

ORGANIZED BY
TERA COMPUTE LLP

PROGRAMME PROPOSAL
FOR **SCHOOL LEADERSHIP**
COHORT ONE · 2026

IN THIS PROPOSAL

- 01 About Tera Compute
- 02 Why Prodigy Ideathon
- 03 The Challenge — Six Themes
- 04 How the Competition Works
- 05 Judging & Rules
- 06 Student & School Value
- 07 Experts & Implementation
- 08 Participation & Registration

TERA COMPUTE'S

PRODIGY IDEATHON

An Inter-School Innovation Challenge

“From Real Problems to Real Solutions.”

A student innovation challenge for Classes 9–12 that takes students from identifying a real-world problem to researching, designing, structuring and pitching a practical solution.

PROGRAMME AT A GLANCE

7+ PARTICIPATING SCHOOLS	1000+ PARTICIPATING STUDENTS	9–12 ELIGIBLE CLASSES	School Round + Grand Finale COMPETITION STRUCTURE	30+ TEAMS REQUIRED PER SCHOOL
---------------------------------------	---	------------------------------------	--	--

PERIOD **SEPTEMBER–OCTOBER 2026**

LOCATION **GHAZIABAD / DELHI NCR**

REGISTER **PRODIGYIDEATHON.TERACOMPUTE.CO**

FROM REAL PROBLEMS
TO REAL SOLUTIONS

SECTION 01

About Tera Compute

Tera Compute is a technology venture working at the intersection of technology, artificial intelligence and sustainability.

The organization builds and applies technology for environmental and social outcomes, and extends that work into schools through structured student innovation programmes, expert-led sessions and applied learning initiatives.

Prodigy Ideathon is Tera Compute's flagship school engagement – an inter-school innovation challenge that gives students a structured route from a real problem to a defensible solution.

RECOGNITIONS & AFFILIATIONS

- DPIIT-recognized startup
- MSME registered
- Incubated at IPEC TBI
- Supported under MeitY GENESIS EIR 1.0

“Using technology as a force for environmental good and building a smarter, circular future.”

MISSION

SECTION 02

Why Prodigy Ideathon?

Students are trained, for the most part, to solve questions that already have predefined answers. Real innovation begins somewhere else – when a student learns to identify a problem, understand who it affects, question assumptions, and construct a solution that can be defended.

Prodigy Ideathon is built around that shift. Teams are not asked to arrive with an idea; they are asked to work through a sequence – and to present the reasoning behind it.

CAPABILITIES DEVELOPED

- Problem-solving
- Critical thinking
- Research
- Creativity
- Teamwork
- Communication
- Presentation
- Innovation mindset
- Practical use of AI and technology

THE STUDENT JOURNEY



A physical prototype is not mandatory unless specifically required for a particular challenge or instructed by the organisers. Teams are evaluated on the quality of their problem understanding, innovation, proposed solution, potential impact and their ability to communicate it.

SECTION 03

The Challenge

Six pathways. One goal: solve meaningful problems.

Each team selects one challenge theme at registration. Themes define the territory, not the answer — teams retain full freedom to choose the specific problem they wish to work on within the selected pathway.

THEME 01

AQUA NEXT

WATER INNOVATION

Water conservation, quality, access, monitoring, efficiency and responsible use.

THEME 02

CIRCULAR FUTURES

WASTE MANAGEMENT INNOVATION

Waste reduction, segregation, recycling, reuse, circular systems and responsible consumption.

THEME 03

SUSTAINABILITY FRONTIERS

SUSTAINABILITY INNOVATION

Climate, energy, sustainable living, green technology, biodiversity and environmental resilience.

THEME 04

EDUNOVA

EDUCATION INNOVATION

Learning, accessibility, student experience, teacher support, educational technology and future-ready learning.

THEME 05

OPEN IMPACT

OPEN INNOVATION

Any meaningful real-world problem that does not fall under the other five themes.

THEME 06

HEALTHFORWARD

HEALTH INNOVATION

Preventive health, wellbeing, accessibility, awareness, healthcare systems and technology-enabled solutions.

Theme selection. Teams may select one challenge theme during registration. Open Impact allows teams to propose solutions outside the defined thematic areas.

Deliverable. Teams develop a solution concept and a pitch deck in the prescribed Prodigy Ideathon format. Physical prototypes are not required at any stage.

SECTION 04

From Idea to Impact

How the competition works, stage by stage.

01 ● REGISTER

The school registers first at prodigyideathon.teracompute.co. Teams of **2–4 students** from **Classes 9–12** then register through the official school-issued form. A school must field **a minimum of 30 teams** to be eligible to host its School Round.

