

# **Student Learning Website-**

# **STUDY AMIGO**



**SURABHI FOUNDATION TRUST**

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## Introduction

### Background

“.... We are guilty of many errors and many faults, but our worst crime is abandoning the children, neglecting the fountain of life. Many of the things we need can wait. The child cannot.”

Let us consider a child, born to parents who have been poor for generations, not allowed to educate themselves or their children, ostracised from main society for centuries. There's another child, born to some parents, but left with none, thrown in a dumpster, or left in a park, to die or to survive on its own, no idea where to get food from, or even how to get food, nowhere to go, and no one to love him/her. The first child will get benefitted under government schemes to go to school, get educated and attain further higher education all inclusive of the care and warmth of a mother, a father and siblings.

What about the second child? Well, if he/she is lucky enough to be in the 0.5% of all orphans that get to an orphanage, then the child has access to some food, limited education (only till age 14) and then at age 18, is shunted out to brave the streets again! This is the case today with approximately 20 million children in India. But they don't find mention in the first instance in any sort of government programs or proposals. It is because of this bias, that there are schemes that would be of importance to children with mothers- because mothers form a large vote bank. It does not help that orphans have no voice – there are few who speak for them, fatalism and institutional neglect making them a dispersed entity, ineffectual in feeding themselves and falling behind in this race of ‘ Survival of the fittest’.

It is important thus to focus on a socio-cultural and emotional development, especially orphans' who have been denied in the first place itself access to the most basic and best medicine i.e., a mother's love. Health in this country today has become a priority, thanks to COVID-19 but the issue of providing children with the right means to find their true selves still persists.

### Problem statement

The purpose of any educational system is to develop good human beings capable of rational thought and action, possessing compassion and empathy, courage and resilience, scientific temper and creative imagination, with sound ethics and values. It must aim at producing

engaged, productive, and contributing citizens for building an equitable, inclusive, and plural society

Over 85% of a child's cumulative brain development occurs prior to the age of 6, indicating the critical importance of appropriate care and stimulation of the brain in the early years in order to ensure healthy brain development and growth, with the COVID-19 pandemic we realized how deeply were the underprivileged children and orphans impacted, exacerbating the already pains of a limited world by being restricted from outdoor activities and social engagements. It is imperative to provide them with other forms of cognitive and motor engagement, such that it may sustain itself on a longer run as the world now looks more and more being virtual with the focus of such socio cultural-development shifting to online platforms.

## **Objective**

The overall aim of this project was then to try and attain optimal outcomes in the domains of socio-emotional-ethical development, cultural development and development of communication by :

- Recognizing, identifying, and fostering the unique capabilities of a child and promoting the same.
- Multi disciplinarity across multiple domains for a multidisciplinary world
- Life skills such as communication, cooperation, teamwork, and resilience
- Finally deploying the uses of technology in a child friendly manner by creating an online platform that would engage the aforementioned skills of socio-cultural development.

## Literature Survey

Compared to urban areas in rural areas due to the lack of infrastructure and facilities children have limited or no access to basic learning tools such as well-equipped classrooms, computers, labs, playgrounds, among other things. Often, the teachers are often not qualified or do not turn up, leading to a poor quality of education leading to a lack of education in the rural areas. Apart from the school curriculum, rural schools are not able to involve children in other extra-curricular activities and competition. One of the severe hurdles in the education system of rural India is the lack of funds which leads to the lack of basic facilities required for running a school.

In order to improve the education system in rural areas initiatives were taken by the government such as the 'The right of Children to free and Compulsory Education Act, 2009'.

With respect to helping our country fight such problems regarding the education system in rural areas, we have created a website completely focusing on school students to develop their extra-curricular skills as well as their physical well-being. Our website includes exercise videos, DIY craft videos, quizzes based on different subjects, basics of English grammar taught in regional language and so on. We have also provided stories of some must-read books for juveniles in order to develop their personality as well.

Our main objective towards creating this website is to provide a child-focused learning center that helps young ones to develop socially, physically, emotionally and mentally. Extracurricular activities help children to develop their social skills and learn how to work in a team to achieve a shared goal. These activities allow our young generation the opportunity to explore different areas of interest, increase self-confidence, build leadership skills and even improve grades all while having fun.

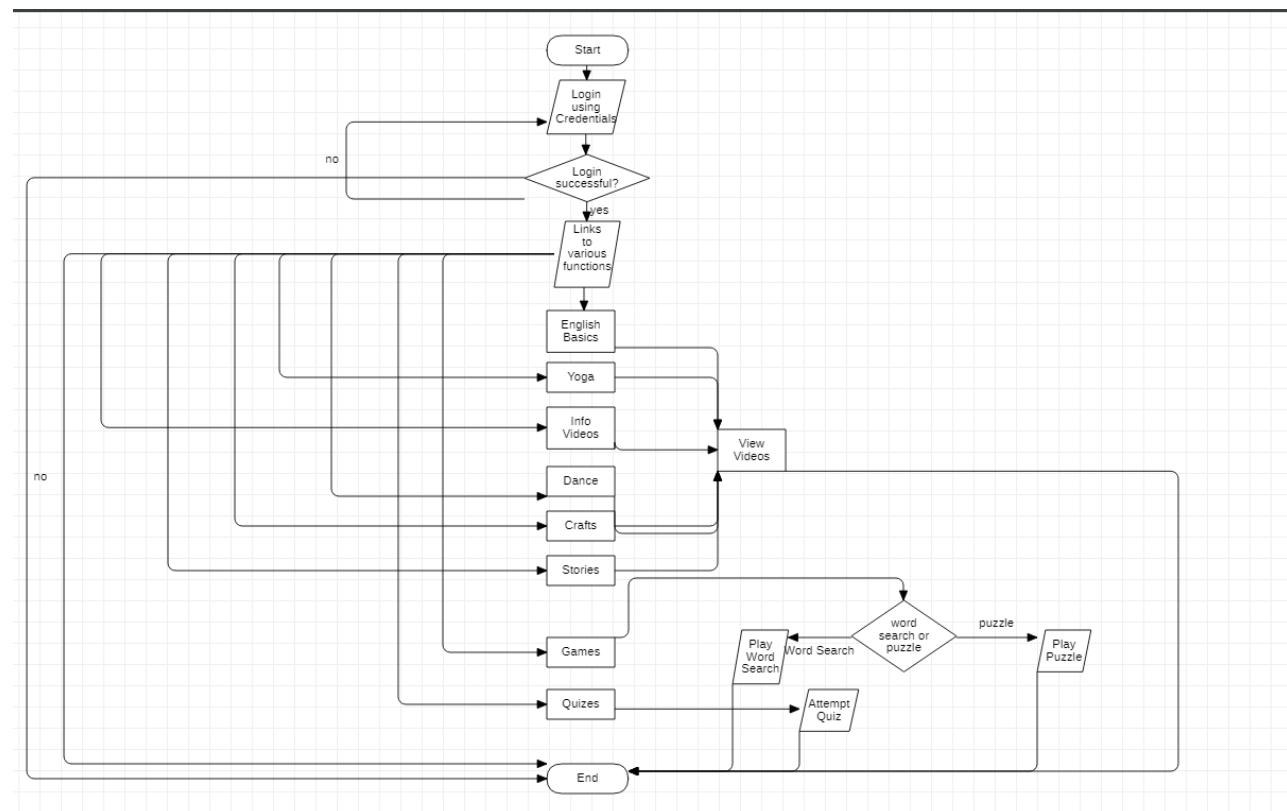
With the help of this application, we can provide community-based education to rural students, so that they can help their parents in the near future and also by providing them a common platform for all students with a strong will to learn but cannot afford it.

# METHODOLOGY

## 3.1 Architecture

Front End was designed using a tool called WordPress, the backend was designed using a page builder plugin called Elementor.

### Flow Chart



## 3.2 Components

### Home Page

It consists of an about section and a mission statement. It also consists of links to different activities and also a brief description about them.

### Activities

This component comprises of various activities that have been provided. It consists of activities like Yoga, Dance, DIY Crafts, Informative Talks and Moral Tales for Kids. The Yoga and Dance section consists of handpicked videos which would be helpful for children. There is a DIY Crafts section which consists of videos made by the team showing how to

make simple items using daily objects. There are also Informative Talks and Moral Tales for Kids which would help them grow mentally, in an entertaining environment.

## **Games**

This component consists of two games. Puzzle, which is a puzzle completing game and also a word search game which is a game where a number of words that have been given should be found by the children in a jumbled grid.

