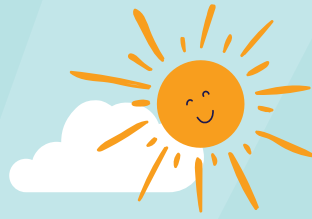




CREATING  
FUTURE LIFE  
**CHAMPIONS**



# Elite Preschool & Kindergarten CHAMPIONSHIPS



## Competition Guide

# Preschool & Kindergarten Students ONLY

Winter Term 2024-'25

## RockStar Academy Gymnastics Studio & GF Atrium Gajah Mada Plaza

### Saturday, 18 January 2025

### Registration

Available at every Academy's Front Desk, based on age category

Category	Registration Period	VIP		PREMIER	
		All Academy Except PK	PK Only	All Academy Except PK	PK Only
Early Bird	30 December 2024 12 January 2025	198,000 IDR	168,000 IDR	248,000 IDR	198,000 IDR
Regular	13 - 17 January 2025	248,000 IDR	198,000 IDR	298,000 IDR	248,000 IDR
Event Day	18 January 2025	298,000 IDR	248,000 IDR	358,000 IDR	298,000 IDR

### Requirements

Registration Period	Birth Year
Learn & Play I (Crawler)	(6-11 Months)
Learn & Play I (Walker)	(12-18 Months)
Learn & Play 2	(19-35 Months)
Smartology 3	(3-4 Years)
Smartology 4	(4-5 Years)
Pre-Primary 5	(5-6 Years)
Pre-Primary 6	(5-7 Years)



## Rundown

Level	Pre-Registration	Competition	Venue
Learn & Play 2	08:00 - 09:00	09:00 - 11:30	GF Atrium
Learn & Play I Crawler	09:00 - 10:00	10:00 - 10:30	RSA Gymnastics Studio
Learn & Play I Walker	09:30 - 10:30	10:30 - 11:15	RSA Gymnastics Studio
11:45 - Awarding Learn & Play 2 & I (Crawler & Walker)			
Smartology 3	11:00 - 12:00	12:00 - 13:30	GF Atrium
13:30 - Awarding Smartology 3			
14:00 - 15:00 - Break Time			
Smartology 4	14:00 - 15:00	15:00 - 16:00	GF Atrium
16:15 - Awarding Smartology 4			
Pre-Primary 5 <small>Semi-Final</small>	15:30 - 16:30	16:30 - 17:00	GF Atrium
Pre-Primary 6 <small>Semi-Final</small>	17:00 - 18:00	17:00 - 17:30	GF Atrium
Pre-Primary 5 Final	-	17:30 - 18:00	GF Atrium
Pre-Primary 6 Final	-	18:00 - 18:30	GF Atrium
19:00 - Awarding Pre-Primary 5 & 6			

## Closed Classes

### Gajah Mada Plaza

Time	Class Subject
08:00	Gymnastics Dream Team (L3-7)
11:00	Baby Jumper 24 - 35 mo



## Learn & Play I

## Competition Rules & Regulations

### Crawler (6-11 Months)

1. Students between 6-11 months may enter the contest as long as they are not walking yet.
2. Students below 6 months and above 11 months on the competition day will not be able to participate in the contest.
3. Registered student and parent/legal guardian must be presented during the contest.
4. Students will line up at the start line and at the signal, can be encouraged to crawl to the finish line.
5. Parents/legal guardians may not walk beside the child to encourage him or her and are not allowed to food to lure.
6. Only maximum of two adults will be allowed on the competition area with each child. One adult will stay behind the baby at the start line and the other one - at the finish line.
7. Only students are allowed to be on the competition area.
8. Students cannot be push-started over the line.
9. Parents are NOT allowed to push, pull or touch their children while they are on competition area.
10. Participants will be disqualified if one of the parents touches the child once the race starts.
11. Any child standing up or begin to walk will be disqualified.
12. Any motivational strategy can be used: parents can wave toys, cell phones or keys to entice their little one to cross the finish line. No load or bad words are allowed.
13. Participants with the same time result will be invited for extra competition to verify winner.  
The judges will base their decisions on what they see during each race. Videotapes are not used to determine the winner. The judges' decisions are final and unchangeable.
14. Strictly no food and drinks are allowed at the competition area!





