

# Elite Preschool & Kindergarten CHAMPIONSHIPS



## ★ Competition Guide ★



## Preschool & Kindergarten Students ONLY

Spring Term 2025

RockStar Academy Gymnastics Studio  
& GF Atrium Gajah Mada Plaza

**Sunday, 13 April 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	17 March - 6 April 2025	198,000 IDR	168,000 IDR	248,000 IDR	198,000 IDR
Regular	7 - 12 April 2025	248,000 IDR	198,000 IDR	298,000 IDR	248,000 IDR
Event Day	13 April 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	09:00 - 10:00	10:00 - 12:30	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	12:00 - 13:00	13:00 - 14:00	GF Atrium
14:30 - Awarding Smartology 3			
15:00 - 16:00 - Break Time			
Smartology 4	15:00 - 16:00	16:00 - 17:00	GF Atrium
17:15 - Awarding Smartology 4			
Pre-Primary 5 <small>Semi-Final</small>	16:30 - 17:30	17:30 - 18:00	GF Atrium
Pre-Primary 6 <small>Semi-Final</small>	17:30 - 18:00	18:00 - 18:30	GF Atrium
Pre-Primary 5 Final	-	18:30 - 19:00	GF Atrium
Pre-Primary 6 Final	-	19:00 - 19:30	GF Atrium
19:30 - 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.

##### Scoring:

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





## Learn & Play I

## Competition Rules & Regulations

### ++ Walker (12-18 Months) ++

1. Students between 12-18 months may enter the contest as long as they are start walking.
2. Students below 12 months and above 18 months on the competitions day, will not be able to participate in the contest.
3. Registered student and parents/legal guardians must be presented during the contest.
4. Students will line up at the start line and at the signal, they will start on the station I (one).
5. Parents/legal guardians are not allowed to use food to lure.
6. Only maximum of 2 (two) adults will be allowed on the competition area with each student. One adult will stay with their child, while the other stay at the finish line.
7. Parents/legal guardians are NOT allowed to push, pull or touch their child during the race.
8. Participants will be DISQUALIFIED if one of the parents/legal guardians touches the child once the race starts.
9. Participants with the same 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.
10. Strictly no food and drink 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 competition area will be divided into designated lanes, with each lane featuring 3 (three) challenges stations: Color Recognition, Picking Flower, and Transferring.

##### Competition Structure:

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

## The Flow

##### Station 1: Color Recognition:

1. When the start signal is given, each student has to pass the first obstacle, then they have to take balls from the basket and match it with the color mat.
2. After matching all the ball, they have to pass the obstacle to reach station 2.

##### Station 2: Picking Flower:

1. On the 2<sup>nd</sup> (second) station, the student will find bunch of flower. They have to pick all the flowers and collect it inside the basket.
2. After picking up all the flowers, they have to pass the obstacle to reach station 3.



## Station 3: Transferring:

1. On the 3<sup>rd</sup> (third) station, the student will take a bowl of pompom and transfer the pompom into a jar.
2. After transferring all the pompom, they have to head to the finish line, and take out a bee from the hive as a sign.

## Scoring:

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

## Learn & Play I

Crawler (6-11 Months)

Walker (12-18 Months)

## ✦ Venue ✦

📍 Gymnastics Studio, RSA Gajah Mada Plaza



Competition Guide | Elite Championships Preschool & Kindergarten





## 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 parents/legal guardians must be presented during the contest.
4. Students will line up at the start line and at the signal, they will start on the station 1 (one).
5. Parents/legal guardians are not allowed to use food to lure.
6. Only maximum of 2 (two) adults will be allowed on the competition area with each student. One adult will stay with their child, while the other stay at the finish line.
7. Parents/legal guardians are NOT allowed to push, pull or touch their child during the race.
8. Participants will be DISQUALIFIED if one of the parents/legal guardians touches the child once the race starts.
9. Participants with the same 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.
10. Strictly no food and drink 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 designated lanes, with each lane featuring 5 (five) challenge stations: Planting Flowers, Color sorting, Number Puzzle, Shape Recognition and Transferring.

### Competition 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.
3. In every challenge, the student will get 1 (one) bee to be put inside a beehive at the finish line.



## The Flow

### Station 1: Planting Flowers

1. The student will get bunch of flower. They have to plant all the flowers on the pot.
2. After planting all the flowers, the student will receive 1 (one) bee and they have to pass the obstacle to reach station 2.

### Station 2: Color sorting

1. There will be toys with different color and 6 (six) color mat at the side. The student has to sort the toy according to the color on the mat.
2. After sorting the toys, the student will receive 1 (one) bee and they have to pass the obstacle to reach station 3.

