativity.



EMPOWER

Providing opportunities to learn,
lead and excel.



UPLIFT

Building a community rooted in
values, respect and unity.

LET'S CELEBRATE TALENT. LET'S CELEBRATE US.

SUPPORT.

PARTICIPATE.

CELEBRATE.

MESSAGE FROM

MENTORS

GUIDING MINDS. INSPIRING FUTURES.



MS. SHASHI SHARMA

“ Creativity is intelligence having fun. Express, explore and enjoy the art of turning ideas into reality.

”



MR. SAURABH SHARMA

“ The future belongs to those who believe in the beauty of their dreams. Keep believing, keep achieving.

”



MS. SHWETA PANDEY

“ Your efforts today are the stepping stones to your tomorrow. Stay focused, stay passionate.

”



MS. ALPANA

“ Believe in yourself and all that you are. Your hard work today will create your success story tomorrow.

”

SCHOOL COUNCIL

Four leaders. One vision.



HARSH SHEKHAR
Head Boy



UPADHI SINGH
Head Girl



VIRAT SINGH
Deputy Head Boy



MAHI BHATI
Deputy Head Girl

TEAM TALENTIA

Different minds. One vision.



ABHINAV SHARMA



SHASHANK SINGH



ARPIT UPRETI



KARTIKI V. DHARME



AASTHA SOLANKI



RISHITA JAIN



KINJAL TYAGI



SEJAL DEVLIYA



ADVITA SHARMA



ANGEL YASHITA

Different minds. One mission.

QUANTUM QUEST

Where Curiosity Meets Competition

Quantum Quest is a fast-paced science and general knowledge quiz designed to test visual recognition, academic understanding, quick recall and lateral thinking through five engaging rounds.

EVENT DETAILS



Eligibility:
Classes IX–XII



Team Size:
3 participants per school



Total Duration:
2½–3 hours



Syllabus:
General Knowledge,
Physics, Chemistry, Biology
and Technology

EVENT FLOW

1

Round 1 – Direct & Pass

Questions are asked directly to each team. An unanswered or incorrect question passes to the next team. Scoring: +10 for a direct answer; +5 for a passed answer.

2

Round 2 – Mystery Grid

Teams select a box from a displayed grid and answer a surprise visual, audio or 'spot the error' question.

3

Round 3 – Connect the Clues

Teams receive three clues and must identify the common link connecting them. Passing is not allowed.

4

Round 4 – Buzzer Round

A question or image is presented. The first team to press the buzzer earns the opportunity to answer.

5

Round 5 – Rapid Fire

Each team answers as many questions as possible within a limited time. Teams must answer immediately or pass; passed questions are not offered to other teams.

ESSENTIAL RULES



Questions will cover General Knowledge and Science.



An elimination round may be conducted if registrations exceed the expected number.



Passing is permitted only in Round 1.



In the Rapid-Fire Round, passed questions will not be transferred to another team.



Buzzer questions may be answered only by the team that buzzes first.

EVENT IN-CHARGES

Teacher In-Charge:
Mr. Sanjay Kumar
Ph: 8766224154

Student In-Charge:
Sejal Devliya

MISSION DOSSIER // BGMI CHAMPIONSHIP

DROP ZONE

COMPETE. ADAPT.
DOMINATE.



TRIGGER TACTICS

★ Squad Up. Survive. Conquer. ★

BGMI SQUAD MODE

FOUR PLAYERS.
ONE PLAN.
ONE CHAMPION.



Trigger Tactics is a competitive Battlegrounds Mobile India (BGMI) championship where four-player squads battle across multiple matches on Erangel, Sanhok and Miramar. Points are earned for kills and placement; victory depends on teamwork, survival and consistency.



OBJECTIVE:
HIGHEST TOTAL
POINTS



EVENT DETAILS

- Game:** BGMI (Battlegrounds Mobile India)
- Eligibility:** Classes 9th to 12th
- Team Size:** 4 participants
- Overall Duration:** Approximately 3-4 hours
- Match Duration:** Approx. 45-50 minutes per match



WARNING: COMPETITION ZONE



MAPS & SCORING



ERANGEL
Classic 8x8 km all-round map



SANHOK
Compact 4x4 km jungle map



MIRAMAR
Vast 8x8 km desert map

SCORING & RESULTS

- Kill and placement points earned by each team are calculated after every match.
- Total points are updated after each match and added to the team's overall score.
- Final standings are decided by the total points accumulated across all matches.
- The team with the highest total points is declared the winner.