## Procedures

### Learn & Play I

## Crawler (6-11 Months)

### Individual Competition:

Each student will compete individually in the Crawler Competition.

### Competition Area:

The competition area will be divided into designated lanes.

### Pre-Registration and Q-Number:

1. Students must pre-register for the event and receive their Q-Number.
2. The competition will proceed in groups, following the sequence of Q-Numbers.

### Lane Assignments:

Each student will be assigned a lane and will be accompanied by one adult and one judge.

### Competition Rules:

1. When the start signal is given, each student must crawl along the line to take/touch 1 (one) toy from the toy house.
2. The student must take/touch 1 (one) toy on the finish line.
3. Parents could bring any toys to lure the student to the finish line, without touching them.



## Learn & Play I

## Competition Rules & Regulations

### Walker (12-18 Months)

1. Students between 12-18 months may enter the contest as long as they have start walking.
2. Students below 12 months and above 18 months on the competition day will not be able to participate in the contest.
3. Registered student and parent/legal guardian must be presented during the contest.
4. Students will line up at the start line and at the signal, will start a race.
5. Parents/legal guardians may not walk beside the child to encourage him or her and are not allowed to food to lure.
6. Only maximum of two adults will be allowed on the competition area with each baby.  
One adult will stay behind the baby at the start line and the other one - at the finish line.
7. Only students are allowed to be on the competition area.
8. Students cannot be push-started over the line.
9. Parents are NOT allowed to push, pull or touch their children while they are on competition area.
10. Participants will be disqualified if one of the parents touches the baby once the race starts.
11. Participants with the same time result will be invited for extra competition to verify winner.  
The judges will base their decisions on what they see during each race. Videotapes are not used to determine the winner. The judges' decisions are final and unchangeable.
12. Strictly no food and drinks are allowed at the competition area!



## Procedures

### Learn & Play I

## Walker (12-18 Months)

### Individual Competition:

Each student will compete individually in the Walker Competition.

### Competition Area:

The space will be divided into lanes, with each lane featuring three challenges: Color Recognition, Animal Recognition, and Object Recognition.

### Competition Structure:

In each lane, there will be specific equipment containing the tasks. The student must successfully complete each task before moving on to the next station.

## The Flow

### Station 1: Color Recognition:

1. When the start signal is given, each student must pull one scarf from a ball, and match it with the color boxes given.
2. After finding the correct color box, they have to pass the obstacle to reach station 2.

### Station 2: Shape Recognition:

1. On the 2nd (second) station, the student will find shape boxes. They have to put the shape toy to the correct box.
2. After find the correct box, they have to pass the obstacle to reach station 3.



## Station 3: Object Recognition:

1. On the 3rd (third) station, the student will take 1 (one) object from the treasure box.  
The object should be match with the picture given.
2. After match the object, they have to head to the finish line.

### Scoring:

The winner will be determined by the fastest time to complete all tasks and reach the finish line.

## Learn & Play I

Crawler (6-11 Months)

Walker (12-18 Months)

## Venue

📍 Gymnastics Studio, RSA, Gajah Mada Plaza







## Learn & Play 2

## Competition Rules & Regulations

### 19-35 Months

1. Students between 19-35 months may enter the contest
2. Students below 19 months and above 35 months on the competition day will not be able to participate in the contest.
3. Registered student and parent/legal guardian must be presented during the contest.
4. Students will line up at the start line and at the signal, will start an obstacle race.
5. Parents/legal guardians may not walk beside the child to encourage him or her and are not allowed to food to lure.
6. Only maximum of two adults will be allowed on the competition area with each baby. One adult will stay behind the baby at the start line and the other one - at the finish line.
7. Only students are allowed to be on the competition area.
8. Students cannot be push-started over the line.
9. Parents are NOT allowed to push, pull or touch their children while they are on competition area.
10. Participants will be disqualified if one of the parents touches the child once the race starts.
11. Participants with the same time result will be invited for extra competition to verify winner.  
The judges will base their decisions on what they see during each race. Videotapes are not used to determine the winner. The judges' decisions are final and unchangeable.
12. Strictly no food and drinks are allowed at the competition area!



## Procedures

### Learn & Play 2

### 19-35 Months

#### Individual Competition:

Each student will compete individually.

