School Partnership - Digital Summer Camp 2019
8th April to 27th April ‘19

Objective:

- To develop the communication, collaboration, creativity and critical thinking of the students through group projects

Outcome Expected:

- Atleast 50% of the students who enrolled in summer camp will do and present group projects in their respective digital tools (Scratch, LOGO, Allice and designing tools like Adobe Spark, Inkscape and HTML)

Plan:

The Digital Summer Camp was extensively planned by the supervisors Ms. Ujwala and Ms. Sunita along with the school team. They took permission from the school authorities and enrolled students with the parent’s consent. Class Wise, the activities were planned and the trainers were given the execution plan. Below is the detailed plan for different classes at different schools.

<table>
<thead>
<tr>
<th>School</th>
<th>Date</th>
<th>Time</th>
<th>Std</th>
<th>Tools</th>
<th>Topics</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>Scratch - 1. Nursery Rhyme - 1,2,3,4,5 Once I caught a</td>
</tr>
<tr>
<td>Age Range</td>
<td>Week(s)</td>
<td>Activity</td>
<td>Description</td>
<td></td>
<td></td>
</tr>
<tr>
<td>-----------</td>
<td>---------</td>
<td>----------</td>
<td>-------------</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
| 2 to 3    | 4th     | 3D Paint, Scratch | Fish alive  
2. Birthday Party  
3. Dance Party  
4. Flying Butterfly |
| 2 to 3    | 4th     | 3D Paint, Scratch | 3D Paint-  
1. A pretty Game(pg no.1-English Book)  
2. Interior design  
3. Rainy Day  
4. Scenery  
Scratch-  
1. Draw the computer parts and write the program to conversation between four computer parts  
2. Different Asanas  
3. Write a script to make all the fish move in the same direction together  
4. Magician |
| 12 to 12  | 5th     | Adobe Spark, Scratch Game | Adobe Spark-  
1. Birthday Invitation Card  
2. School advertisement for new admission Poster  
3. My Favourite Place  
4. Summer Camp Advertisement Poster  
Scratch Game-  
1. Maze Game  
2. Quiz Game  
3. |
| 11 to 12  | 6th     | Adobe Spark, Alice programing tool | Alice3-  
1. Counting Animals  
2. Puttu and Guttu  
3. Rabbit and Tortoise  
Adobe Spark  
1. Healthy meal components  
2. Natural Resources |
<table>
<thead>
<tr>
<th>Age Group</th>
<th>Class</th>
<th>Subject/Tool</th>
<th>Activities</th>
<th>Additional Info</th>
</tr>
</thead>
<tbody>
<tr>
<td>10 to 11</td>
<td>7th</td>
<td>Adobe Spark, Alice programing tool</td>
<td>3. Living thing &amp; Non Living Thing</td>
<td></td>
</tr>
</tbody>
</table>
|           |       |              | Adobe Spark- | 1. Environment  
|           |       |              |            | 2. Natural Vegetation and Wild Life (CBSE)  
|           |       |              |            | 3. Natural Resources  
|           |       |              |            | 4. India's Prime Minister (1947 to 2019)  
|           |       |              |            | 5. My Favourite Festival  
|           |       |              | Alice3-     | 1. Counting Animals  
|           |       |              |            | 2. Putu and Gutu  
|           |       |              |            | 3. Rabit and Turtle  
| 9 to 10   | 8th   | Alice, Electronics circuit building |  
|           |       |              | Alice3-     | 1. Counting Animals  
|           |       |              |            | 2. Putu and Gutu  
|           |       |              |            | 3. Rabit and Turtle  
| 12/4 to 24/4 | 3rd | Tux Paint, Scratch |  
| Dharmaveer |       |              | Tux Paint- | 1. Draw any Objects and Lable (For e.g- Car, Cat, Hill, Sun, etc and lable)  
|           |       |              |            | 2. Living thing and Non Living thing  
|           |       |              |            | 3. Domestic Animal and Wild animal  
|           |       |              |            | 4. Water Cycle or Rainy Days  
|           |       |              |            | 5. Garden  
|           |       |              | Scratch - | 1. Nursery Rhyme - 1, 2, 3, 4, 5 Once I caught a fish alive  
|           |       |              |            | 2. Happy Birthday  
|           |       |              |            | 3. Dance Party  
<p>|           |       |              |            | 4. Game - Maze Starter  |</p>
<table>
