ATL Monthly Report-Aug'24

at

"MMPS, Karnal"

by

ABLEDUCATION™
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Grade	No. of Sessions	Activities Covered	Learning Outcomes
3	3	1.Introduction of Mechanzo kit 2.Working on Scratch jr.	Students will be familiarized with the components and possibilities of the kit, laying the foundation for hands-on engineering projects. They will develop basic programming skills in a user-friendly environment, fostering creativity and early coding literacy through interactive and visual projects.
4	4	1.Introduction of Mechanzo kit 2.Working on Scratch jr.	Students will be familiarized with the components and possibilities of the kit, laying the foundation for hands-on engineering projects. They will develop basic programming skills in a user-friendly environment, fostering creativity and early coding literacy through interactive and visual projects.
5	5	1.Worked on Mechanzo model 2.Worked on led glow with buzzer 3.Worked on ablox	Students will develop engineering and system modelling skills, enhancing their ability to conceptualize and build complex projects. They will learn about basic electronics, circuit design, and programming to control visual and auditory outputs. Students will engage in block-based coding, improving their logical thinking and creativity while designing automated systems.

Grade	No. of Sessions	Activities Covered	Learning Outcomes
6	6	1.Servo interfacing. 2.Turtle programming 3.Introduction to Mechanzo kit	Students will be familiarized with the components and possibilities of the kit, laying the foundation for hands-on engineering projects. They will develop basic programming skills in a user-friendly environment, fostering creativity and early coding literacy through interactive and visual projects.
7	4	1.Turtle based game 2.Worked on how to make Mechanzo model 3.Sensor introduction	Students will develop programming skills by creating interactive games, enhancing their understanding of coding logic and visual design.
8	5	1.Make rfid card scan 2.Make water level measurement 3.Make smart blind stick 4.Machanzo Kit 5.Turtle programming	Students will learn about RFID technology, enabling them to implement secure access systems and understand wireless communication. They will gain practical skills in sensor-based measurements, useful for environmental monitoring and automation.
9	1	1.Introduction arduino	Familiarity with various electronic components and components their functions within a circuit.
10	3	1.Conditional statement of python 2.Make smart attendance system 3.Automatic toll system	Students will learn to implement decision-making in their code, enabling dynamic responses based on different conditions. They will apply concepts of automation and RFID technology to create efficient and accurate attendance tracking systems.

Summary of August,24

In August, I continued to build on our STEM initiatives by implementing various hands-on projects and providing crucial support for the school's technological infrastructure. Key projects included the development of a water level measurement system, an RFID card scan system, an automatic toll gate, a smart blind stick, light control by clap, an automatic door system, and a smart attendance system using RFID technology. In addition to these projects, I conducted science kit training for teachers from classes 1 to 8, ensuring they are well-equipped to integrate STEM into their classrooms. I also set up a projector in the hall, managed and operated the lab, and successfully engaged 30 students in preparations for the Kreativity League 2024. These activities have significantly contributed to enhancing the school's STEM capabilities, fostering student creativity, and improving the overall learning environment.

Gave science kit training to teachers from class 1 to 8.
Setup projector in hall.
Manage and operate lab
Worked on several projects and still going on with KL’2024 participants