

MES COLLEGE OF ENGINEERING - KUTTIPPURAM DEPARTMENT
OF COMPUTER APPLICATIONS 20MCA245 – MINI PROJECT

Mini Project Proposal Submission - Guidelines

Approval of the mini project proposal is mandatory to continue and submit the project work.

The mini project proposal should clearly state the project objectives and the environment of the proposed project to be undertaken.

The following documents are to be submitted for approval

1. Proforma for approval of the Mini Project
2. Synopsis/Abstract with following contents
 - (a) Title of the Mini Project
 - (b) Introduction/Overview of the Project
 - (c) Motivations of the Project
 - (d) Problem Definition and Objectives of the Project
 - (e) Basic functionalities of the Project
 - (f) Project Developing Environment

Note:

1. An editable PDF is given in the 2nd page for filling the Proforma. Fill all the appropriate entries.
2. Template format for preparing the Mini Project Synopsis/Abstract is given in the 4th page of this document.

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PROFORMA FOR THE APPROVAL OF THE FIFTH SEMESTER MINI PROJECT

(Note: All entries of the proforma for approval should be filled up with appropriate and complete information. Incomplete proforma of approval in any respect will be rejected.)

Mini Project Proposal No : _____ (Filled by the Department)	Batch: 2024-2025 S3 MCA
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- 1. Title of the Project : CatchUp Kid
- 2. Name of the Guide : Reshmi k
- 3. Register Number of the Students :MES24MCA-2052
- 4. Date of Submission : 21-07-2025
- 5. Student Details (in BLOCK LETTERS)

Name	Roll Number	Signature
SHIFANA NASRIN	52	

For Office Use Only Approval Status :

Approved/Not Approved

Comments/Suggestions : _____

Signature of Committee o Members:

<p>First Review Comments/Suggestions:</p> <hr/>	
<p>Second Review Comments/Suggestions :</p> <hr/>	
<p>Final Review Comments/Suggestions:</p> <hr/>	

Dated Signature of Committee Member

Dated Signature of HOD

CatchUp Kid - A Supportive Learning App for Struggling Elementary Students

Introduction

"CatchUp Kid" is a mobile application designed to support children in lower primary grades (especially 4th or 5th standard) who are mentally normal but fail to keep up with classroom learning. Despite the best efforts from teachers and parents, some students continue to fall behind due to undiagnosed learning difficulties, stress, or ineffective learning methods. This app provides an early intervention platform by combining observation tools for adults, interactive exercises for children, and progress tracking. It aims to bridge the learning gap in a non-judgmental, child-friendly, and evidence-based manner.

Motivations

In many schools, children who fail to follow class lessons are often misjudged as lazy or careless. Teachers and parents try hard to help them study, but standard methods don't always work. Many such students may have mild learning delays (like dyslexia, attention difficulties, or slow memory recall) that go undetected. The motivation for this project is to provide these students with personalized support through a digital app that works at their pace. The app also aims to educate adults on recognizing early signs of learning struggles and adjusting their teaching accordingly.

Problem Definition and Objectives of the Project

Children in lower primary school often struggle to keep up with academic performance despite being mentally capable. They receive little personalized support, and their struggles may go unnoticed or misunderstood by adults. This can lead to long-term academic and emotional difficulties.

Objectives:

- To create an app that helps parents and teachers identify learning struggles early.
- To support children with fun, interactive educational exercises focusing on memory, attention, reading, and math.
- To track student progress and provide alerts for serious concerns.
- To raise awareness among adults about learning differences through daily tips and suggestions.
- To reduce stress and build confidence in struggling students using reward-based learning.

Basic Functionalities of the Project

1. Parent & Teacher Module:

- Observation-based learning difficulty assessment
- Daily support tips for handling struggling learners
- Activity and progress tracker for each child

2. Student Module:

- Game-based learning activities in reading, memory, focus, and basic arithmetic
- Voice-guided navigation for easy use
- Rewards system for motivation

3. Progress & Alert Module:

- Weekly performance reports and skill analytics
- Early warning alerts if signs of consistent struggle are found
- Future integration for expert consultationimprovement

Project Developing Environments

- Frontend: Android (Kotlin/XML)
- Backend Logic: Kotlin
- Database: SQLite (for offline mode)
- Language Support: English (optional Malayalam)
- IDE: Android Studio

Conclusion

"CatchUp Kid" provides a practical and compassionate solution for students who are left behind in the classroom despite their mental ability. By integrating teacher and parent insights with engaging, educational content tailored to the child's pace, the app helps detect and manage hidden learning difficulties. It promotes early intervention, reduces academic stress, and encourages confidence-building for children through smart and playful learning.