<thead>
<tr>
<th>Age Group</th>
<th>Grade</th>
<th>Software/Tools</th>
<th>Activities</th>
</tr>
</thead>
</table>
| 3 to 4    | 4th   | Tux Paint, Scratch | Tux Paint-  
1. Draw any Objects and Label (For e.g. Car, Cat, Hill, Sun, etc. and label)  
2. Living thing and Non Living thing  
3. Domestic Animal and Wild Animal  
4. Water Cycle or Rainy Days  
5. Garden  
Scratch-  
1. Draw the computer parts and write the Scripts for a dialogue between the four Sprites  
2. Different Asanas  
3. Write a script to make all the fish move in the same direction together |
| 9 to 10   | 5th   | Adobe Spark, MSW Logo | MSW LOGO-  
1. Taxi  
2. Village  
3. Car  
4. City  
Adobe Spark-  
1. Birthday Invitation Card  
2. School Admission Open Poster  
3. My Favourite Place  
4. Summer Camp |
| 10 to 11  | 6th   | MSW Logo, Alice | MSW LOGO-  
1. City  
2. My School  
3. House  
4. Train  
Alice3-  
1. Counting Animals  
2. Putu and Gputu  
3. Rabbit and Turtle |
<table>
<thead>
<tr>
<th>Time</th>
<th>Grade</th>
<th>Planner</th>
<th>Activity</th>
</tr>
</thead>
<tbody>
<tr>
<td>16/4 to 27/4</td>
<td>3rd</td>
<td>Mohammadi</td>
<td>HTML-&lt;br&gt;1. Different States of India(Maharashtra,Kerla,Khasmir,U.P, Punjab)&lt;br&gt;2. Global Warming&lt;br&gt;3. M. Fathima Beevi (First woman chief justice of India)&lt;br&gt;4. The Indian Parliament (History- pg no. 71)</td>
</tr>
<tr>
<td>Date</td>
<td>Time</td>
<td>Activity</td>
<td>Description</td>
</tr>
<tr>
<td>------------</td>
<td>-------</td>
<td>---------------------------</td>
<td>-----------------------------------------------------------------------------</td>
</tr>
</tbody>
</table>
| 16/4       | 2 to 3.15 | 3D Paint, Scratch, Story Weaver | 3D Paint-  
1. A pretty Game(pg no.1-English Book)  
2. Interior design  
3. Rainy Day  
4. Scenery  
Scratch-  
1. Draw the computer parts and write the Scripts for a dialogue between the four Sprites  
2. Different Asanas  
3. Write a script to make all the fish move in the same direction together  |
| 27/4       | 2 to 3.15 | 3D Paint, Scratch, Story Weaver | Adobe Spark-  
1. Birthday Invitation Card  
2. School advertisement for new admission Poster  
3. My Favourite Place  
4. Summer Camp Advertisement Poster  |
| 8/4        | 2 to 4.30 | Adobe Spark, Logo         | MSW LOGO-  
1. Taxi  
2. Village  
3. Car  
4. City  |
| 16/4       | 12 to 1.15 | Befunky, Alice            | Befunky-  
1. Yoga (Exercises with name) loosening Exercises  
2. Save Water  
3. Life Cycle of Butterfly  
4. Nutrition or Junk Food  
5. Cartoon Poster (Famous Cartoon Character)  
6. Favourite Sports  |
| 27/4       | 12 to 1.15 | Befunky, Alice            | Alice3-  
1. Counting Animals  
2. Puttu and Guttu  
3. Rabbit and Turtle  |
<table>
<thead>
<tr>
<th>Date</th>
<th>Time</th>
<th>Class</th>
<th>Activities</th>
</tr>
</thead>
<tbody>
<tr>
<td>8/4</td>
<td>10.30 to 1</td>
<td>7th</td>
<td>Alice, Inkscape</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td><strong>Alice3</strong>&lt;br&gt;1. Counting Animals&lt;br&gt;2. Puttu and Gutu&lt;br&gt;3. Rabbit and Turtle</td>
</tr>
<tr>
<td>8/4</td>
<td>10.30 to 11.45</td>
<td>8th</td>
<td>Adobe Spark, HTML</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td><strong>HTML</strong>&lt;br&gt;1. Different States of India(Maharashtra, Kerla, Khasmir, U.P, Punjab)&lt;br&gt;2. Global Warming&lt;br&gt;3. M. Fathima Beevi (First woman chief justice of India)&lt;br&gt;4. The Indian Parliament (History- pg no. 71)</td>
</tr>
<tr>
<td>8/4</td>
<td>8.30 to 10</td>
<td>9th</td>
<td>HTML, Electronics circuit building</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td><strong>HTML</strong>&lt;br&gt;1. India's Defense System (Civics pg no. 72)&lt;br&gt;2. Constitution of India&lt;br&gt;3. Science and Technology (History pg no. 37)&lt;br&gt;4. Economy of India</td>
</tr>
<tr>
<td>8/4</td>
<td>8.30 to 10</td>
<td>10th</td>
<td>HTML, Electronics circuit building</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td><strong>HTML</strong>&lt;br&gt;1. Indian Tradition (His- Pg no. 7)&lt;br&gt;2. Working of the Constitution (Political Science-pg no. 69)&lt;br&gt;3. The Electoral Process&lt;br&gt;4. Disaster Management</td>
</tr>
</tbody>
</table>
### Outcome Achieved (All 4 schools together):