## **Quizzes**

This section consists of quizzes from 3 different subjects. GK, History and Physics. They consist of a radio button form structure. They consist of very basic questions from the various topics.

## **3.3 Hardware and Software Requirements**

### **Hardware Requirements**

We strongly recommend a computer fewer than 5 years old.

Processor: Minimum 1 GHz; Recommended 2GHz or more

Ethernet connection (LAN) OR a wireless adapter (Wi-Fi)

Hard Drive: Minimum 32 GB; Recommended 64 GB or more

Memory (RAM): Minimum 1 GB; Recommended 4 GB or above

Sound card w/speakers

### **Software Requirements**

#### **Supported Browsers**

People often ask what browser they should use. There is no single answer for this. Use whichever browser works best on your computer. However, we recommend downloading Firefox and/or Chrome in addition to having Internet Explorer or Safari.

Recommended:

Firefox

Chrome

Opera

## Description

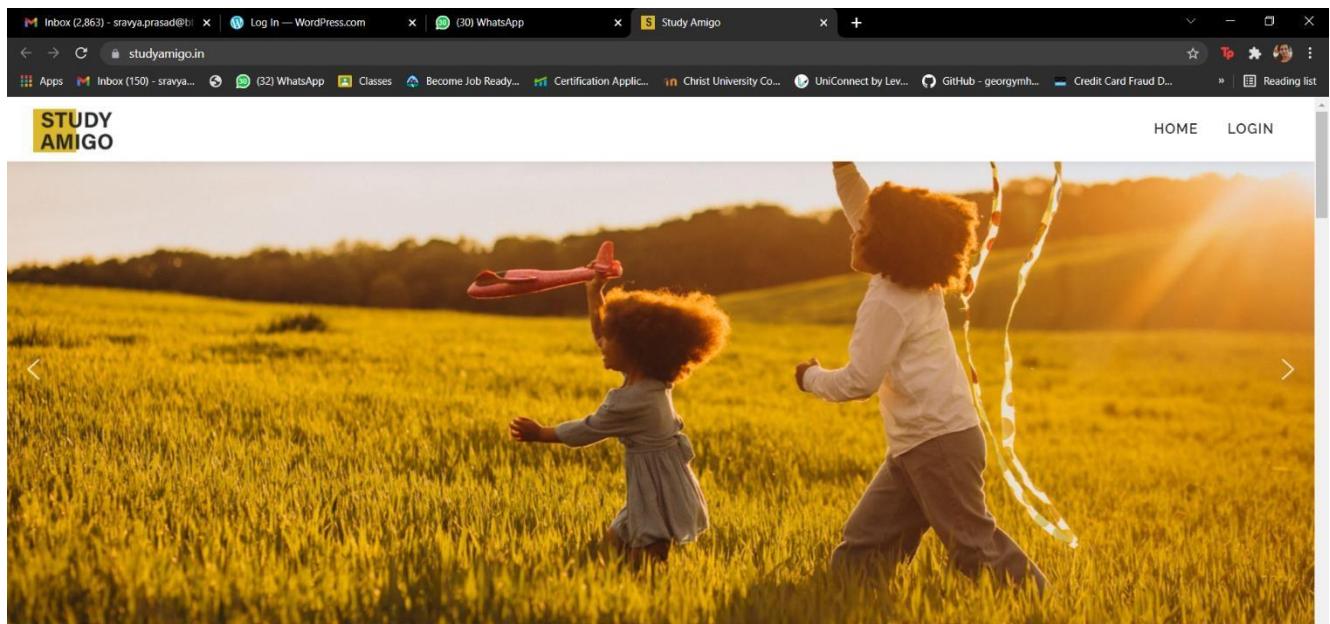
This project model is a Student Learning Management Website [**STUDY AMIGO**] that involves a lot of webpages that covers several technical and non-technical domains, specified for the welfare and benefits of the student benefactors.

It has been implemented via a specific algorithmic methodology via the WordPress software, which has included a variety of webpages that covers various aspects of a student's daily life. It includes 3 main sections such as Activities, Games and Quizzes. It contains exercise videos, puzzle section and word search- that is included for the stimulation of the student's mind, quizzes of three subjects - World history, General Knowledge and Physics in order to enhance the quality of current affair wisdom a student needs to possess to learn and understand more about the world around them. Basic English classes and Art & Craft videos have been attached as part of a separate section for helping students improve their linguistic and creative facts. Informative talk is also there for understanding the moral values in life and it helps students to improve their life quality and Moral stories is also included in Activity section.

All these are navigated via the assistance of a Homepage which can be entered only via a properly authenticated and authorized login portal for users (students and teachers alike), mirroring the same functionality as that of CHRIST's Moodle Network.

## Results and Screenshots

### HOME PAGE



### About Us

Type here to search

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STUDY AMIGO

## Mission

Our mission is a child-focused learning center that helps young ones to develop socially, physically, emotionally and mentally. Extracurricular activities help children to develop their social skills and learn how to work in a team to achieve a shared goal. These activities allow our young generation the opportunity to explore different areas of interest, increase self-confidence, build leadership skills and even improve grades - all while having fun!



**Education**



**Games**



**Quizzes**

Education is the process of facilitating learning, or the acquisition of knowledge, skills, values, beliefs, and Habits of the mind. Education is often provided by schools, colleges, universities, and other educational institutions.

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studyamigo.in

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[HOME](#) [LOGIN](#)

include teaching, training, storytelling, discussion and directed research

through game-based learning will help them become more independent and self-reliant. Instead of shielding children from technology, getting them accustomed to it through game-based learning is a practical approach.

confidence and help children retain information. Quizzes help students identify what they know and what they don't know.



### Dance

Dance helps in overcoming difficulties. Dance is a holistic activity for the mind, body and the soul. It aligns all these, and the student is then more aware of their strength and weaknesses giving them an opportunity to identify them and work on them.



### Stay Fit & Active

Yoga's innate ability to cease the mental chatter and live in the moment reduces stress and anxiety, showing profound benefits in every sphere of life. Students are very stressed individuals, keen to outperform themselves and prove their worth every chance they get.



### Craft

Art and crafts help young children explore and express their emotions, share how they relate to their family and friends, talk about their difficulties, their future dreams and aspirations, even if they have not yet developed a full vocabulary to do so

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[HOME](#) [LOGIN](#)

give an opportunity to identify them and work on them.

individuals, keen to outperform themselves and prove their worth every chance they get.

even if they have not yet developed a full vocabulary to do so



### Stories

Reading and telling stories to children can increase their ability to express themselves. It encourages them to communicate their thoughts, feelings and ideas. When doing storytelling, make sure to encourage your little one to ask questions or discuss their thoughts.



### Info-videos

Education and technology have undeniably been a perfect match these days. Evidently, teachers and students have increasing access to online video platforms that make teaching and learning more engaging.