02 ● SELECT A THEME

Each team chooses one of the six challenge pathways, including Open Impact.

03 ● BUILD THE SOLUTION DECK

Teams follow the official Prodigy Ideathon pitch-deck structure so that every presentation stays comparable and complete.

04 ● SCHOOL PITCHING ROUND

All registered teams present, on the school's own campus. Multiple judging panels may operate simultaneously depending on the number of teams.

3-MIN PITCH

2-MIN Q&A

ALL TEAMS

05 ● SCHOOL FINALE

The **top 3 teams from each judging panel** advance. Where multiple panels run, shortlisted teams compete before a combined judging panel coordinated by Tera Compute. This decides the School Champion, Runner-Up and Third Place.

5-MIN PITCH

2-MIN Q&A

COMBINED PANEL

06 ● GRAND FINALE

The **top 3 teams from every participating school** qualify. The Grand Jury determines the overall Champion, Runner-Up and Second Runner-Up.

5-MIN PITCH

3-MIN Q&A

GRAND JURY

OPERATIONAL DESIGN — BATCH-WISE CALLING

The competition is structured to minimize disruption to regular school activities. Teams are called from class in controlled batches. For example, five teams may be called at a time, complete their pitching slots, and return to class before the next batch is called — so the school timetable continues to run normally throughout the day.

BATCH 01 — PITCHING

BATCH 02 — IN CLASS

BATCH 03 — IN CLASS

BATCH 04 — IN CLASS

SECTION 05

Fair. Structured. Transparent.

Every judge scores independently against the same 50-mark rubric.

CRITERION	MARKS	WHAT JUDGES ASSESS
PROBLEM	10	How clearly does the team understand the problem, the users affected and its significance?
INNOVATION	10	How original, creative or differentiated is the proposed approach?
SOLUTION	10	How effectively and feasibly does the proposed solution address the problem?
IMPACT	10	What meaningful and scalable impact could the solution create?
PRESENTATION	10	How clearly, logically and confidently does the team communicate and defend the idea?
TOTAL SCORE	50	TIE-BREAK HIERARCHY: SOLUTION SCORE → IMPACT SCORE → JURY DELIBERATION

JUDGING PANELS

SCHOOL ROUND

1 School-Nominated Judge + 1 Tera Compute Judge

One, two, three or more panels operate in parallel depending on the number of registered teams.

SCHOOL FINALE

Combined Judging Panel

Coordinated by Tera Compute. Shortlisted teams are evaluated together, using the same rubric.

GRAND FINALE

Grand Jury Panel

Coordinated by Tera Compute. Determines the Champion, Runner-Up and Second Runner-Up.

CORE PARTICIPATION RULES

- 01 Eligibility: Classes 9–12, participating through their school.
- 02 Team size: 2–4 students.
- 03 Minimum 30 teams per school for the school to be eligible.
- 04 Each team must submit its solution deck in the prescribed Prodigy Ideathon format.
- 05 Teams must present within the allotted time.
- 06 Every judge scores independently.
- 07 Teams must be available for Q&A.
- 08 Ideas must be original and appropriately attributed.
- 09 Plagiarism or deliberate misrepresentation may lead to disqualification.
- 10 AI tools may be used as permitted by the official rules; teams remain responsible for the accuracy, originality and understanding of their submission.
- 11 Judges' decisions are final.
- 12 In case of a tie: Solution score → Impact score → Jury deliberation.

SECTION 06

More Than a Competition

What students take away — and what the school gains.

For Students

- Real-world problem-solving experience
- Research and structured ideation
- Structured solution development
- Team collaboration and execution
- Pitching and communication practice
- Exposure to AI and emerging technology
- Competitive experience with expert feedback
- Certificate of Participation for every student
- Opportunity to qualify for the Grand Finale
- Trophies and recognition for school winners

For the School

- Structured innovation experience for students
- Minimal disruption through batch-wise calling
- External expert judging
- School-nominated judging participation
- School-level recognition and winner felicitation
- Grand Finale representation
- Event photographs and content opportunities
- Any two expert-led workshops included
- Institutional recognition where applicable

Expert-Led Workshops

Each participating school may select **any two expert-led workshops at no additional charge**, choosing the tracks most relevant to its students or faculty.

TRACK A

AI MASTERCLASS

FOR STUDENTS

AI literacy, Generative AI, responsible AI, AI-assisted problem solving, AI for innovation and future skills.

TRACK B

AI + IOT + HARDWARE

FOR STUDENTS

Applied AI, IoT, robotics, electronics, embedded systems, computer vision, intelligent automation and prototype development.