PARTICIPANT REQUIREMENTS

Each participant must bring:

- A BGMI-compatible mobile phone with the game updated
- A stable personal internet connection – Wi-Fi will not be provided
- A valid BGMI account

Recommended: A power bank, earphones/earbuds and a fully charged backup device.



ESSENTIAL RULES

- Registered players only; team members cannot be changed after the tournament begins.
- Phones may be used only for tournament participation.
- Hacks, cheats, scripts, exploits or unauthorised software will result in immediate disqualification.
- Matches will not restart for device failure, battery drain, connectivity issues, game crashes or accidental logout.
- Abusive language, misconduct or unsportsmanlike behaviour may result in penalties or removal.
- In case of a tie, there will be a TDM match.
- Follow school rules and officials' instructions. The organising committee's and match officials' decisions are final.

DISCIPLINE. RESPECT. FAIR PLAY.



POINT SYSTEM

Points will be awarded as follows:

- | | |
|-------------|----------|
| • Per Kill | 2 Points |
| • 1st Place | 8 Points |
| • 2nd Place | 6 Points |
| • 3rd Place | 4 Points |

★ STRATEGY
DECIDES VICTORY



EVENT IN-CHARGES

Teacher In-Charge:
Mr. Preetam Singh
Ph: 9718380653

Student Coordinators:
Saumya Pratap
Arpit Upreti

MISSION APPROVED

PLAY AREA STATUS
ACTIVE



N 19° 07' 15" E 72° 52' 40"

BGMI | TACTICAL OPS
MISSION CODENAME
TRIGGER TACTICS
CLEAR. ADAPT. EXECUTE.

RANK UP. PLAY SMART.



SURVIVE
TOP 25



ELIMINATE
TOP 10



DOMINATE
TOP 3



CONQUER
CHAMPION

POWERPLAY AUCTION

PowerPlay Auction is a mock IPL auction that challenges participants to combine cricket knowledge, strategic planning and smart bidding. Teams must use a fixed virtual budget to assemble a balanced, championship-worthy squad from a pool of top players.



ESSENTIAL RULES

Class Criteria: 9th to 12th

- The auction will follow a continuous bidding format with a short break.
- Teams must remain within the allotted virtual budget.
- Bidding must be conducted fairly and respectfully; misconduct may result in disqualification.
- Each team must consist of a minimum of 11 players and a maximum of 15 players.
- Every player will carry hidden points, revealed after the auction.
- The organizers' decision will be final and binding.



JUDGING CRITERIA



Strategy and Planning



Team Balance



Budget Management



Auction Approach



Presentation and Justification

TEAM REQUIREMENTS

Each team must build a squad fulfilling the following minimum requirements:



1

Wicketkeeper



2

All-Rounder



4

Bowlers



4

Batsmen

EVENT DETAILS



TEAM SIZE

3 Participants Per Team

DRESS CODE

Western Formal Attire



BUDGET

Each team will be provided with a fixed virtual budget of

₹100 CRORE



TEACHER IN-CHARGE:

Ms. Prabha Tyagi

Ph: 9899238756



STUDENT IN-CHARGES

Aastha Solanki

Shagun Singh

SWARANJALI

◆ *From Soul to Soil* ◆

ABOUT THE EVENT

Swaranjali is an inter-school group singing competition celebrating India's diverse folk traditions. Participants will bring regional melodies to life through authentic vocals, traditional instruments and vibrant cultural presentation.

RULES & REGULATIONS

Class Criteria: 6th to 12th

- The performance must feature a folk song from any region of India.
- At least three musical instruments must be incorporated.
- Participants must arrange and bring their own instruments.
- Film songs, inappropriate lyrics, prerecorded tracks and karaoke are not permitted.
- Costumes should represent the folk tradition being presented.
- Participants must report before the scheduled time.
- Misconduct may result in disqualification.
- The judges' decision will be final and binding.

JUDGING CRITERIA

- Voice and singing quality
- Rhythm and tune
- Effective use of instruments
- Authenticity of the folk song
- Expression and confidence
- Overall presentation

TEACHER IN-CHARGE

Ms. Bhavna
Yadav
Ph: 8527900777

STUDENT IN-CHARGE

Advita
Sharma



PERFORMANCE DURATION

4-5 minutes



GROUP SIZE

7-12 participants



CHARACTER HEARING

Justice Meets Literature

INTRODUCTION

Character Hearing is a mock courtroom event where Shakespearean characters face trial. Teams must analyse their assigned case, present arguments, examine witnesses and defend their position using evidence from the original literary text.