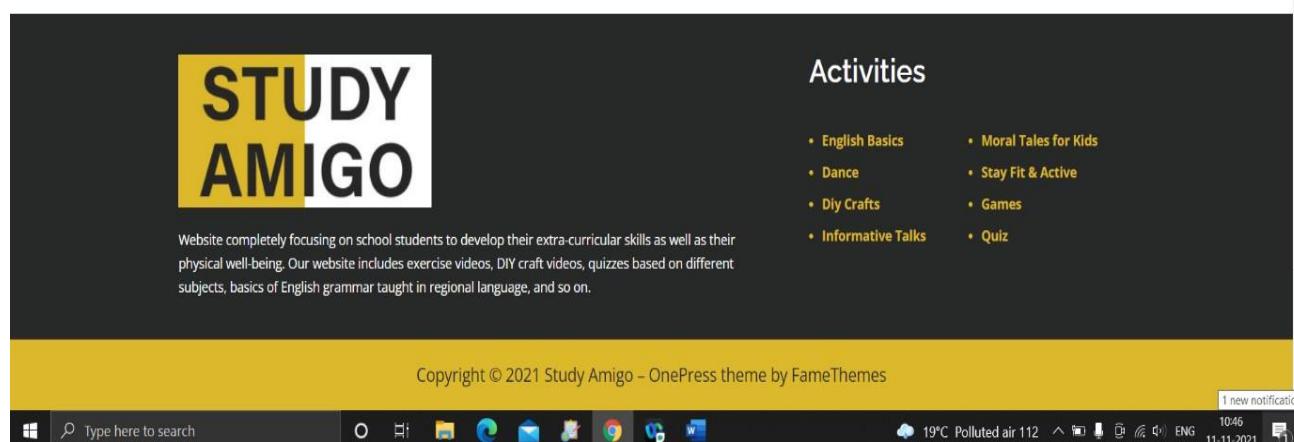
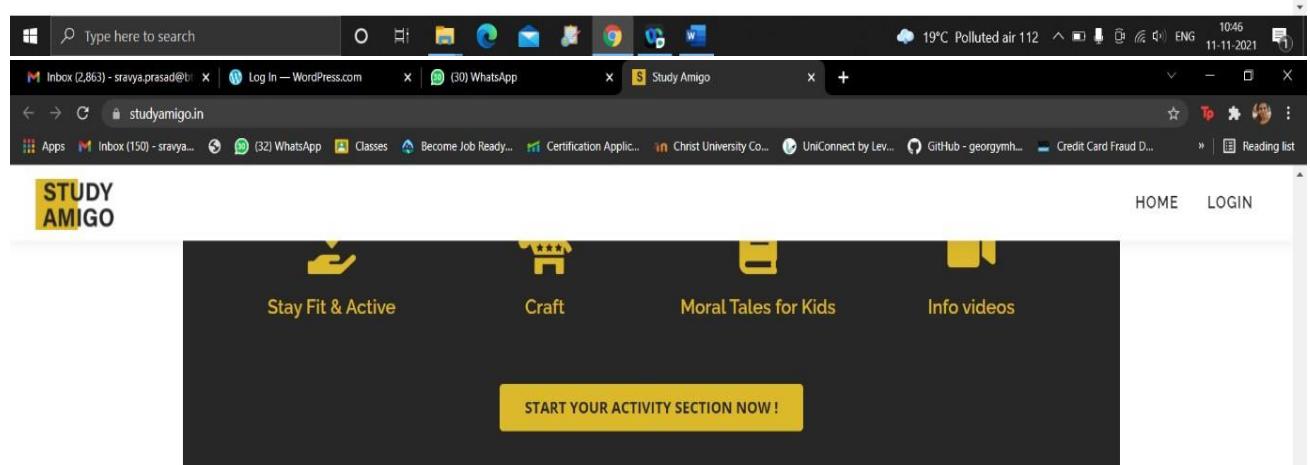
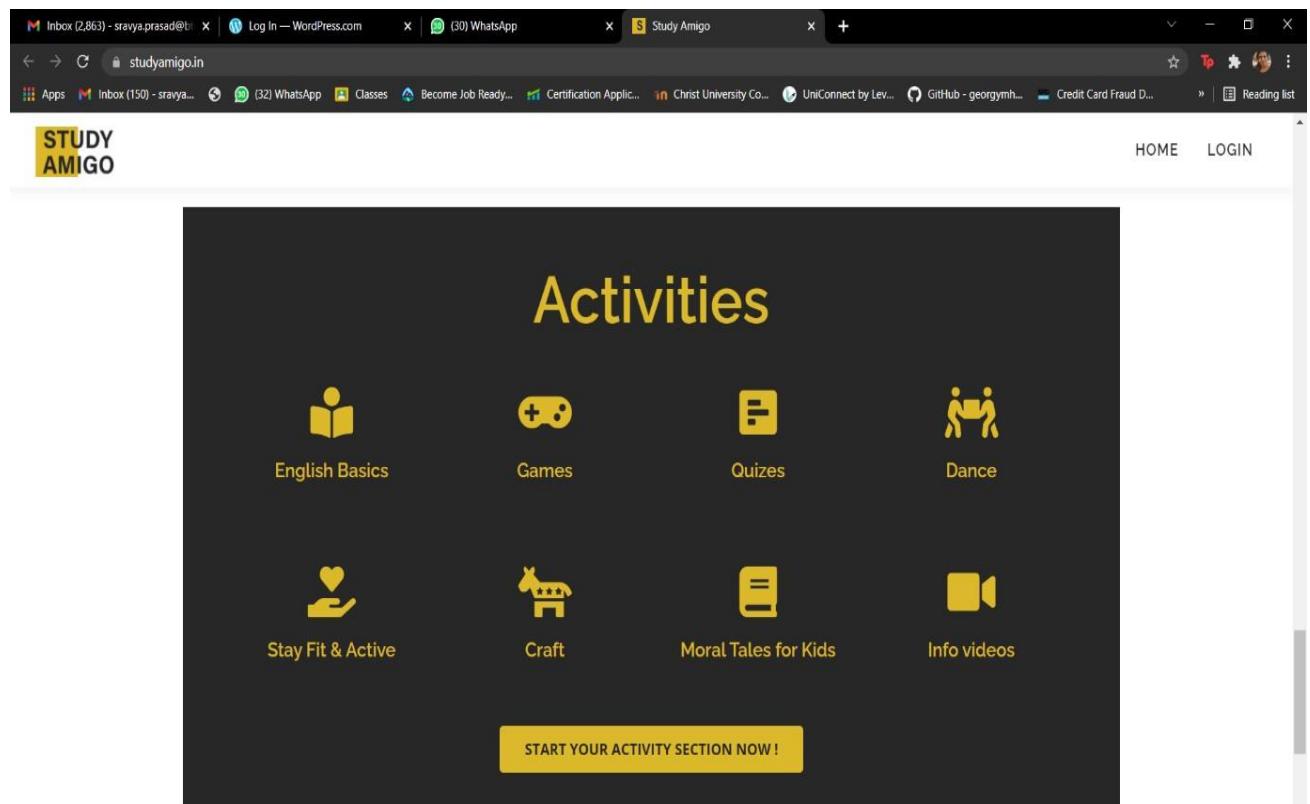