#### Competition Area:

The competition area will be divided into lanes, with each lane featuring 4 (four) stations: Letter Recognition, Color Sorting, Number Counting, and Shape Recognition.

Group of students will compete simultaneously, one in each lane.

#### Challenge Structure:

1. In each lane, each station will have specific instructions/clues to be followed by the students.
2. The student must successfully complete 1 (one) challenge before they could continue to the next challenge.

In every challenge, the student will get 1 (one) armor token to be arrange at the finish line.



## The Flow

### Station 1: Letter Recognition:

1. The student will find stepping stones with tactile card underneath. They have to take the card and match the tactile card with the letter on the stepping stones.
2. After finish matching the letters, the student will receive 1 (one) armor token and they have to pass the obstacle to reach station 2.

### Station 2: Color Sorting:

1. There will be toys with different color and 3 (three) color mat at the side. The student has to sort and stack the toy according to the color on the mat.
2. After sorting the toys, the student will receive 1 (one) armor token and they have to pass the obstacle to reach station 3.

### Station 3: Number Counting:

1. There will be a flower pot containing flowers. The student has to take the flowers and put on the garden picture to match the number given.
2. After completing the garden, the student will receive 1 (one) armor token and they have to pass the obstacle to reach station 4.

### Station 4: Shapes Recognition:

1. The student will see on three shapes cards and 3 (three) objects with the same shapes as the cards. They have to match the objects with the shape cards.
2. After matching the shapes, the student will receive the final armor token and head to the finish line.

### Final:

1. At the finish line, the students have to arrange the armor token into a picture of a knight.
2. After finish arranging the armor, the student will receive a magic wand and they have to raise the magic wand as a completion signal.

### Scoring:

The winner will be determined by the fastest time to reach the finish line, complete all the task, navigate the obstacle and wave the magic wand.



## Smartology 3

## Competition Rules & Regulations

### 3-4 Years

1. All participants must wear a chest number.
2. The system is Time based (fastest with all tasks completed correctly) .
3. All participants have to finish all tasks.
4. Adult supervision is allowed. Only maximum of one adult will be allowed to guide each participant. Accompanied adult are not allowed to touch and force participant physically. Only guide and encourage to follow the instructor.
5. Participants with the same result will be invited for extra competition to verify winner.
6. Strictly no food and drinks are allowed at the competition area.
7. The judges' decisions are final and unchangeable.

## Procedures

### Smartology 3

### 3 - 4 Years

#### Individual Competition:

Each student will compete individually.

#### Competition Area:

Each line will have 4 (four) challenges station: Letter Recognition, Color Pattern, Number Counting, and Shape Recognition.

#### Competition Structure:

1. In each lane, each station will have specific instruction/clues to be followed by the students.
2. The student has to finish 1 (one) challenge before they can continue to the next challenge.
3. In every challenge, the student will get 1 (one) armor token to be arranged at the finish line.





## The Flow

### Station 1: Letter Recognition:

1. The student will find stepping stones with tactile cards in lowercase underneath. They must take the card and match the lowercase tactile card with the uppercase letter on the stepping stones.
2. After finishing matching the letters, the student will receive 1 (one) armor token, and they have to pass the obstacle to reach station 2.

### Station 2: Color Pattern:

1. There will be 2 different color toys for AABAAB pattern, and the student has to complete the missing pattern by arranging the toys according to the pattern.
2. After arranging the toys, the student will receive 1 (one) armor token, and they have to pass the obstacle to reach station 3.

### Station 3: Number Counting:

1. There will be a flowerpot containing flowers. The student has to take the flowers and put on the garden picture to match the number given.
2. After completing the garden, the student will receive 1 (one) armor token, and they have to pass the obstacle to reach station 4.

### Station 4: Shape Recognition:

1. The student will see a magna-tiles card shape, and they have to arrange the magna-tiles shape according to the picture.
2. After matching the shapes, the student will receive the final armor token and head to the finish line.

### Final:

They have to arrange the armor token to a picture of a knight. After it, they will receive a magic wand, and they have to raise the magic wand as a completion signal.

### Scoring:

The winner will be determined by the fastest time to reach the finish line, complete all the tasks, navigate the obstacle and wave the magic wand.



