BIRLA PUBLIC SCHOOL GANGANAGAR

(A UNIT OF BIRLA EDUCATION TRUST PILANI)

Session: 2023-24

EVENT REPORT

CBSE AFFILIATION NO. 1730974

Day: Monday **Class- VI (All)**
Date: 30th October 2023 **Subject- Computer**
No. of Participants: 43

Event Name: Scratch Match

Objective of Event:

- Students will develop a foundational understanding of programming concepts, including loops, variables, and conditional statements, enabling them to create interactive games from scratch.
- Encourage creative expression by allowing students to design and develop their own interactive games.
- Foster a collaborative environment where students work together, share ideas, and collaborate on game development projects.

Event Activities:

- **Introduction to Scratch:** Begin with an introduction to the Scratch platform, explaining its user-friendly interface and drag-and-drop programming blocks. Demonstrate basic tools and features, enabling students to navigate the software comfortably.
- **Hands-On Game Development:** Guide students through a series of interactive sessions where they create their own games using Scratch. Provide step-by-step tutorials, encouraging students to experiment with different sprites, backgrounds, and programming blocks to design unique games.
- **Creative Challenges:** Organize creative challenges where students can apply their newly acquired skills to solve specific problems. Encourage them to think critically, be innovative, and apply programming concepts to overcome challenges and enhance their games.

Brief note about event:

BPSG always thrives on catering the all-round development of their students with the improved performance of students in the field of design and creative skills through designing computer-related activities that serve educational, cognitive, and recreational purposes, contributing to a better understanding and use of computers and technology.

In the sequence of continuation, we organise an event named "Scratch Match" for deep understanding of the core knowledge of programming concept of game development.

Outcome of Activity:

- Students successfully enhanced their Scratch programming skills and gained experience in Scratch software.
- Scratch Match Event not only introduced students to the world of programming but also fostered creativity, problem-solving skills, collaboration, and confidence.
- The event laid a strong foundation for their future endeavors in the realm of technology and computer science, nurturing their interest and passion for coding and game development.

Evidence of Photographs with no.: 4 (Enclosed)
Teachers Name

1. **Mr. Bharat Mata**
2. **Mr. Neeraj Kant**

Enclosure:
1. Circular& Poster shared with parents/students
2. Evidence of Photographs

Photographs:

Report Prepared and Submitted By:

1. **Mr. Bharat Mata**
2. **Mr. Neeraj Kant**