



Bal Bharati

PUBLIC SCHOOL

M A N E S A R

REPORT ROBOTICS CLUB:

EVENT NAME: STEAM Innovation League (SIL)

TOPIC: AI and robotics competition for K-12 students

ORGANIZED BY: STEMROBO Technologies in partnership with Arduino Education, Italy

DATE: Saturday, August 2nd, 2025

VENUE: Yamuna Sports Complex in New Delhi.

CLASSES PARTICIPATED: 7th, 8th, 9th

"Quote: Ultimate Showdown of Innovation and Creativity! "

Description:

The STEAM Innovation League (SIL), organized by STEMROBO Technologies in collaboration with Arduino Education (Italy), is a global platform for K–12 students to showcase AI, robotics, and innovation skills. It aims to foster a culture of creativity by encouraging students to develop real-world, application-based solutions that can be converted into patentable projects. The event featured over 300 top teams, an Arduino Hackathon, and interactive zones on robotics, AR/VR, drones, and AI. From our school, Jai, Pranav, and Manvir presented their "SOS Emergency Calling Robot" project. Eight other students also benefited from expert-led workshops. SIL not only promotes innovation but also builds the foundation for future tech leaders.

Purpose:

The purpose of the STEAM Innovation League (SIL) is multifaceted, focusing on student empowerment, innovation, and real-world problem-solving.

The key objectives of the event are:

- To inspire and empower K-12 students globally to become future-ready leaders, innovators.

- To encourage students to design innovative and economically viable solutions that address real-world challenges, drive India's technological growth,
- To guide students in converting their ideas, helping them progress from innovation to creating intellectual property.

Glimpses of the activity:









