

NSBM 25.1 (FOC)

Sustainability Project Report 2025

Group Details

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Project Details

Project Name – ICT Skills Development Workshop

Date – 8th October 2025

Sustainable Development Goal (SDG) – Goal 4 - Ensure inclusive and equitable quality education and promote lifelong learning opportunities for all.

Target - Target 4.4 By 2030, substantially increase the number of youth and adults who have relevant skills, including technical and vocational skills, for employment, decent jobs and entrepreneurship.

Project Summary

At the beginning of our project, our team discussed and analyzed several ideas to choose a suitable Sustainable Development Goal (SDG) and identify a meaningful project. After exchanging various ideas and holding multiple discussions, we finally decided to conduct a teaching project at a school. Since some of our team members had strong knowledge in Information Technology (I.T.) and Mathematics, we initially planned to teach I.T. to school students.

Next, we met our mentor, Ms. Nimesha, and shared our proposal with her. She appreciated our idea and suggested that we teach both Mathematics and I.T., as our team included members skilled in both areas. Following her advice, we began searching for a suitable school to carry out our project. We first visited Mahinda Rajapaksa College on the 16th of September, but unfortunately, we did not receive permission there. We then approached Pitipana Maha Vidyalaya, where we were granted permission to conduct an I.T. session for Grade 10 and 11 students. After discussing with their I.T. teacher, we decided to focus on revision lessons on Microsoft Word, Excel, and PowerPoint. We received official approval to conduct the session on the 8th of October.

Once the school confirmed our session, we started planning the event in detail. We divided the lessons among our team members and decided to include fun, interactive activities to make the sessions more engaging. We planned to organize a few small games related to the topics taught and give chocolates to all participants, while winners would receive a pen and sticker pack as prizes. To raise funds for these materials, we sold stickers and successfully collected Rs. 2500. On the 7th of October, we received our official permission letter from Ms. Nimesha.

To make learning more enjoyable, we conducted a small game based on what the students had learned and awarded prizes to the winners. Toward the end, we presented an entertainment segment, performing three songs to create a cheerful atmosphere. Finally, our teammate Irushi delivered a heartfelt vote of thanks to everyone who supported us, and a student from the school also expressed their appreciation for our efforts.

Overall, our project was a great success. It enhanced students' computer knowledge, improved their interest in digital learning, and helped our team strengthen teamwork, communication, and leadership skills.

Reflection & Conclusion

What we learned?

Apart from improving our group collaboration skills, we gained valuable knowledge on managing a student workshop and communicating effectively in a professional environment. This project taught us how to interact with school authorities, including principals, subject teachers, and other staff. Initially, we were unsure about the proper approach, but we learned to communicate professionally through emails, set appointments, and present our ideas clearly.

The subject teacher guided us on how to deliver content in a way that students can understand, which was very helpful. We also learned the importance of adapting teaching styles to meet different learning needs. Managing a group of students respectfully was a key skill we developed, as we learned to be patient and approachable while teaching. This helped us understand how to handle a diverse group of learners effectively.

Working with school students was also a rewarding experience because they are close to our age. We developed friendly relationships that made teaching more interactive and engaging. We learned that **ICT education is not only about teaching technical skills but also about inspiring curiosity and empowering students to use technology responsibly and creatively.**

Additionally, the experience improved our organizational skills, time management, and problem-solving abilities. We realized that planning and adapting in real-time are essential for project success.

What are the challenges and how we overcome them?

Challenges	Solutions
Coordinating all 11 group members at the same time was difficult due to tight academic schedules.	We attempted multiple meetings but failed to gather everyone. We then decided to meet briefly after lectures and discuss updates. We also maintained active communication via WhatsApp to share progress and ideas.
One of the schools rejected our request to conduct the workshop.	We discussed this issue as a group, paused to reconsider, and searched for another nearby school. Eventually, we found one slightly farther away, travelled there by bus, and presented our idea to the principal. She was supportive and agreed to allow the workshop.
Limited number of students and varying skill levels among them.	We focused on personalized support by assisting individual students when needed and explaining concepts in a clear and friendly way. This ensured active participation and better understanding.
Limited resources such as computers and internet access in the school.	We adjusted our workshop content to use offline tools and demonstrations and encouraged students to focus on practical exercises that could be done without advanced technology.
Time constraints for the workshop.	We planned the session carefully in advance, prioritized the most important topics, and used interactive activities to maximize student engagement within the available time.