

CLUB ACTIVITY COMPETITION REPORT
SESSION: 2026-27

Name of the Activity : Ad Mania
Theme : Creativity and Advertising
Day & Date : 6 May 2026
Class : IV
Activity Incharge : Muskan Srivastava

A Glimpse of the Event***Objectives:***

- *To strengthen verbal and visual presentation abilities.
- * To inspire students to think innovatively while designing advertisements.

“Creativity is intelligence having fun.” – Albert Einstein

The Admania activity was organised to foster creativity, confidence, and effective communication among students. The event provided a vibrant platform where students explored the world of advertising by blending imagination with persuasive skills. Students enthusiastically engaged in designing and presenting advertisements, showcasing their ability to think beyond conventional ideas. The activity encouraged students to use both verbal and visual elements to communicate their ideas effectively. With the use of props, expressions, and innovative concepts, students demonstrated remarkable creativity and confidence. The atmosphere was lively, interactive, and filled with excitement as each student brought a unique perspective to the stage.

Parameters/ Judgement criteria-

- * Creativity and Originality
- * Presentation Skills
- * Persuasiveness
- * Props Used

Result-

S.No.	Student Name	Class	Position
1.	IVAAN JOSHI	IV PLUMERIA	I
2.	RAHUL DHAR	IV ASHOKA	II
3.	SAMIR GARG	IV GULMOHAR	III