### Station 3: Number puzzle

1. There will be flower puzzle with number on it. The student has to sort the number in correct order to complete the puzzle.
2. After completing puzzle, the student will receive 1 (one) bee 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 1 (one) bee and they have to pass the obstacle to reach station 5.

### Station 5: Transferring

1. The student will get a bowl of pompom. They have to transfer all the pompom to another bowl using tweezers.
2. After transferring all the pompom, the student will receive 1 (one) last bee and head to the finish line.



## Scoring:

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

## Smartology 3

## Competition Rules & Regulations



3 - 4 Years



1. All participants must wear a chest number based on the queue number they get on the pre-registration.
2. Students will line up at the start line and at the signal, they will start on the station I (one).
3. Adult supervision is allowed. Only maximum of 1 (one) adult will be allowed to guide and encourage each participant to follow the instruction.
4. Parents/legal guardians are NOT allowed to push, pull or touch their child during the race.
5. Participants will be DISQUALIFIED if one of the parents/legal guardians touches the child once the race starts.
6. Participants with the same 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.
7. Strictly no food and drink are allowed at the competition area!



## 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 Recognition, 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 could continue to the next challenge.
3. In every challenge, the student will get 1 (one) sequencing token to be arrange at the finish line.

## The Flow

### Station 1: Letter Recognition

1. The student will find a flower garden, each flower has letter on it. They have to match the lowercase with the uppercase letter flower and plant it on the pot.
2. After finish matching the letters, the student will receive 1 (one) sequencing token and they have to pass the obstacle to reach station 2.





## Station 2: Color Recognition

1. There will be 2 (two) houses and inside each house they will find a color cube and objects. They have to match the object with the color cube and put it on the pond.
2. After matching all the objects, the student will receive 1 (one) sequencing token and they have to pass the obstacle to reach station 3.

## Station 3: Number Counting

1. The students will see 5 (five) pictures with different numbers of objects. They have to find the correct number for each picture.
2. After matching all the pictures with the correct number, the student will receive 1 (one) sequencing token and they have to pass the obstacle to reach station 4.

## Station 4: Shapes Recognition

1. The student will see a brick model built by 2 (two) shapes, and they have to arrange the brick Lego according to the model.
2. After finishing making the model, the student will receive the final sequence token and head to the finish line.

## Final:

They have to arrange the sequencing token into the correct order. After it, they will receive a flower and they have to raise the flower 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 flower.



## Smartology 4

## Competition Rules & Regulations



### 4 - 5 Years



1. All participants must wear a chest number based on the queue number they get on the pre-registration.
2. Students will line up at the start line and at the signal, they will start on the station I (one).
3. Adult supervision is NOT allowed.
4. Participants with the same 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.
5. Strictly no food and drink are allowed at the competition area!



## 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 Recognition, 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 could continue to the next challenge.
3. In every challenge, the student will get 1 (one) sequence token to be arrange at the finish line.



## The Flow

### Station 1: Letter Recognition

1. The student will find a flower garden, each flower has letter on it. They have to match the lowercase with the uppercase letter flower and plant it on the pot.
2. After finish matching the letters, the student will receive 1 (one) sequencing token and they have to pass the obstacle to reach station 2.

### Station 2: Color Recognition

1. There will 2 (two) house and inside each house they will find color cube and objects. They have to match the object with the color cube and put it on the pond.
2. After matching all the objects, the student will receive 1 (one) sequencing token and they have to pass the obstacle to reach station 3.

### Station 3: Number Counting

1. The students will see 5 (five) picture with different number of objects. They have to find the correct number for each picture.
2. After match all the picture with correct number, the student will receive 1 (one) sequencing token and they have to pass the obstacle to reach station 4.

### Station 4: Shapes recognition

1. The student will see a brick model built by 2 (two) shapes, and they have to arrange the brick Lego according to the model.
2. After finish making the model, the student will receive the final sequence token and head to the finish line.

### Final:

They have to arrange the sequencing token into the correct order. After it, they will receive a flower and they have to raise the flower 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 flower.



## Pre-Primary 5 - Semi Final



### Competition Rules & Regulations

### 5 - 6 Years

1. All participants must wear a chest number based on the queue number they get on the pre-registration.
2. Students will line up at the start line and at the signal, they will start on the station I (one).
3. Adult supervision is NOT allowed.
4. Participants with the same 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.
5. Strictly no food and drink are allowed at the competition area!





## Procedures

### ✦ Pre-Primary 5 - Semi Final ✦

#### 5 - 6 Years

##### Individual Competition:

Each student will compete individually.

##### Competition Area:

Each line will have 4 (four) challenges station: Reading, Number (Missing Number and Addition), Pattern, and Writing.

