

# **COMPETITIVE PROGRAMMING CLUB**

## **STEM TRAINING OVER PROGRAMMING USING SCRATCH**

**INFORMATION AND  
COMMUNICATION TECHNOLOGY**

**FACULTY OF TECHNOLOGY  
MARWADI UNIVERSITY, RAJKOT**

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## **1. Introduction:**

The event held at the Marwadi University - ICT Department for Shakti School aimed at developing interest for various domains within students. The event aimed to provide students a brief insight as to how games can be developed with the help of the “Scratch” offline editor.

## **2. Event Overview:**

On 28th August, 2023 CP Club held an event at **MA-115** Lab of ICT-Department, Marwadi University. The Event spanned for approximately **4 hours** and included a hands-on introduction to “Scratch” Offline Editor. The session consisted of the following topic :-

- 1) Introduction to CP Club.
- 2) Introduction to Scratch.
- 3) Hands on Implementation of Game Movement Logic.
- 4) Session Conclusion.

## **3. Attendance and Participants:**

The event saw great interest from the students of Shakti School. Approximately **120 students** from Shakti School participated in the event. The students were from the 9th and 10th standard.

## **4. Achievements and Outcomes:**

Participants actively engaged in discussions, hands-on implementation, and interactive sessions that enhanced their creativity and thinking. Students were able to explore new domains and gain insights into the world of game development. Although the introduction of the platform was short due to time constraints, it has developed an interest in the mind of the students.

## **6. Feedback and Evaluation:**

Feedback from participants was overwhelmingly positive. There were a high number of students who had active participation throughout the event. The event's success was also evident in the increased engagement and enthusiasm observed among the participants.

## **5. Challenges:**

While the event was successful, we did face a few challenges along the way. The tight timeline for planning and execution required the collective effort of all the team members.

## **6. Conclusion:**

In conclusion, the event held at Marwadi University's ICT Department for Shakti School proved to be a success in achieving its objectives. With active participation from approximately 120 students of the 9th and 10th standard, the event provided a hands-on introduction to the "Scratch" Offline Editor and ignited curiosity within the young minds about the world of game development. Despite facing challenges in planning and execution, the event's positive outcomes were evident through enthusiastic engagement, interactive learning, and the newfound interest ignited among the participants.

## **7. Attachments:**