EVENT DETAILS

- Team Size: 5 participants
- Preparation Time: 45 minutes
- Performance Time: 10–15 minutes
- Case File: Provided during preparation

TEAM COMPOSITION

- 1 Prosecution Lawyer
- 1 Defence Lawyer
- 2 Literary Character Witnesses
- 1 Accused Character, who may also testify

HEARING FORMAT

- Opening statements
- Witness examination
- Cross-examination
- Closing arguments
- Final verdict

ESSENTIAL RULES

- No pre-written, case-specific speeches.
- Use only the provided case file and original text.
- Electronic devices and AI tools are prohibited.
- Random costume/character props will be provided; participants must creatively incorporate the available items into their presentation.
- Small personal accessories such as clips, safety pins, etc. may be brought if required.
- Use respectful language and stay in character where applicable.
- Exceeding the time limit may result in penalties.

Class Criteria: 9th to 12th

POSSIBLE CASE FILES

- *Macbeth*
- *Hamlet*
- *Romeo and Juliet*
- *As You Like It*
- *The Merchant of Venice*
- *Julius Caesar*

EVENT IN-CHARGES

Teacher In-Charge
Ms. Bharati Tiwari
Ph: 9212057001

Student In-Charges
Rishita Jain
Amrisha Sharma

FRAME THE FAME

/// CAPTURE. CREATE. CELEBRATE. ///

Frame the Fame challenges young photographers and videographers to document Talentia as it unfolds. Teams must capture memorable performances, interactions and atmosphere while demonstrating creativity, technical skill and presence of mind.

01

EVENT DETAILS



Team Size: 2 Students

Theme: A Moment Worth Capturing

02

CATEGORIES



- Photography: Classes VI–VIII; 45 minutes
- Videography: Classes IX–XII; 90 minutes
- Video Duration: 60–90 seconds

03

SUBMISSION REQUIREMENTS



- Photography teams must submit their four best photographs.
- Videography teams must submit two edited videos.
- Submissions must cover ongoing Talentia events only.
- Coverage must not disturb performances or participants.

04

PHOTOGRAPHY JUDGING CRITERIA



- Moment
- Framing
- Creativity
- Ability To Capture
- Overall Impact

05

ESSENTIAL RULES



- Mobile-phone cameras are strictly prohibited.
- Digital, compact, bridge and DSLR cameras are permitted.
- Teams must bring their own cameras and accessories.
- Participants must also bring their own laptops.
- AI-assisted creation or editing is strictly prohibited.
- AI use will result in team disqualification.
- Participants must wear school uniform and carry ID cards.
- The judges' decision will be final and binding.
- Winning entries may be published with due credit.

06

VIDEOGRAPHY JUDGING CRITERIA



- Event Coverage
- Camera Work
- Creativity
- Editing
- Overall Impact

07

EVENT IN-CHARGES



Teacher In-Charge: Ms. Sonia Sharma
Ph: 9650365654

Student In-Charges: Angel Yashita
Hitharth Bhattacharya

★ STROKES ROULETTE

Every Spin Sparks Creativity

Strokes Roulette is an individual art competition where creativity meets chance. Participants begin with a surprise theme and adapt their artwork to compulsory challenges revealed through four roulette-wheel spins.

EVENT DETAILS

- Participation: Individual
- Total Duration: 90 minutes
- Canvas: A3 drawing sheet

EVENT FLOW

- 0–30 Minutes:** Create freely on the revealed theme.
- 30 Minutes:** First roulette challenge is revealed.
- 45 Minutes:** Second roulette challenge is revealed.
- 60 Minutes:** Third roulette challenge is revealed.
- 75 Minutes:** Final roulette challenge is revealed.
- 90 Minutes:** Complete and submit the artwork.

One theme.
Countless twists.
Only one masterpiece.



Class Criteria: 9th to 12th

Maximum 2 participants are allowed from each school

ESSENTIAL RULES

- ★ The theme will be revealed on the spot.
- 🎨 Organizers will provide one A3 drawing sheet.
- ✏️ Participants must bring their own art materials.
- ✅ Every roulette challenge must be incorporated.
- 🏆 All challenges are compulsory for every participant.
- 🕒 The completed artwork must be submitted within time.