##### 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 could continue to the next challenge.
3. In every challenge, the student will get 1 (one) sequence token to be arrange at the finish line.

## The Flow

##### Station 1: Reading

1. The student will find 7 (seven) CVC words, with missing letter, they have to find the correct missing letter to complete the word.
2. After completing all the CVC words, the student will receive 1 (one) sequence token and they have to pass the obstacle to reach station 2.



## Station 2: Number-Missing Number and Addition

1. The student will numbers list according to its order, but there are missing number on it. They have to write the missing number to complete the list.
2. After finish completing the number, they will get question card and they have to answer the question using bugs and write the answer on the question card.
3. After finish counting, the student will receive 2 (two) sequence token and they have to pass the obstacle to reach station 3.

## Station 3: 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) sequence token and they have to pass the obstacle to reach station 4.

## Station 4: Writing

1. The student will get 1 sentence card, they have to rewrite the sentence using the correct placement of capital letter and punctuation.
2. After finish, the student will receive the final sequence token and head to the finish line.

## Final:

They have to arrange the sequencing token into the correct order. After it, they will receive a flower and they have to raise the flower 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 flower. The best 8 (eight) students will compete in Final round.



## ++ Pre-Primary 6 - Semi Final ++

### Competition Rules & Regulations

5 - 7 Years

1. All participants must wear a chest number based on the queue number they get on the pre-registration.
2. Students will line up at the start line and at the signal, they will start on the station I (one).
3. Adult supervision is NOT allowed.
4. Participants with the same 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.
5. Strictly no food and drink are allowed at the competition area!



## Procedures

### ✦ Pre-Primary 6 - Semi Final ✦

#### 5 - 7 Years

##### Individual Competition:

Each student will compete individually.

##### Competition Area:

Each line will have 4 (four) challenges station: Reading, Number (Missing Number and Addition), Pattern, and Writing.

##### 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 could continue to the next challenge.
3. In every challenge, the student will get 1 (one) sequence token to be arrange at the finish line

## The Flow

##### Station 1: Reading

1. The student will find 10 (ten) CVC words, with missing letter, they have to find the correct missing letter to complete the word.
2. After completing all the CVC words, the student will receive 1 (one) sequence token and they have to pass the obstacle to reach station 2.



## Station 2: Number-Missing Number and Addition

1. The student will numbers list according to its order, but there are missing number on it. They have to write the missing number to complete the list.
2. After finish completing the number, they will get question card and they have to answer the question using bugs and write the answer on the question card.
3. After finish counting, the student will receive 2 (two) sequence token and they have to pass the obstacle to reach station 3.

## Station 3: 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) sequence token and they have to pass the obstacle to reach station 4.

## Station 4: Writing:

1. The student will get 1 sentence card, they have to rewrite the sentence using the correct placement of capital letter and punctuation.
2. After finish, the student will receive the final sequence token and head to the finish line.

## Final:

They have to arrange the sequencing token into the correct order. After it, they will receive a flower and they have to raise the flower 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 flower. The best 8 (eight) students will compete in the Final round.





## Pre-Primary 5&6 - Final



### Competition Rules & Regulations

5 - 7 Years

#### Individual Competition:

1. There will be whiteboard and chairs on the stage.
2. When the competition begins, 8 (eight) semi-finalist from each PP5 and 8 (eight) from PP6 will enter the stage separately. These semi-finalists will compete for the best 3 (three) to get Trophy. The main judge will begin by introducing all judges and provide an overview of competition rules and procedures.

Note: 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 will earn 1 (one) point.
  - Reading correctly under 15 seconds earns an additional 1 (one) point.
2. Mathematic Challenge - Subtraction:
  - Each student will solve a subtraction problem.
  - Correct completion will earn 1 (one) point.
  - Solving correctly under 10 seconds earns an additional 1 (one) point.

#### Scoring:

Based on the points earned, the best 3 (three) students from each PP5 and PP6 will receive Trophies, Medals & Certificates.



Smartology 3 & 4

Pre-Primary 5 & 6

## ✦ Venue ✦

📍 GF Atrium, Gajah Mada Plaza





## Awards

### Medal:

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

### Ribbon:

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

### Certificate:

Will be given to all winners the Rockstar Academy Elite Championship Preschool & Kindergarten Certificate of Achievement.



The logo for Rockstar Academy is centered on the page. It features the word "ROCKSTAR" in a bold, teal, blocky font with a white outline and a yellow star replacing the letter "O". Below it, the word "ACADEMY" is written in a bold, orange, blocky font with a white outline and a yellow star replacing the letter "A". The entire logo has a slight 3D effect with a white drop shadow.

# ROCKSTAR ACADEMY

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