

TINKER TIMES

LET'S
GO June



Sri Sri Academy, Kolkata, is making a name for itself as it embarks on a journey of innovation, creativity, and experimenting in conjunction with Rabvik Innovations. The Atal Tinkering Lab, which was previously operational with class 6,7 and 8th standard, has now expanded to classes 9th and 10th standard as well. After successfully completing the Hackathon, students are now being encouraged to participate in the Tinkerpreneur Bootcamp organized by NITI Aayog, Govt. of India., and organize the Tinker Toys workshop. -Sri Sri Academy, Kolkata.

Happenings @ SSA

Students, this month participated in the Tinkerpreneur bootcamp organised by NITI Aayog, Government of India. It is an initiative undertaken where students throughout will be trained in the above mentioned bootcamps under a Mentor and in presence of the ATL in Charge. After teaching the different digital skills to the students they will be required to frame a project and sell them as student entrepreneurs.

TINKERPRENUER **2021**

What's in the Bootcamp for Students

-  Training and workshops in digital tools and skills.
-  Mentored and inspired by specialist and experts.
-  Develop business acumen and build personal development.
-  Write start online business and learn while you are in school.
-  Open networking with fellow budding entrepreneurs



Via Cisco Webex

Students, Teachers, Mentors

- All registered participants will receive a certificate of participation from Atal Innovation Mission.
- Top teams from the state and national level will get special recognition and opportunities
- All non registered participants can also attend the expert speaker sessions

Students

- Registered students get access to a web portal - repository of digital skills, do it yourself content, simple assignments to enable them to create their own digital product.
- Personal Development Skills
- Business Acumen
- Technical Skills

Mentors & Teachers

- Opportunity to Mentor students and play a role in transforming the next generation into budding entrepreneurs.
- Learning opportunity and access to digital repository of resources and content.
- Opportunity for personal growth



A roadmap was created and introduced by The Director of NITI Aayog, Dr. Chintan Vaishnav, to show that how the bootcamp will directly benefit the teachers, mentors and the students simultaneously.

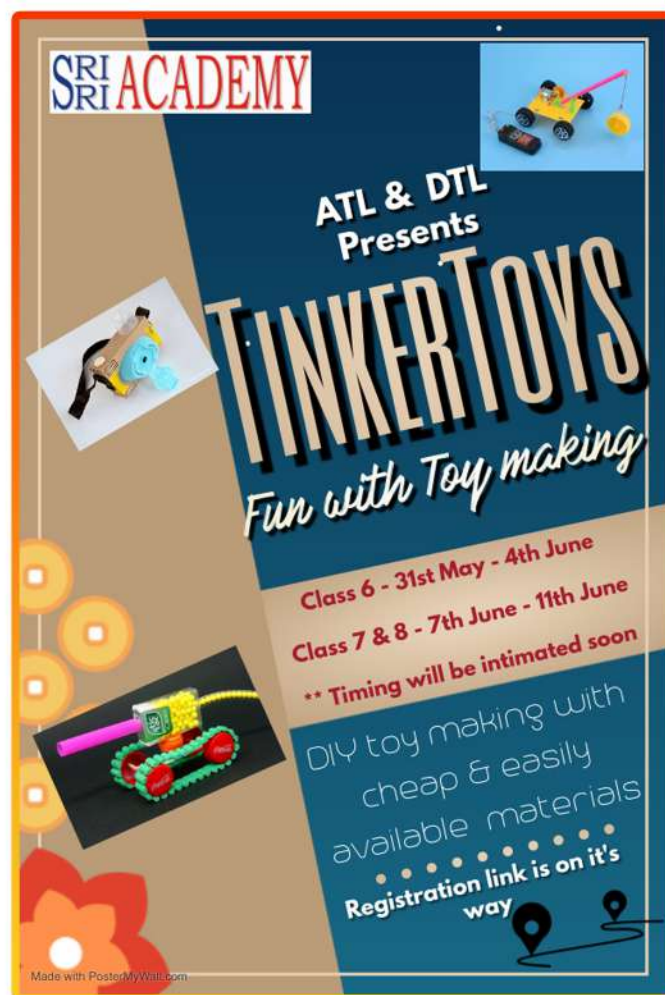


The Tinkerpreneur is a nine-week long bootcamp session starting from 31st of May to 1st of August. A nine-week plan has been shared with step-by-step learning and its evaluation through weekly assignments and quizzes.

The first session was with the introduction of the digital skills where the students were introduced to the different digital media platforms like Canva, Adobe Spark, etc. where they can make exclusive presentations, make digital cards and other such skills.

Summer Workshop

A summer workshop has been arranged for the students of SSA where they will be introduced to making of simple toys from the easily available materials in their house. They will be taught that from the waste they can generate wonderful utility products and toys are some of them. It is for the middle school students from class 6 to class 8. The Tinker Toys workshop begins from 31st May and will continue till mid of June.



Technological Facts:

Augmented Reality



Augmented reality (AR) is an interactive experience of a real-world environment where the objects that reside in the real world are enhanced by computer-generated perceptual information, sometimes across multiple sensory modalities, including visual, auditory, haptic, somatosensory and olfactory.

This experience is seamlessly interwoven with the physical world such that it is perceived as an immersive aspect of the real environment. In this way, augmented reality alters one's ongoing perception of a real-world environment, whereas virtual reality completely replaces the user's real-world environment with a simulated one.

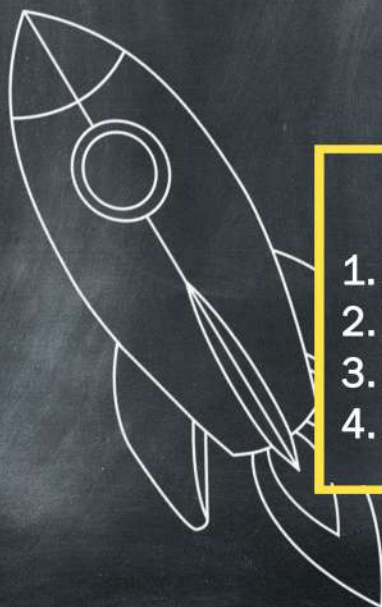
There are 4 types of augmented reality today:

- markerless AR
- marker-based AR
- projection-based AR
- superimposition-based AR



It's Quiz Time:

1. This game launched augmented reality (AR) into the spotlight in recent years?
2. What group was one of the first to start using Augmented Reality?
3. How is augmented reality used in watching a football game?
4. What is the main way we interact with technology currently?
5. How will we interact with technology in the future?
6. How do most people use AR currently?
7. Which industry was the first to use AR for the first time?
8. Which organization used AR as navigation for in 1990?



ANSWERS

- | | |
|---------------|---------------|
| 1. Pokemon | 5. Thoughts |
| 2. Engineers | 6. AR Goggles |
| 3. Replays | 7. Automobile |
| 4. A Keyboard | 8. NASA |