EVENT IN-CHARGES

🎓 Teacher In-Charge: Ms. Geeta Choudhary
Ph: 9654953780

👥 Student In-Charges: Kinjal Tyagi
Rajshree Tiwari

SCHOOL
CAMPUS

SYNERGY SPIES

CONFIDENTIAL

CASE DOSSIER

CASE ID: SS-2024
LOCATION: SCHOOL
PRIORITY: HIGHEVIDENCE
CHANGES.
DECISIONS
MATTER.OBJECTIVE:
FIND THE ROOT CAUSE.
BUILD THE SOLUTION.

When the Scenario Shifts, Will Your Strategy Hold?

Synergy Spies is an evidence-based school crisis simulation. Teams investigate a realistic crisis, analyse changing evidence, identify one root cause and present a practical action plan as members of a school committee.

ANALYSE.
CONNECT.
ACT.

1 EVENT DETAILS

Eligibility: Classes IX-XII
Team Size: 4 participants
Total Duration: 120 minutes



2 EVENT FLOW

Round 1 – Briefing: 10 minutes
Roles, possible causes and evidence are introduced.

Round 2 – Investigation: 90 minutes
Teams reassess evidence and prepare an action plan.

Round 3 – Presentation: 20 minutes
Teams present their findings, actions and preventive measures. Judges may ask questions afterward.



3 PRESENTATION REQUIREMENTS

- One clearly identified root cause
- Relevant supporting evidence
- Immediate corrective action
- Long-term preventive measures
- Participation by all four members



4 ESSENTIAL RULES

- Use only provided evidence; discuss only within the team.
- Electronic devices are prohibited.
- Committee roles are allotted at the event and may be divided among members.
- Address one root cause; submitted plans cannot be modified.
- Unfair practices result in disqualification.
- The judges' decision is final and binding.



5 JUDGING CRITERIA

- Evidence Investigation
- Root-Cause Analysis
- Action Plan
- Team Coordination
- Final Presentation



6 EVENT IN-CHARGES

Teacher In-Charge: Ms. Suman Saikia
Ph: 9560152837

Student In-Charge: Kartiki V. Dharme

INVESTIGATE. ANALYSE. DECIDE. PREVENT.
TRUTH IS BUILT BY EVIDENCE.

3

1

QUANTUM QUEST

Syllabus for the quiz



General Knowledge

This section tests students' awareness of the world around them, both past and present. It includes current affairs, sports, awards and honours, inventions and discoveries, and scientific trivia.



Science

Physics, Chemistry and Biology — comprising topics included in the Class 9 to 12 science curriculum. The Science section will feature fundamental concepts from Physics, Chemistry and Biology, covering topics such as mechanics, electricity, light, heat, atoms, chemical reactions, acids and bases, organic chemistry, cells, human biology, genetics, evolution, ecology and biotechnology.



Technology

The Technology section will focus on modern and emerging technologies, including Artificial Intelligence (AI), Machine Learning, Robotics, Cybersecurity, pioneers and history, acronyms and abbreviations, Space Technology, Electric Vehicles, Blockchain, ancient and modern scientific developments, space exploration, India's contributions to science and technology, and important milestones in modern science.



Swaranjali

Participants must share their Lyrics/Song to the provided e-mail id one week before the program.

Instruments: Veena, Sitar, Shehnai, Dholak, Flute, Tabla, Harmonium, Matka, Manjira, Dhol, Damru, Keyboard, Conga

Dress Code: Indian Traditional

Class Criteria : 6th to 12th



Powerplay Auction

The auction will follow a continuous bidding format with a short break.

Class Criteria : 9th to 12th



Character Hearing

Each team will be given a character and must present their argument in a given situation.

Class Criteria : 9th to 12th



Strokes Roulette

Participants will be given a theme and must create a piece of art within the given time limit.

Class Criteria : 9th to 12th | Max 2 participants from each school



Important Information

Reporting Time : 8:00 am

Duration of Competition : 8:00 am to 3:00 pm

Last Date to register : 4th October

No offline registration without prior information. For this Kindly contact **9868968502**

OUR PARTNERS



**AMRAPALI
UNIVERSITY**



MORNING STAR

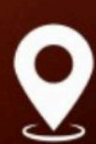
“Talent is a gift. Passion is a choice.
Greatness comes from the courage
to step onto the stage.”



Affiliated to CISCE-UP237

ST. JOSEPH'S SCHOOL

Greater Noida



Pocket-D, Sector-Alpha-I, Gautam Buddha
Nagar, Greater Noida, (U.P.), India – 201308



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