COMPETITIVE PROGRAMMING CLUB

STEM TRAINING OVER PROGRAMMING USING SCRATCH

INFORMATION AND COMMUNICATION TECHNOLOGY

FACULTY OF TECHNOLOGY MARWADI UNIVERSITY, RAJKOT

1. Introduction:

The event held at the Marwadi University - ICT Department for Nirmala 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 and Additionally, there was a quiz designed to assess and enhance the participants' knowledge. The quiz likely aimed to test the participants' understanding of the concepts covered during the Academic and logical question.

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 and Quiz. 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) Quiz
5) Session conclusion

3. Attendance and Participants:

The event saw great interest from the students of Shakti School. Approximately **90 students** from Nirmala 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.

5. Feedback and Evaluation:

It's wonderful to hear that the event garnered such positive feedback and successfully engaged the participants. The combination of active participation, engagement, enthusiasm, and the enjoyable quiz experience reflects a well-organized and impactful event.

6. Challenges:

While the event was successful, we did face a few challenges along the way. Having a limited timeframe for planning and executing an event can put a strain on the entire process the collective effort of all the team members.

7. Conclusion:

In conclusion, the event held at Marwadi University's ICT Department for Nirmala School proved to be a success in achieving its objectives. With active participation from approximately 90 students of the 9th and 10th standard, the event provided a hands-on introduction to the "Scratch" Offline Editor, Quiz 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, establishing a positive precedent for forthcoming educational endeavors. Lastly, recognizing and rewarding the top performers through a quiz result-based gift distribution further underlines the event's dedication to both learning and celebration.

8. Attachments: