



Lahore Grammar School
Johar Town Senior Boys Campus

MINDS IN MOTION

STUDY GUIDE



12 · 13 · 14
SEPTEMBER

Introduction:

Within the boundlessly exuberant pockets of Innoventions'25, Minds in Motion isn't just an expertly crafted psychological symposium; it's a scientist's heaven. Ranging from high pressure trivia rounds to formal advocacy, there quite literally is something for everyone here. And where's the fun without a challenge? This category is not for the faint of heart (quite the opposite actually). Prove us wrong.

Round 1:

Delegate Count: 1–3

Duration: 1 hour

To start off the category, teams will battle each other out in a match of snap-matching. Problem scenarios will be displayed on the screen (e.g., "A man is aggressive after being insulted"), and delegates must choose the correct psychology perspective on their devices on Kahoot. The more questions solved correctly in a row, the greater the streak of the team which allows them to earn even more points for a correctly solved question. An incorrect option does not carry negative points, but snaps the team's streak. A correct answer given quickly also carries more points. The psychological perspectives challenged would be:

- Biological
- Behavioural
- Cognitive
- Humanistic
- Psychodynamic
- Social

Note: This is an accumulation round.

Round 2:

Delegate Count: 2–3

Duration: 10 minutes per team

Each team will be given a prompt at the end of day 1, that will show what the person saw in their dream, as seen in Dement & Kleitman, for example "Person A looking down from a cliff and getting scared." The team will then act as Freudian psychologists and interpret the phrase using Freudian theory, referring to ideas like identity, ego, superego,

defense mechanisms. On Day 2, they will be asked to present their findings, explaining how they established them, and demonstrate how to act accordingly during the presentation. For example, a defense mechanism can be presented to the delegate acting alongside them. Points will be awarded for the use of correct terminology, logical interpretation, and presentation. This round will serve as an elimination round, as the top 6 teams will qualify.

Note: This is an elimination round where only the top 6 will qualify. Scores from both Round 1 and Round 2 will be considered for teams' qualification.

Round 3:

Delegate Count: 2-3

Duration: 2 hours 30 minutes

For the final round of the category teams will go head-to-head in 1v1 debates on classic topics such as 'Nature vs. Nurture' or 'Conscious vs. Unconscious', along with other pre-classified motions. Each debate will follow the standard competitive format, with 3 speakers on each side, representing either the Government or the Opposition. Every speaker will be given 5 minutes to present their case, followed by reply speeches lasting 3 minutes each, except for the finale where they will be given 8 minutes per speaker and 4 minutes for reply. The debate will be structured to allow for both constructive arguments and rebuttals, ensuring an engaging and dynamic exchange. Iron-manning is allowed.

Note: Final decisions as well as potential changes are in the hands of category heads.