## Smartology 4

## Competition Rules & Regulations

### 4-5 Years

1. All participants must wear a chest number.
2. The system is Time based (fastest with all tasks completed correctly) .
3. All participants have to finish all tasks.
4. Adult supervision is NOT allowed.
5. Participants with the same result will be invited for extra competition to verify winner.
6. Strictly no food and drinks are allowed at the competition area.
7. The judges' decisions are final and unchangeable.



## Procedures

### Smartology 4

### 4-5 Years

#### Individual Competition:

Each student will compete individually.

#### Competition Area:

Each line will have 4 (four) challenges station: Letter Recognition, Color Pattern, Number Counting, and Shape Recognition.

#### Competition Structure:

1. In each lane, each station will have specific instruction/clues to be followed by the students.
2. The student has to finish 1 (one) challenge before they can continue to the next challenge.
3. In every challenge, the student will get 1 (one) armor token to be arranged at the finish line.



## The Flow

### Station 1: Letter Recognition:

1. The student will find stepping stones with tactile cards in lowercase underneath. They must take the card and match the lowercase tactile card with the uppercase letter on the stepping stones.
2. After finishing matching the letters, the student will receive 1 (one) armor token, and they have to pass the obstacle to reach station 2.

### Station 2: Color Pattern:

1. There will be 2 (two) different color toys for ABCABC pattern, and the student has to complete the missing pattern by arranging the toys according to the pattern.
2. After arranging the toys, the student will receive 1 (one) armor token, and they have to pass the obstacle to reach station 3.

### Station 3: Number Counting:

1. There will be a flowerpot containing flowers. The student has to take the flowers and put on the garden picture to match the number given.
2. After completing the garden, the student will receive 1 (one) armor token, and they have to pass the obstacle to reach station 4.

### Station 4: Shape Recognition:

1. The student will see a magna-tiles card shape, and they have to arrange the magna-tiles shape according to the picture.
2. After matching the shapes, the student will receive the final armor token and head to the finish line.

### Final:

They have to arrange the armor token to a picture of a knight. After it, they will receive a magic wand, and they have to raise the magic wand as a completion signal.

### Scoring:

The winner will be determined by the fastest time to reach the finish line, complete all the tasks, navigate the obstacle and wave the magic wand.





## Pre-Primary 5 & 6

## Competition Rules & Regulations

### 5-7 Years

1. All participants must wear a chest number.
2. The system is Time based (fastest with all tasks completed correctly) .
3. All participants have to finish all tasks.
4. Adult supervision is NOT allowed.
5. Participants with the same result will be invited for extra competition to verify winner.
6. Strictly no food and drinks are allowed at the competition area.
7. The judges' decisions are final and unchangeable.

### Procedures

### Pre-Primary 5

## Semi-Final (5 - 6 Years)

#### Individual Competition:

Each student will compete individually.

#### Competition Area:

Each line will have 5 (five) challenges station: Writing, Addition, Reading, Pattern, and Geometry

#### Challenge Structure:

1. In each lane, each station will have specific instruction/clues to be followed by the students.
2. The student has to finish 1 (one) challenge before they could continue to the next challenge.
3. In every challenge, the student will get 1 (one) armor token to be arrange at the finish line.



## The Flow

### Station 1: Writing:

1. The student will find 5 (five) things, and cards with words, they have matched the things with the words and re-write the words on the cards as written.
2. After finishing, the student will receive 1 (one) armor token, and they have to pass the obstacle to reach station 2.

### Station 2: Addition:

1. The student will get a question cards, they have to answer the question using bugs. They must take the bug with scissor scoop, put the correct number of bugs according to the question cards and write the answer on the question cards.
2. After finishing counting, the student will receive 1 (one) armor token, and they have to pass the obstacle to reach station 3.

### Station 3: Reading:

1. The student will find 10 (ten) CVC words, with missing letters, and they have to complete finding the correct missing letter for the words.
2. After finishing, the student will receive 1 (one) armor token, and they have to pass the obstacle to reach station 4.

### Station 4: Pattern:

1. The student will find 2 (two) pattern cards, they have to complete the pattern and take the toys using tweezer.
2. After completing the pattern, the student will receive 1 (one) armor token, and they have to pass the obstacle to reach station 5.

### Station 5: Geometry:

1. The student has to construct the 3D shape, according to the 2D based given.
2. After finishing, the student will receive the final armor token and head to the finish line.



## Final:

They have to arrange the armor token to a picture of a knight. After it, they will receive a magic wand, and they have to raise the magic wand as a completion signal.

## Scoring:

The winner will be determined by the fastest time to reach the finish line, complete all the tasks, navigate the obstacle and wave the magic wand. The best 8 (eight) students will compete in the Final round.

## Procedures

### Pre-Primary 6

## Semi-Final (5 - 7 Years)

### Individual Competition:

Each student will compete individually.

### Competition Area:

Each line will have 5 (five) challenges station: Writing, Addition, Reading, Pattern, and Geometry.

### Challenge Structure:

1. In each lane, each station will have specific instruction/clues to be followed by the students.
2. The student has to finish 1 (one) challenge before they could continue to the next challenge.
3. In every challenge, the student will get 1 (one) armor token to be arrange at the finish line



## The Flow

### Station 1: Writing:

1. The student will find 5 (five) things, and cards with words, they have matched the things with the words and re-write the words on the cards as written.
2. After finishing, the student will receive 1 (one) armor token, and they have to pass the obstacle to reach station 2.

### Station 2: Addition:

1. The student will get a question cards, they have to answer the question using bugs. They must take the bug with scissor scoop, put the correct number of bugs according to the question cards and write the answer on the question cards.
2. After finishing counting, the student will receive 1 (one) armor token, and they have to pass the obstacle to reach station 3.

### Station 3: Reading:

1. The student will find 3 (three) pictures and 3 (three) words, and they have to lace the words and match the words with the picture.
2. After finishing, the student will receive 1 (one) armor token, and they have to pass the obstacle to reach station 3.

### Station 4: Pattern:

1. The student will find 3 (three) pattern cards, they have to complete the pattern and take the toys using tweezer.
2. After completing the pattern, the student will receive 1 (one) armor token, and they have to pass the obstacle to reach station 4.

### Station 5: Geometry:

1. The student has to construct the 3D shape, according to the 2D based given.
2. After finishing, the student will receive the final armor token and head to the finish line.





## Final:

They have to arrange the armor token to a picture of a knight. After it, they will receive a magic wand, and they must raise the magic wand as a completion signal.

## Scoring:

The winner will be determined by the fastest time to reach the finish line, complete all the tasks, navigate the obstacle and wave the magic wand. The best 8 (eight) students will compete in the Final round.

## Procedures

### Pre-Primary 5 & 6

## Final (5 - 7 Years)

### Individual Competition:

1. There will be a whiteboard & chairs on the stage
2. When the competition begins, 8 (eight) semi-finalist from each Pre-Primary 5 and 8 (eight) from Pre- Primary 6 will enter the stage separately. These semi-finalist will compete for the best 3 (three) to get Trophy. The main judge will begin by introducing all judges and providing an overview of competition rules and procedures. Please note that the judge's decision is final and must be respected by all participants and audiences.

### Challenges:

1. Literacy Challenge - Reading:
  - Each student will read a sentence.
  - Correct reading earns 1 point.
  - Reading correctly in under 15 seconds earns an additional 1 point.



## 2. Literacy Challenge - Writing:

- Each student will write a word announced by the main judge.
- Correct writing earns 1 point.
- Writing correctly in under 15 seconds earns an additional 1 point.

## 3. Mathematics Challenge - Number Comparison:

- Each student must compare numbers.
- Correct completion earns 1 point.
- Finishing correctly in under 10 seconds earns an additional 1 point.

## 4. Mathematics Challenge - Addition and Subtraction:

- Each student will solve an addition and subtraction problem.
- Correct completion earns 1 point.
- Solving correctly in under 10 seconds earns an additional 1 point.

## 5. Integrated Studies Challenge - Object Classification

- Each student will sort objects based on their classification.
- Correct sorting in under 15 seconds earns 1 point.