<table>
<thead>
<tr>
<th>Section</th>
<th>Enrolled</th>
<th>Completed &amp; Certified</th>
<th>Presented</th>
</tr>
</thead>
<tbody>
<tr>
<td>Primary</td>
<td>67</td>
<td>49 (73% of enrolled)</td>
<td>13 (27% of completed)</td>
</tr>
<tr>
<td>Secondary</td>
<td>167</td>
<td>114 (68% of enrolled)</td>
<td>40 (35% of completed)</td>
</tr>
</tbody>
</table>
School wise Activities

Dnyan Mandir School:

- **3D Paint**

  Paint 3D is a free program from Microsoft that includes both basic and advanced art tools. You can create unique 2D art but you can also build 3D objects. Students drew painting on their favorite topics like Forms of Water and Water Cycle, Life Cycle of Plants, Food Chain, Water Filter, Water Cycle.

- **Scratch**

  Scratch is a programming language, it’s used to create your own Stories, Games, and Animations. Students made stories on “Nursery Rhyme, Birthday Party, Dance Party, Flying Butterfly” using Motion block and change in sprite and background. 5th Grade students created games using Scratch. They created maze game and quiz game using motion and variable block.
Adobe Spark

By using Adobe Spark, students created posters and cards. Topics were selected by students, they used their creativity. Trainers helped them in understanding the tool. They made posters in topic like “Birthday Invitation Card, School advertisement for new admission, My Favourite Place, Summer Camp Advertisement Poster”. 5th grade students discussed in group about contents, also saw many examples on the internet. These activities helped them to enhance their critical thinking ability.

Alice3

Alice is a 3D Animation Programming language tool, it is a drag and drop tool by using this we can create any story with animation. Students learned Rabbit and Turtle story in previous years but this year they made this story in Alice3 tool using their endless creativity. For this they searched image of Turtle and Rabbit, also searched background which have trees. After this they give specific motion to turtle and Rabbit with conversational dialog.

Basic Electronics session

Basic Electronics session was conducted by Mr. Ronak Postandel for 9th and 8th Grade students. Objective of this session was to give exposure about electronics and future of IOT. Session started with endless opportunities of IOT in future. For this basic of electronics should be understood, then introduced basic parts of electronics like Resistor, Battery, and Capacito. Using “Tinker cad” website LED glow practical was shown. Students show lot of interest during this session.
• **School Teacher’s Training Session**

Primary School Teachers didn’t have limited knowledge about computers. So for them we arranged Basic Computer usage session. In this trainers introduced school teachers how to ON computer, Basic of Gmail, Google Maps, Utility payments etc.