### Grammer

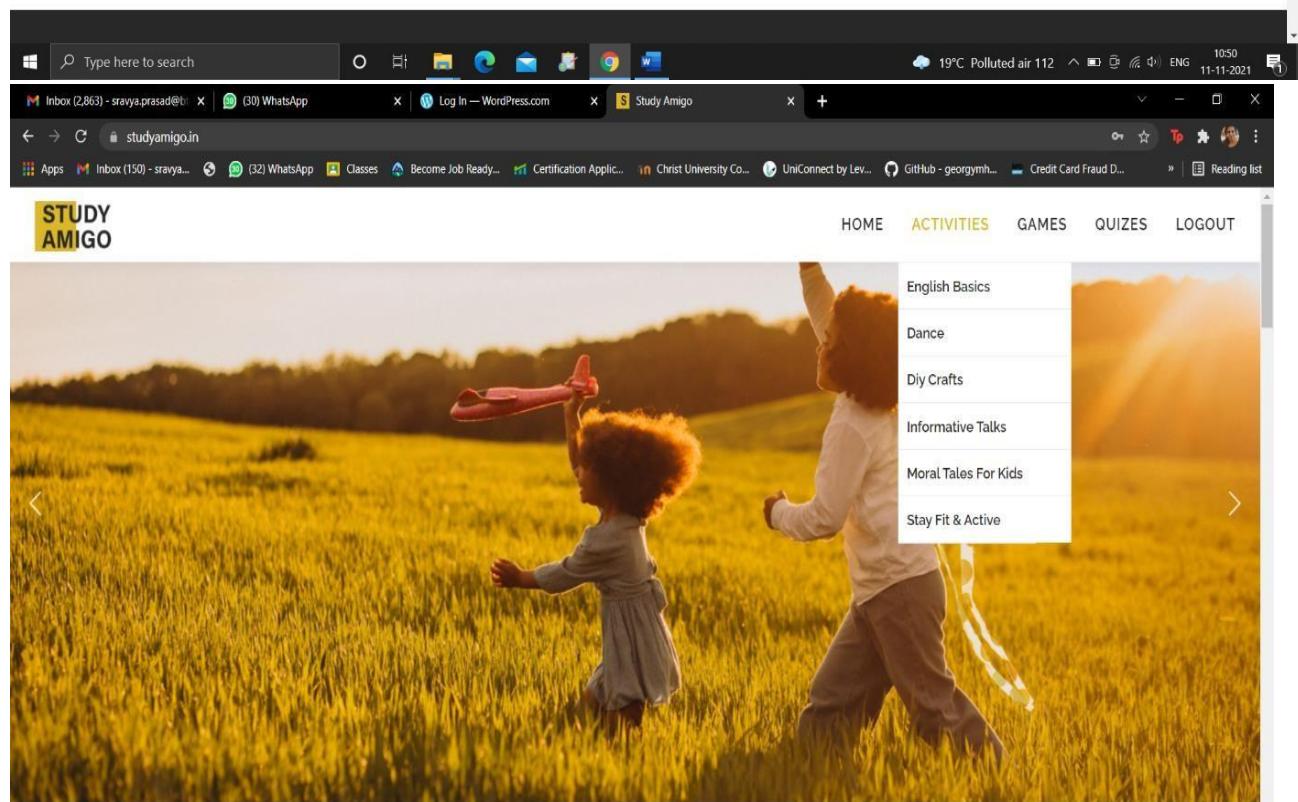
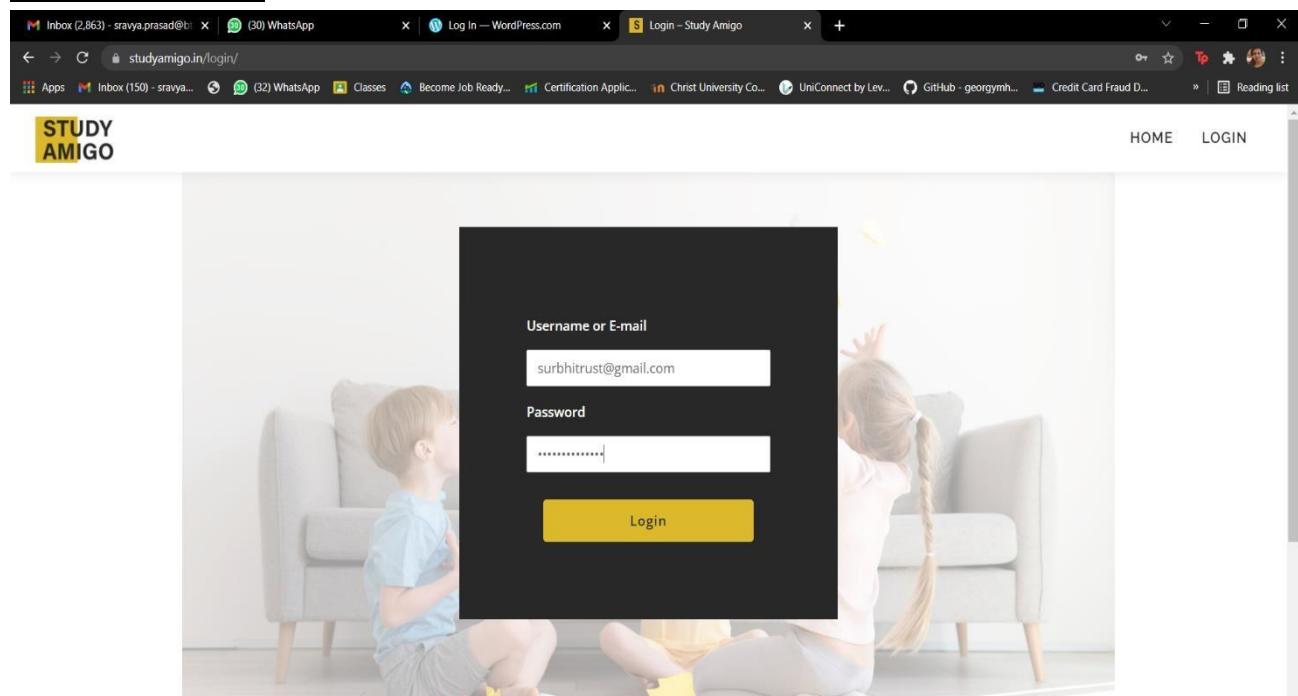
Grammar improves your Listening and Speaking skills. Knowing Grammar helps us to easier in communicating. Grammar improves your Reading and Writing skills.