TRACK C

AI MASTERCLASS

FOR FACULTY

Generative AI for educators, AI for teacher productivity, AI for research, AI-assisted assessment and responsible AI.

Please note. Workshop tracks are subject to scheduling and expert availability. Additional custom workshops, specialised modules and faculty development programmes may be requested separately, at applicable pricing. Separate expert catalogues are attached for detailed session options and speaker profiles.

SECTION 07

Expert-Led Learning, Beyond the Competition

EXPERT 01

Dr. Tanveer Ikram

Senior AI & Technology Expert
International AI Trainer
Strategic Mentor & Resource Person –
Tera Compute

- 30+ years of experience across education, software development, digital transformation and applied innovation
- Has worked across Australia, New Zealand, Malaysia and Singapore
- Former Professor (CSE-AI) and former Head, Software Development Cell at IPEC until June 2026

AI FUNDAMENTALS

GENERATIVE AI

AI AGENTS

RESPONSIBLE AI

AI + SUSTAINABILITY

COMPUTATIONAL THINKING

AI IN EDUCATION

INNOVATION & ENTREPRENEURSHIP

FUTURE SKILLS & CAREERS

EXPERT 02

Akshat Malhotra

Student Technology & Innovation
Resource Person
Applied AI & Hardware Systems
Builder
IoT & Robotics Practitioner
Co-Founder – Tera Compute LLP

- Applied AI and hardware systems, with a build-and-demonstrate teaching approach
- For Grades 9–12, sessions follow the Applied Systems positioning:
Applied AI, IoT & Engineering Systems

APPLIED AI

IOT

ROBOTICS

ELECTRONICS

EMBEDDED SYSTEMS

COMPUTER VISION

INTELLIGENT AUTOMATION

AI + HARDWARE

ARDUINO & RASPBERRY PI

PROTOTYPE DEVELOPMENT

HARDWARE INNOVATION SPRINT

The attached expert catalogues provide detailed programme menus and can be shared with schools separately.

Implementation Model

BEFORE THE EVENT

- School confirmation
- Student and team registration
- Theme selection
- Pitch deck guidelines shared
- Judge coordination

EVENT DAY

- Opening ceremony
- Batch-wise school pitching
- Independent panel scoring
- School Finale
- Winner announcement

GRAND FINALE

- Top 3 teams per school
- Final presentations
- Grand Jury evaluation
- Awards and felicitation

THE SCHOOL PROVIDES

Venue and designated pitching space · one school-nominated judge · student participation and coordination.

TERA COMPUTE PROVIDES

Competition framework and external judge · pitch-deck format and judging rubric · certificates, Grand Finale pathway and two expert-led workshops.

SECTION 08

Bring Prodigy Ideathon to Your School

Give students the opportunity to move beyond answering questions — and start *solving problems*.

PARTICIPATION SNAPSHOT

EVENT	Tera Compute's Prodigy Ideathon – Cohort One
FORMAT	Inter-School Innovation Challenge
ELIGIBILITY	Classes 9–12, through participating schools
TEAM SIZE	2–4 students
SCHOOL ELIGIBILITY	Minimum 30 teams per participating school
VENUE	School Round on the school's own campus
PERIOD	September–October 2026 • exact date agreed with each school
COHORT SCALE	7+ schools • 1000+ students
STRUCTURE	School Round → School Finale → Grand Finale
PARTICIPATION FEE	₹100 per student • same for teams of 2, 3 or 4
INCLUDED	Any two expert-led workshops at no additional charge

HOW TO PARTICIPATE

- 01 The school registers.** A principal, teacher or coordinator submits the school's interest at prodigyideathon.teracompute.co.
- 02 We confirm and share the form.** Tera Compute confirms participation and issues the official student registration form.
- 03 The school circulates it.** Eligible Classes 9–12 students register and complete payment through that form.
- 04 Teams are formed.** Teams of 2–4 are confirmed and School Round details follow.

Students do not register directly on the website. The rulebook, pitch-deck template and expert catalogues are shared with participating schools.

Interested in hosting or participating?

PROGRAMME

REGISTER YOUR SCHOOL
prodigyideathon.teracompute.co
 ORGANISATION
teracompute.co
 EMAIL
teracompute@gmail.com

TERA COMPUTE LLP

PHONE
 +91 98216 15314 • +91 85275 83906
 REGISTERED OFFICE
 E-358, Street Number 6, West Vinod Nagar,
 Delhi – 110092, India

“Let's build a generation that doesn't just identify problems —
 but learns how to solve them.”

FROM REAL PROBLEMS TO REAL SOLUTIONS