• **Certification on Finale Day**

Certification Program was held on 25th April 2019. All student from 3rd std to 8th std were certified. Mr. Ankit Bhuptani, Ms.Sunita Sharma, Mr. Ronak Postandel and DMS team witnessed the certification. Mr. Ankit Bhuptani distributed certificates to students. Ankit Bhuptani made a video of projects made by all the students. Also students presented their project in front of all. All Students said they got to learn new things.
Dharmaveer School:

- **Tux Paint**

  Tux Paint is used in schools around the world as a computer literacy drawing activity. It combines an easy-to-use interface, fun sound effects, and an encouraging cartoon mascot who guides children as they use the program. Kids are presented with a blank canvas and a variety of drawing tools to help them be creative.

  Students from 3rd and 4th grade made some project based on their academic topic like “Food Chain”. During this students work in groups which increase their collaboration skills. They used different shapes, pictures, Sound effect using their creativity.
Scratch

Scratch is a programming language, it’s used to create your own Stories, Games, and Animations. 4th grade students created stories, Poem and games using motion block. Students made conversational project on topic “Computer Parts”. For this they drew computer parts and gave simple coding with some dialogs.

MSW Logo

MSW Logo for Kids teaches step by step the basic of computers programming. LOGO is a computer programming language used for functional programming, and is used for generating basic shapes using a turtle cursor. This tool helps students to learn some basic math concepts. This summer camp 6th grade students created not just basic shapes but also complicated drawing like Car, Truck, Boat etc.
• Adobe Spark

Adobe Spark for web and mobile makes it easy to create social graphics, web pages, and short videos. Adobe spark can transform your ideas into visual stories. Trainers created adobe ID’s for students. In this web based tool, 6th grade students made poster on topics like festival.

• Power Point

Students already learned PowerPoint during previous years. This summer camp they used this knowledge to learn and explore new topics. 9th Grade students made ppt on topics like Robotics Technology, Cyber Crimes, Constitution of India. This was a group project which helps them increase their collaboration skills. During this project, they explored new information in internet, got information about current and future tech.
• HTML

Hypertext Markup Language (HTML) is the standard markup language for creating web pages and web applications. 9th Grade students made web pages on their Science books chapter. Some students made webpage on “Gravitation”. In this static webpage they inserted images, tables, etc. This project helps them to understand Gravitation topic very well. They did some research on this topic.

• Alice 3

Alice is a 3D Animation Programming language tool, with the help of drag and drop coding can write the program on different projects such as stories, games and animation.

Students knew about the Scratch so they picked up Alice 3 tool easily. Students made projects on Counting Animals, Puttu and Guttu Story and Rabbit & Turtle story.

• Certification on Finale day

Certification program was held on 25th April 2019, from 3rd to 9th Std Students were certified. Program Head - Ms. Mehala Nagarajah, Program Officer- Mr. Ronak Postandel, and Supervisor – Ms. Sunita sharma and DVS team witnessed the certification. Students presented their work in front of all very enthusiastically and certificates were distributed.
Mohammadi School:

- Alice

Alice is a 3D block based programming tool where we can create animated stories and poems etc. Alice was introduced newly during summer camp and since the students already knew Scratch they picked Alice easily. After project topics were given, they discussed among their groups and created beautiful animation projects and one among them was ‘Rabbit and Turtle story’ using the animation.
Inkscape is a free and open-source vector graphics editor. This is very easy and interesting Software for Poster making. Students made Posters in Inkscape using Different shapes, Color Palette, text tool & many different Vector Graphic Tools. Students made beautiful posters on “Freedom Fighters, Save Water & Good Habits” in Inkscape.

Adobe Spark tool was introduced and the various features were explained to the students. Projects were given individually and group as well. Few of them were Birthday Invitation Cards, Birthday Greetings Cards, and Indian Festivals.
• **MSW LOGO**

MSW LOGO is an interpreted language based on Logo, with a GUI front end. It supports turtle movement, and 3D Graphics. All the basic commands were taught to the students and the class 5 students showed lot of interest in learning. They created projects using the commands in LOGO by moving the turtle up and down.
• MS Paint (Class 3)

MS paint is an Application Software which is used to draw a Picture with the help of pencil, shapes eraser & tools. Students were assigned projects from their textbook and they discussed with themselves and they planned how to complete the project and who would do what. Here is the work.