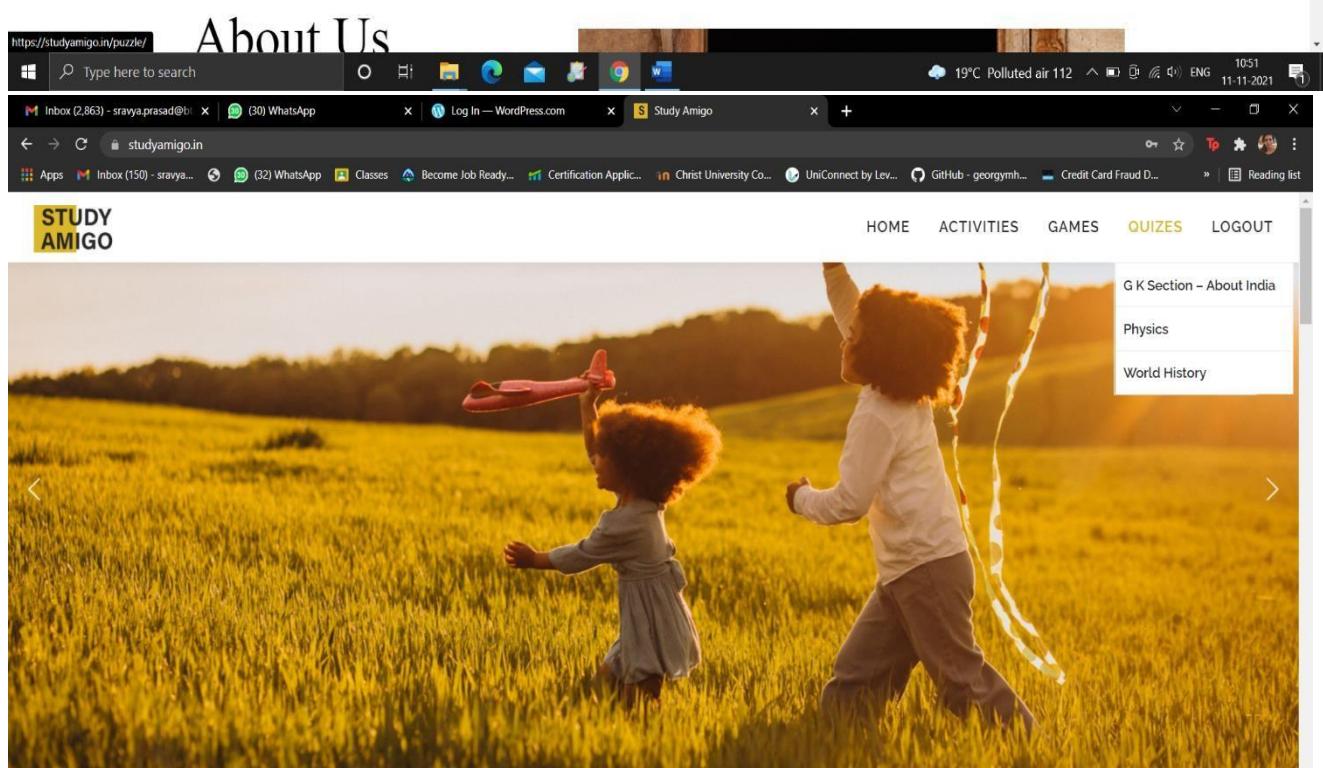
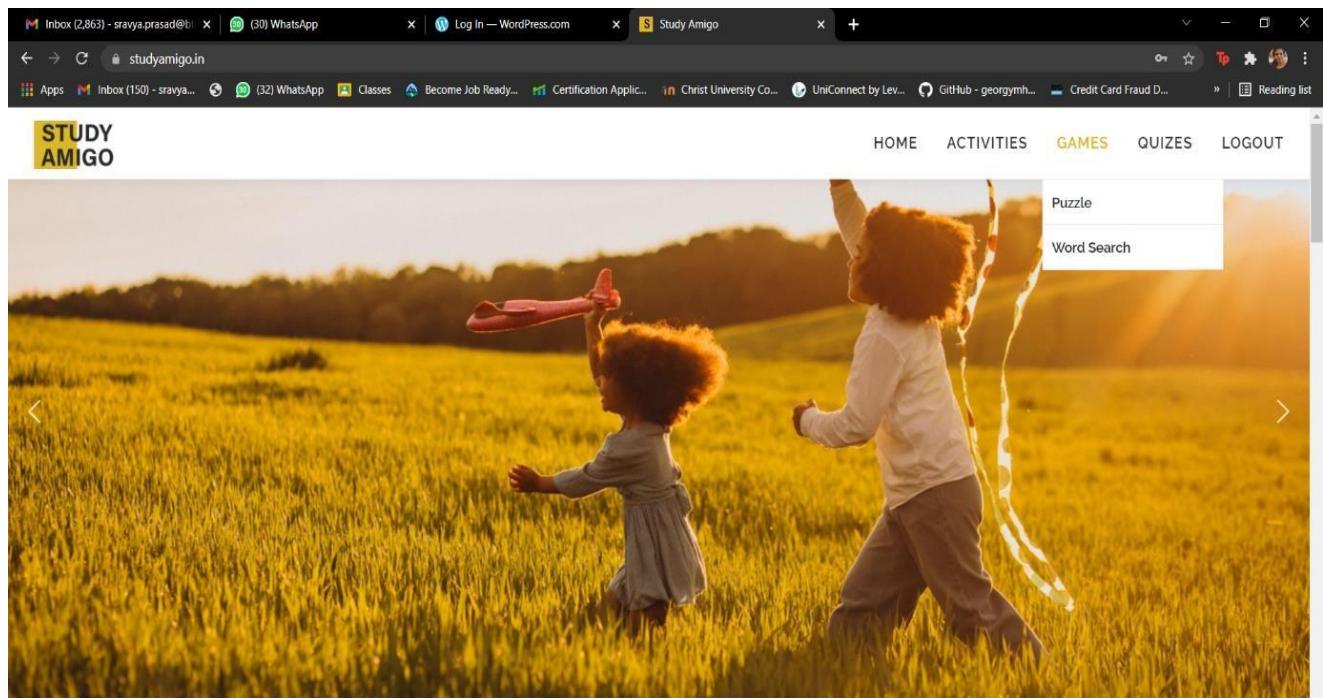
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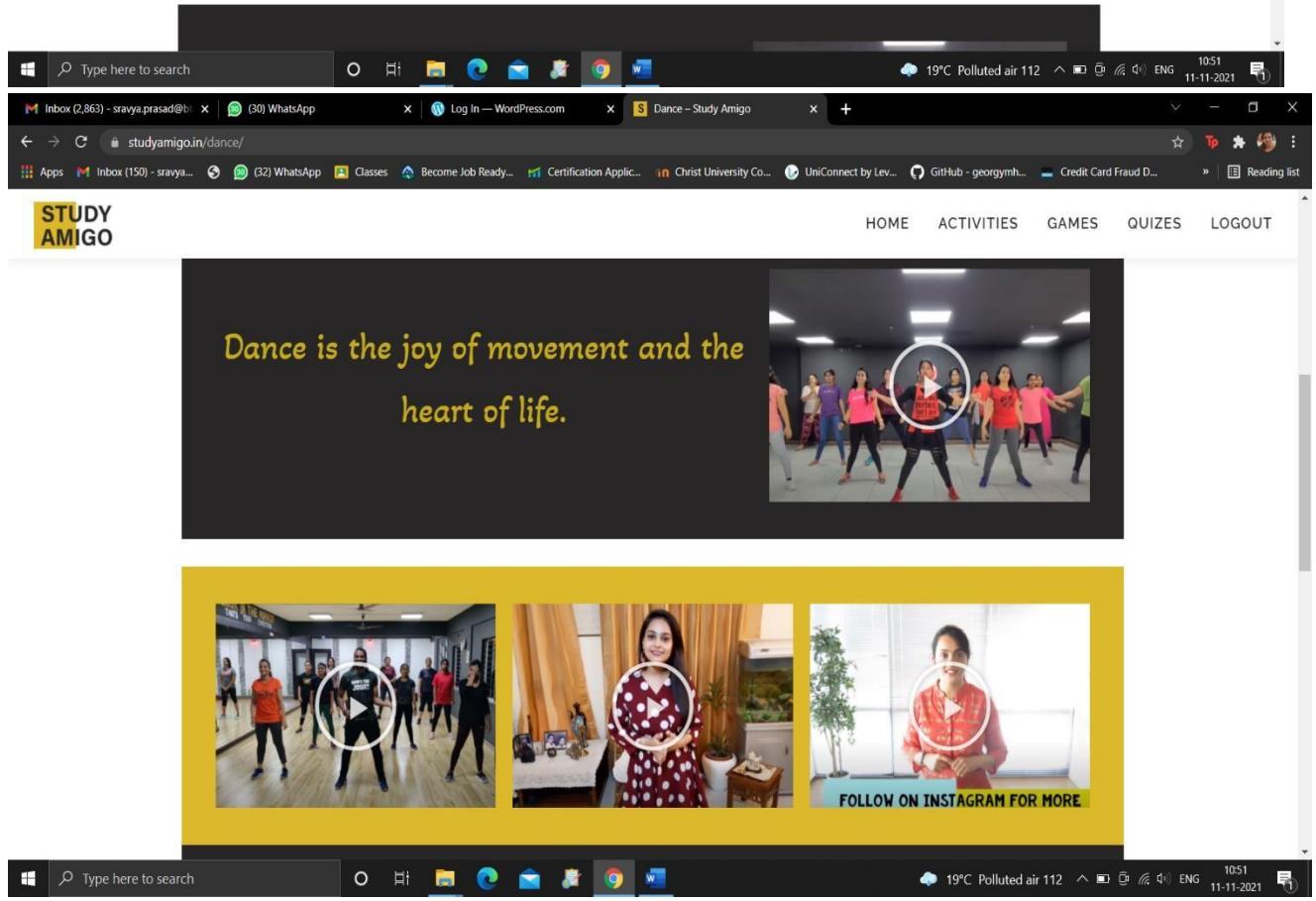
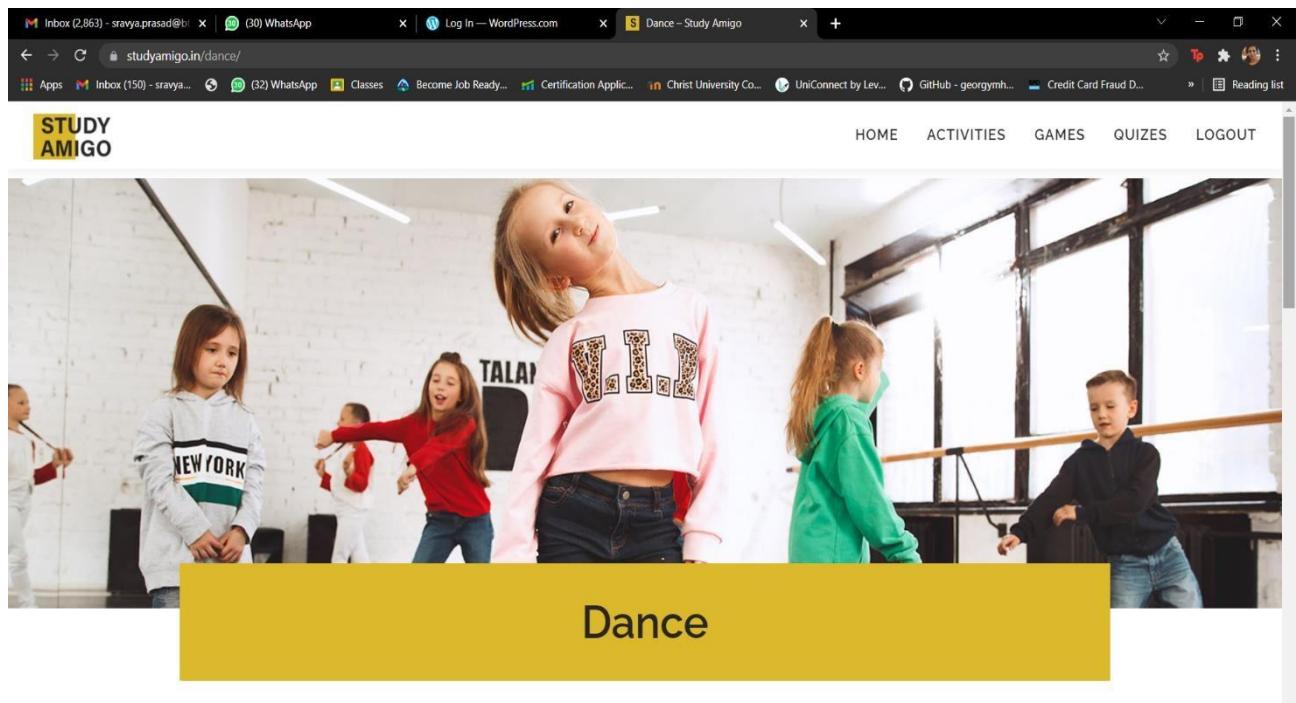
## LOGIN PAGE