### Scoring:

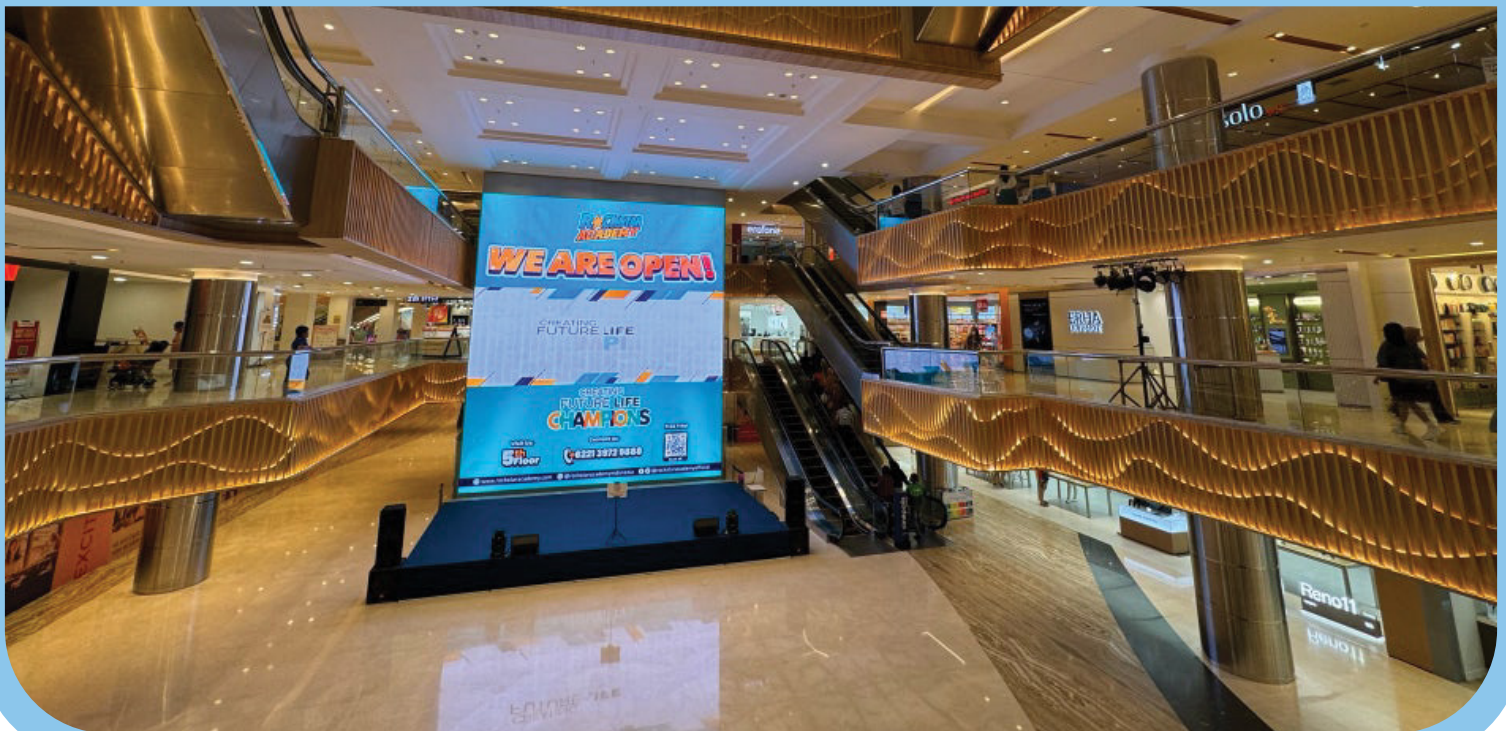
The top 3 students from both Pre-Primary 5 and Pre-Primary 6, based on points earned, will be awarded Trophies, Medals, and Certificates in recognition of their outstanding achievements.



Smartology 3 & 4 / Pre-Primary 5 & 6

Venue

📍 GF Atrium, Gajah Mada Plaza





## Awards

### Medal:

(will be given during awarding) for 1st- 8th Rank based on the competition result.

### Ribbon:

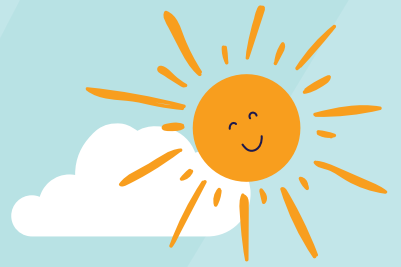
(will be given during awarding) for 9th - 12th Rank based on the competition result.

### Certificate:

RockStar Academy Elite Championships Preschool & Kindergarten Certificate of Achievement will be given to all winners.







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