• Certification on the Finale Day

Volunteers Ms. Dinesh kumar Singh and Mr. Kishore Taurani from Tata Proengae team observed the presentations on the projects. They were wondered by the confidence of the students and the various tools taught to them in the short span. They appreciated VIDYA team for the efforts and gave ideas for the improvement.

In Mr. Dinesh’s words - “I am working in the IT team of the top company in the world’ but children, I learnt programming during my college days and learnt many things during my job. You are all lucky that you are learning programming languages in your school. I expect and wish all of you to work hard towards your dreams, make use of the facilities and achieve success.”
Nasheman School:

- HTML (Class 10)

HTML tags were introduced to the students and small assignments were given to understand the working. Students were divided into groups and the topic from their history textbook “Working of the Constitution and the Electoral Process” was given as project. The children used their history knowledge, browsed the internet and collected more information and created the web pages. The students presented their project in the presence of teachers, parents and other students.
WorkinOfTheConstitution

The Indian Constitution is seen as the means through which a progressive developed society based on social justice and equality will be established. The Indian Constitution is seen as the means through which a progressive developed society based on social justice and equality will be established. The constitution came into force on 26th January 1950 and since then the Government has been working in accordance with the principles of the constitution. In this chapter, we will take a brief overview of the wide-ranging nature of Indian democracy. Important changes that have taken place in its political process and steps that have been taken to establish social justice and equality.

- Right To Vote:

All such provisions were cancelled after independence and the Indian constitution guaranteed adult suffrage by giving the right to vote equally to both men and women above the age of 21 years. The voting age was later reduced from 21 to 18 which gave opportunity of political participation to the young generation in India. Such provisions have made India the largest democracy in the world. India has the largest number of voters compared to any other democratic nation. This change is not only quantitative but also qualitative as new political parties are emerging with the active support of young voters. These parties represent various expectations of people and compete in the political sphere.

- Decentralisation Of Democracy:

The Directive Principles of State Policy include the provision for democratic decentralisation. One such important provision is regarding empowering the local self-government make genuine democratic governance a reality. After independence, several attempts were made towards democratic decentralisation. One such important attempt is the 73rd and 74th amendment to Indian Constitution which gave a constitutional status to local self-governing institutions and also increased their powers. After the year 2000, the whole approach towards democratic reforms has changed. Democratic reforms are considered as "rights" of citizens. Accordingly, citizens in India have got Right to Information, education, and food security. These rights have strengthened democracy in India.
Adobe Spark (Class 9)

Adobe Spark was introduced to the students and its various features of creating posters, videos and web pages were explained. The students learnt to create Flyer, Poster, web page and video through graphic design. They created posters on ‘Good Habits’ and ‘Freedom Fighters’. They created webpage on ‘My Favorite Festival’. The students worked in groups on different projects and presented it to the whole class and the DEP trainers from other centers.
Student Presentations:

The students learnt the 4C’s of 21st century skills like communication, collaboration, creativity and critical thinking. Following are the video links of presentations on the finale day in the schools.

Adobe Spark Project:
https://drive.google.com/file/d/1Lt_1IpSLT6jAGh0MMUh5I_jpwe7nAl18/view?usp=sharing
Alice Project:  
https://drive.google.com/file/d/1InCaWvfhhwtkXQTUZ-IT2MycNfMJWV6/view?usp=sharing

PowerPoint Presentation Project:  
https://drive.google.com/file/d/1XcoMUFZALRNTstg6Sw6QjNUO2P-a_i7K/view?usp=sharing

MS Paint Project:  
https://drive.google.com/file/d/1XH3HvHjaar1NLBjA74dFxN3YirWAi9MA/view?usp=sharing

Testimonials:

Primary principal of Mohamadi School observed the presentations of the students on the finale day and here goes her testimonial.

https://drive.google.com/file/d/1nKb1Ng0Zhp5Zr-gYrbooYKXQtSSB233/view?usp=sharing

Conclusion:

The Digital Summer Camp was a great learning experience for the students as well as the DEP team. Students showed immense participation and with great sincerity did the group projects. They took extra hrs. to practice and present the projects. Overall it was a successful camp of fun and learning for the students.

Since it was the vacation period, many of the enrolled students could not be available till the finale to present their projects. Many of them left for their native villages 2 days before finale but the learning process was very engaging for all the students.