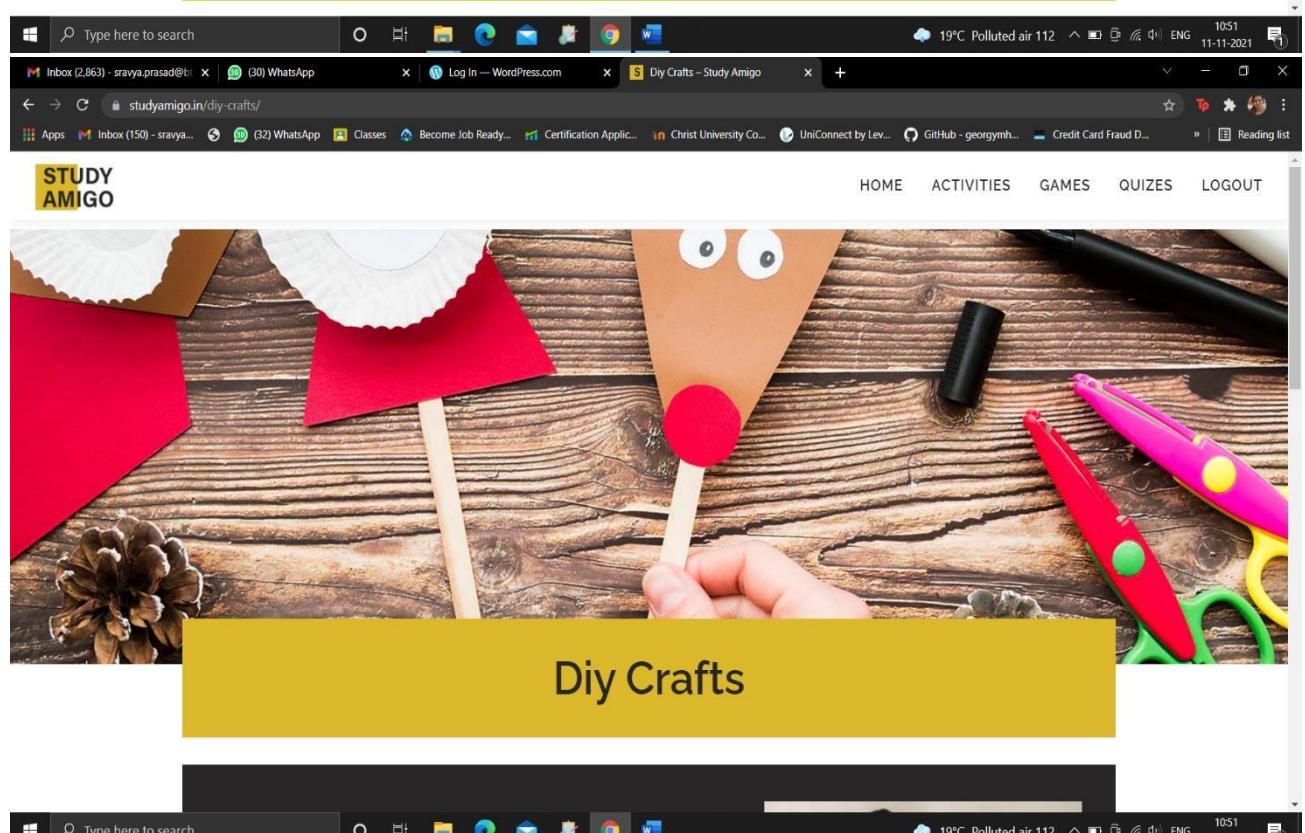
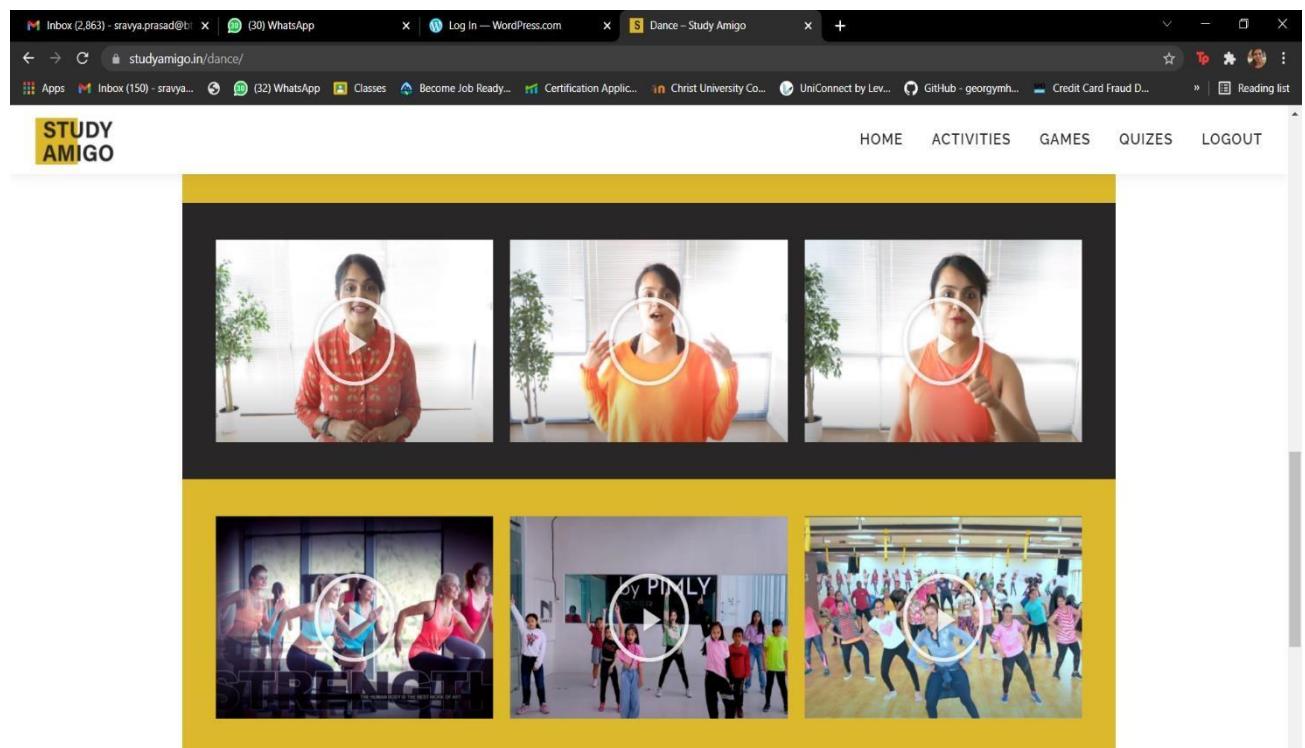




The screenshot shows a video player interface. At the top, there's a yellow bar with the text "English Basics". Below it, a video thumbnail features a yellow gradient background with the number "3" in the top-left corner. The main text on the thumbnail reads "Singular അനും Plural വിവരങ്ങൾ" and "15 Rules കലിതുക്കോ". The video player has a black background with the quote "If you can dream it, you can do it." in white.

The screenshot shows a grid of six cards, each with a yellow header labeled "ZERO ദാശാ". The cards are arranged in two rows of three. The top row contains cards for "Possessive pronouns", "More practice", and "English - ക്ലുഡ്". The bottom row contains cards for "a, an, the", "the", and "No articles". Each card includes a play button icon and some text in Malayalam at the bottom.





Craft is passionately creating something with your hands.

