

Report on KOJO Coding Event Organized by REACHA NGO on 20th December 2024 at Army Public School, Khadki

Event Overview

On 20th December 2024, REACHA NGO organized a virtual KOJO Coding Event for the students of Class 8 at Army Public School Khadki. The event aimed to introduce young minds to the world of coding and enhance their problem-solving skills through interactive learning. The online format allowed students to participate from the comfort of their homes while also fostering a sense of community among the participants.

Objective of the Event

The primary objective of the event was to provide students with an opportunity to learn basic coding concepts and practical skills using KOJO, a visual programming language designed to make coding accessible for beginners. By participating in this event, students were able to understand programming fundamentals and how to apply them to create interactive applications.

Organizing Team

The event was organized by REACHA NGO, a non-profit organization focused on empowering students through educational initiatives and promoting digital literacy. The event was supported by the teachers and administrators of Army Public School Khadki, who coordinated the participation of the students and ensured the smooth execution of the event.

Event Highlights

- 1. Introduction to KOJO Coding Language** The event began with a brief introduction to KOJO, explaining its visual interface and how it makes programming easier for young learners. Students were shown how to drag and drop blocks to create simple code sequences, which can later be modified to develop games, animations, and interactive stories.
- 2. Hands-on Session** After the introduction, the students participated in a hands-on coding session, where they were tasked with completing a set of challenges designed to test their understanding of basic coding concepts such as loops, conditions, and sequences. The students were guided through each challenge by a team of facilitators from REACHA NGO, who provided support and answered any questions.
- 3. Interactive Coding Games** The students also had the opportunity to engage with interactive coding games. These games were designed to reinforce their understanding of key programming concepts while making the learning process fun and engaging.
- 4. Q&A Session** Following the hands-on activity, a Q&A session was held where students could ask questions and clarify any doubts about coding or the KOJO platform. The facilitators patiently addressed the queries and encouraged students to continue exploring coding on their own.

5. **Conclusion and Certificates** At the end of the session, students were congratulated for their participation, and certificates were distributed to all attendees. The event concluded with a motivational speech urging students to continue learning and developing their coding skills as they embark on their educational journey.

Student Participation

The virtual event saw enthusiastic participation from students of Class 8, all of whom showed keen interest in learning to code. Despite being conducted virtually, the event fostered a collaborative spirit, with students sharing ideas and working together to solve coding challenges. Many students expressed their excitement about the potential of coding in shaping their future careers.

Feedback and Impact

Feedback from the students was overwhelmingly positive, with many mentioning how much they enjoyed the interactive nature of the event and how easy it was to learn coding through the KOJO platform. Several students stated that the event sparked their interest in computer science and that they would like to explore more coding opportunities in the future.

Teachers also expressed their satisfaction with the event, noting that it was a valuable introduction to coding for the students and a great way to integrate technology into their learning process.

Conclusion

The KOJO Coding Event organized by REACHA NGO on 20th December 2024 was a resounding success. By providing students with the tools and knowledge to begin their coding journey, the event played a crucial role in promoting digital literacy and fostering an interest in technology among young learners. The virtual format ensured accessibility for all students, and the interactive nature of the event ensured that they stayed engaged throughout.

REACHA NGO's initiative to promote coding among young minds is an important step in empowering the next generation with the skills they need to succeed in an increasingly digital world.

TEACHER INCHARGE

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