**Requirements**

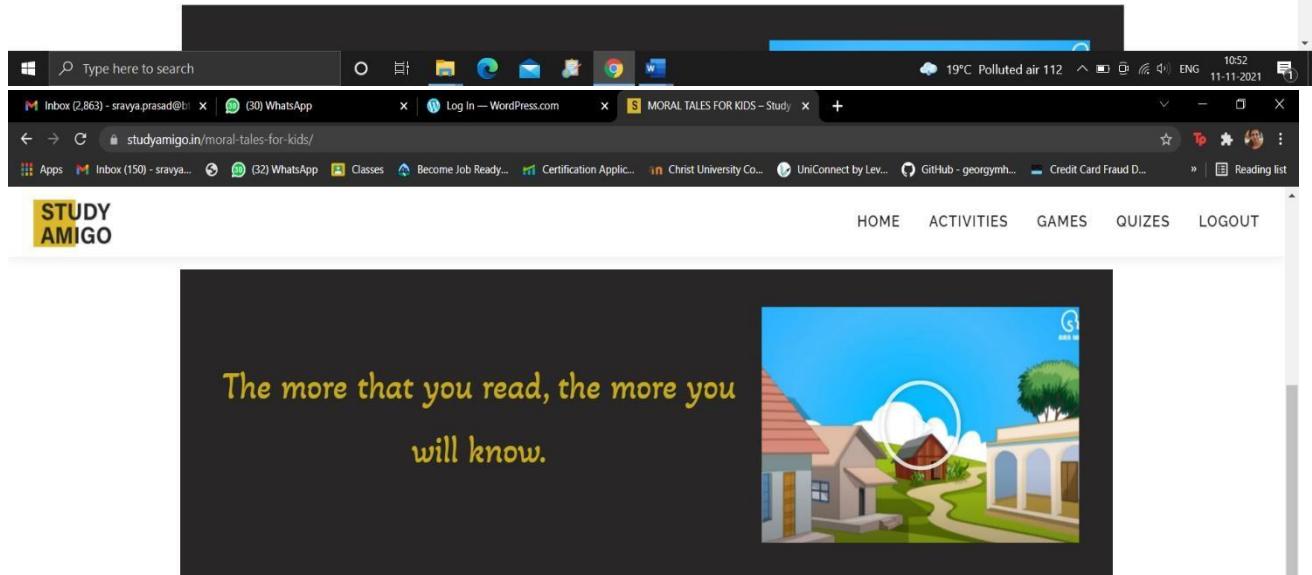
The screenshot shows a web browser window with three tabs open: 'Inbox (2,863) - srayya.prasad@b...' (closed), '(30) WhatsApp' (closed), and 'Informative Talks - Study Amigo'. The main content area features a yellow banner with the text 'Informative Talks'. Below the banner, there is a cartoon illustration of three children looking at a rocket launching from a field. The website's navigation menu includes 'HOME', 'ACTIVITIES', 'GAMES', 'QUIZES', and 'LOGOUT'. The URL in the address bar is 'https://studyamigo.in/informative-talks/'.

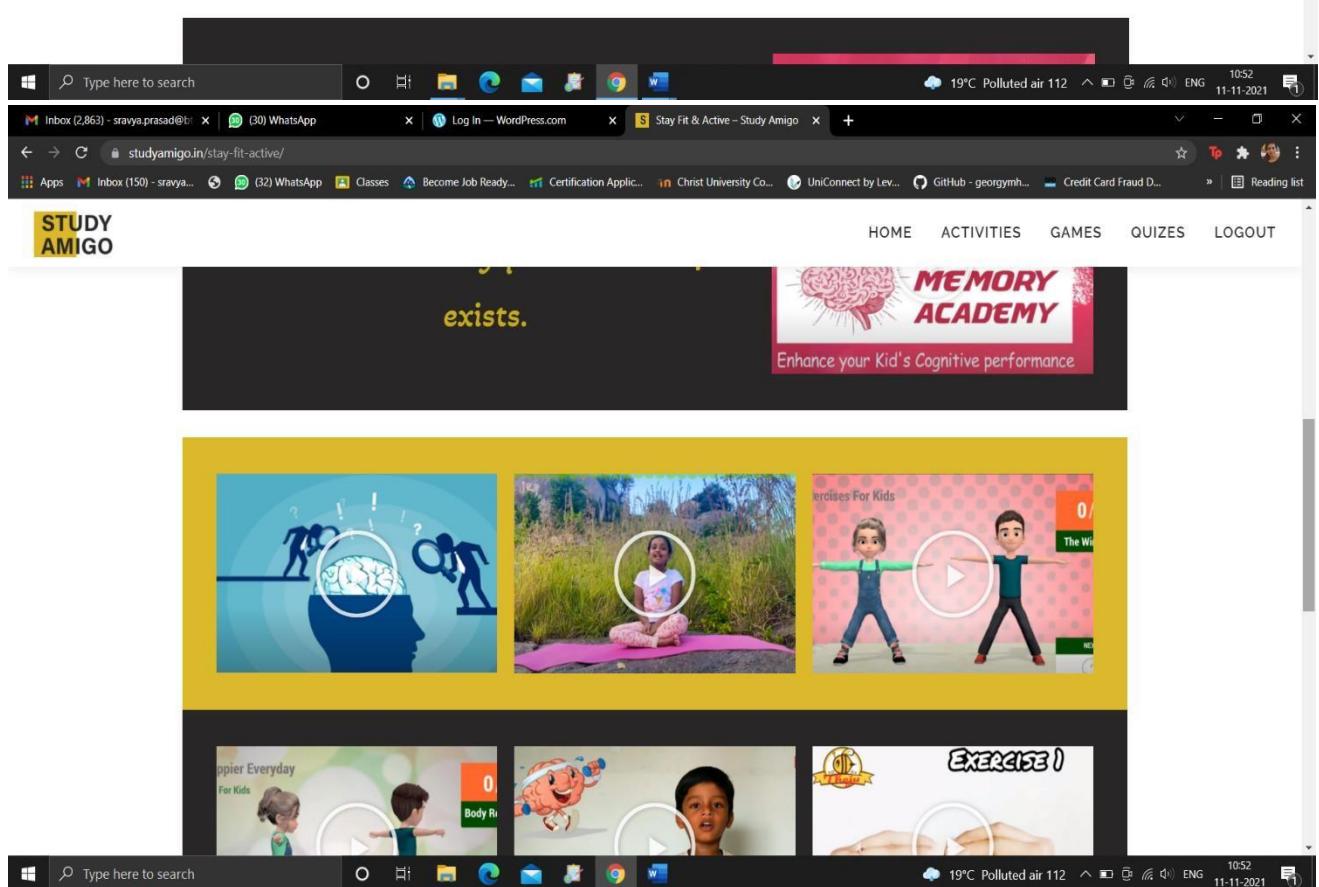
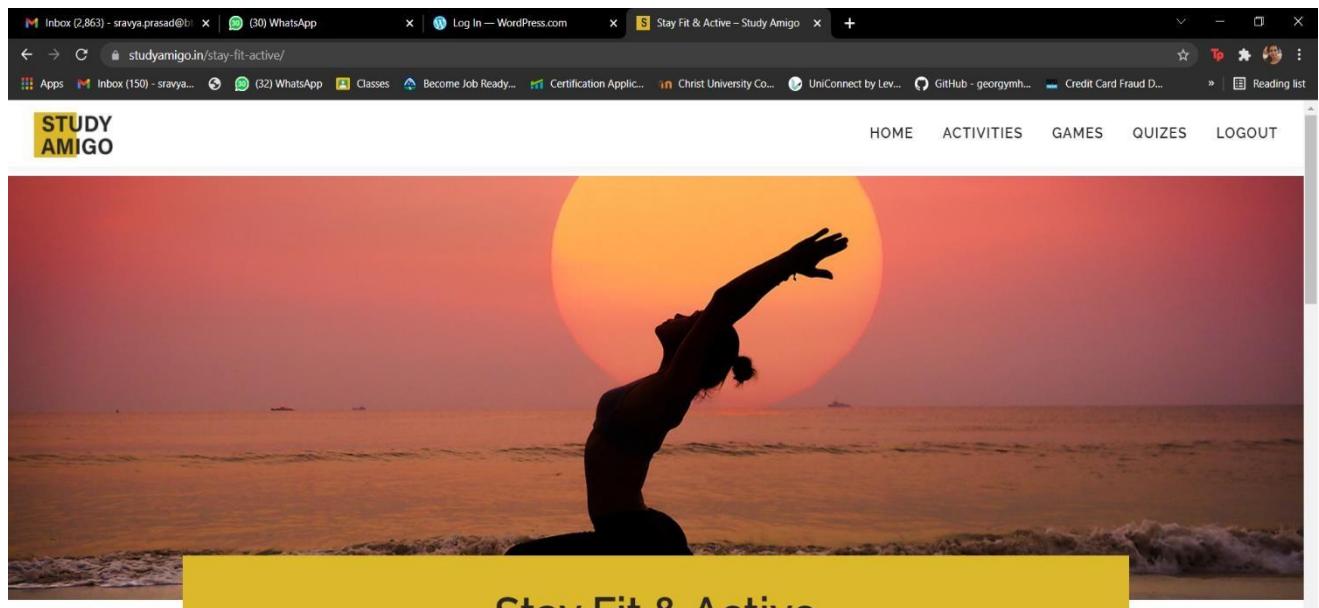
  

The screenshot shows a web browser window with three tabs open: 'Inbox (2,863) - srayya.prasad@b...' (closed), '(30) WhatsApp' (closed), and 'Informative Talks - Study Amigo'. The main content area features a dark background with a quote in yellow text: 'You can speak well if your tongue can deliver the message of your heart.' To the right of the quote is a video player showing a woman writing in a notebook. The website's navigation menu includes 'HOME', 'ACTIVITIES', 'GAMES', 'QUIZES', and 'LOGOUT'. The URL in the address bar is 'https://studyamigo.in/informative-talks/'.

The screenshot shows a web browser window with three tabs open: 'Inbox (2,863) - srayya.prasad@b...' (closed), '(30) WhatsApp' (closed), and 'Informative Talks - Study Amigo'. The main content area features a yellow banner with the 'UCan TV' logo. Below the banner, there are three video thumbnails: one for 'WELCOME TO' with a 'Blush of Aim' logo, one for a woman speaking, and one for 'UCan TV'. The website's navigation menu includes 'HOME', 'ACTIVITIES', 'GAMES', 'QUIZES', and 'LOGOUT'. The URL in the address bar is 'https://studyamigo.in/informative-talks/'.





The image shows a screenshot of a puzzle game from the Study Amigo website. The top part displays a completed puzzle of an underwater scene featuring a diver, a clownfish, and various coral reefs. Below it, another puzzle is partially assembled, showing a similar underwater environment with a diver and a clownfish. A progress bar at the bottom indicates 0/9 pieces completed. The Study Amigo logo is visible in the top left corner of the browser window.

STUDY AMIGO

HOME ACTIVITIES GAMES QUIZES LOGOUT

Type here to search

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STUDY AMIGO

HOME ACTIVITIES GAMES QUIZES LOGOUT

Type here to search

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STUDY AMIGO

Activities

- English Basics
- Moral Tales for Kids

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The screenshot shows a Microsoft Edge browser window with the URL [studymigo.in/word-search/](http://studymigo.in/word-search/). The page title is "Word Search - Study Amigo". The main content area has a yellow header with the title "Word Puzzle". Below it, instructions read: "Complete the spelling puzzle and click finish when done. Find and circle each of the words from the list below. words may appear horizontally or vertically or cross type..Please check your Hints below and start the game." The puzzle grid is a 7x10 grid of letters:

d	Q	S	t	u	d	e	n	t	n
w	J	U	v	n	l	p	e	D	h
U	o	K	q	o	s	r	R	h	p
j	G	o	a	i	K	o	n	f	P
a	S	V	s	t	r	j	O	b	R
T	K	g	P	a	X	e	r	h	o
p	F	n	e	c	n	c	T	k	J

This screenshot shows the same Microsoft Edge browser window with the same URL and title. The main content area has a yellow header with the title "Word Puzzle". Below it, instructions are identical. The puzzle grid is a 7x10 grid of letters:

U	o	K	q	o	s	r	R	h	p
j	G	o	a	i	K	o	n	f	P
a	S	V	s	t	r	j	O	b	R
T	K	g	P	a	X	e	r	h	o
p	F	n	e	c	n	c	T	k	J
g	G	r	A	u	S	t	u	l	G
H	a	N	E	d	k	o	o	B	a
c	y	A	v	E	h	o	i	P	Z

Below the grid are several buttons: "career", "Education", "Student", "Book", and a highlighted button "project".

This screenshot shows the Microsoft Edge browser window with the URL [studymigo.in/word-search/](http://studymigo.in/word-search/). The main content area has a yellow header with the title "Word Search - Study Amigo". To the right, there is a section titled "Activities" with a sub-section "English Games". Below this are links for "English Games" and "Mount Tales For Kids". The status bar at the bottom shows the date as 11-11-2021.

Inbox (2,863) - sravya.prasad@bt... | (30) WhatsApp | Log In — WordPress.com | 00:09:57 Quizes – Study Amigo | +

[studyamigo.in/quizes/](#)

Apps | Inbox (150) - sravya... | (32) WhatsApp | Classes | Become Job Ready... | Certification Applic... | Christ University Co... | UniConnect by Lev... | GitHub - georgymh... | Credit Card Fraud D... | » Reading list

**STUDY AMIGO**

HOME ACTIVITIES GAMES QUIZES LOGOUT

## General knowledge - India

Welcome to your INDIA - General knowledge

**Question 1 :**  
Which animal is the national bird of India?

- Crow
- Peacock
- Dove
- Sparrow

**Question 2**  
Father of Indian nation

- APJ Abdul Kalam

00:09:57

Inbox (2,863) - sravya.prasad@bt... | (30) WhatsApp | Log In — WordPress.com | Physics – Study Amigo | +

[studyamigo.in/physics/](#)

Apps | Inbox (150) - sravya... | (32) WhatsApp | Classes | Become Job Ready... | Certification Applic... | Christ University Co... | UniConnect by Lev... | GitHub - georgymh... | Credit Card Fraud D... | » Reading list

**STUDY AMIGO**

HOME ACTIVITIES GAMES QUIZES LOGOUT

## General Knowledge - Physics

Welcome to your Physics

**Question 1 :**  
Which of the following causes the production of Radiocarbon in the atmosphere?

- Due to the collision between fast neutrons and nitrogen nuclei present in the atmosphere
- Due to the action of ultraviolet light from the sun on atmospheric oxygen
- Due to the action of solar radiations particularly cosmic rays on carbon dioxide present in the atmosphere
- Due to the lightning discharge in atmosphere

**Question 2 :**  
What is more convenient rolling of stone on a sloping road than to lift it vertical upwards?

- Rolling is more convenient and more work done as compare to the lifting
- The work done by the rolling stone is equal to the lifting
- The work done in rolling a stone is less than in lifting it

00:09:59

Inbox (2,863) - srawya.prasad@bt.com | WhatsApp (30) | Log In — WordPress.com | 00:09:57 World History – Study A | +

studyamigo.in/world-history/

Apps Inbox (150) - srawya... WhatsApp Classes Become Job Ready... Certification Applic... Christ University Co... UniConnect by Lev... GitHub - georgymh... Credit Card Fraud D... Reading list

STUDY AMIGO

HOME ACTIVITIES GAMES QUIZES LOGOUT

# World History

Welcome to your World History Quiz

Question 1:



World War I began in which year?

- 1923
- 1938
- 1917
- 1914

00:09:57

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## Learning outcome

### Technical skills

Through this project we were able to gain knowledge on Html , CSS, JavaScript and also about the usage of WordPress for creating a lively and interactive website. We could accomplish the whole requirements of the community as per their needs.

### Interaction with community

Throughout through the project we interacted with the community and made sure that additional changes or requirements of the community was reflected in the final website.

### Limitations / challenges

One of the biggest challenges we faced was virtual interaction with the community as they were equipped with only limited devices and the prevailing situation of covid-19 outbreak. But in the end overcoming all the challenges we were able to complete our project successfully and had a virtual interaction with the community to introduce our finalized website to the juveniles in the community we engaged with.

### Future scope

Today, the mounting pressure of proving academic excellence coupled with technology dominated recreation has made our children lose interest in hobbies and other enrichment activities. Parents and educators are rarely seen encouraging the younger generation to pursue their dreams and passions.

Our main aim was to create a website that help the young ones to explore their talents and engage themselves during their free time in some fun activities along with some general knowledge as well as subject knowledge.

We make sure that Academics and extracurricular activities go hand in hand to raise well rounded individuals and independent learners. It is imperative that we provide our children with an environment that fosters their overall personality and not just the academic growth.

## REFERENCE

**Community Profile:**

Instagram:

<https://instagram.com/surabhitrust?igshid=qzyl98u9ryt1>

Facebook:

<https://www.facebook.com/contactsurabhitrust/>

You tube:

<https://youtube.com/channel/UCITAJeWd83EBhtaI0Kc2uXO>

**Relevant documents:**



## SURABHI FOUNDATION TRUST ®

# 22, 1<sup>st</sup> Cross Siddappa Layout Gubbalala Village, Kanakapura Main Road Bangalore-560061  
Mobile: 9844415458/7892618563 E-mail:surabhitrust@gmail.com

To Team Study Amigo,

Date: 24/09/2021

**Sub: In response to the mail we received for an approval letter on project Study Amigo.**

We, Surabhi Foundation Trust are happy to hear about the project and eager to work with the team and look more into it.

We at Surabhi Foundation Trust believe to make service as a movement. We rescued around 2500 children who were orphans, single parents, ragpickers, street children & poor children and brought them to main stream of the society by providing education. Presently Surabhi is sheltering 280 kids in 7 children homes in 3 different districts of Karnataka. Surabhi provides free food, shelter, clothing, and education along with values to face the world in future.

With this letter, we ensure that our staff and the children at various shelter homes will help you in making the project successful and help more children

Thank you.

With Regards,

A handwritten signature in black ink, appearing to read "A S Patil".

A S Patil  
Director & Managing Trustee  
Surabhi Foundation Trust

## Online Meetings

