REPORT OF VIRTUAL SUMMER CAMP 2021-2022

COMPUTER SCIENCE DEPARTMENT

" Learning is not a product of Teaching,

Learning is the product of activity of learners"

A brief description about the illuminating sessions classwise are as follows:
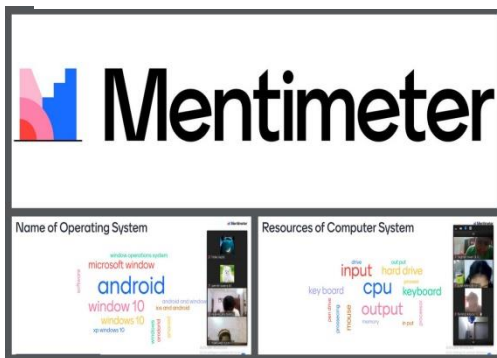
PRIMARY SECTION (Class I-V)

APPs Covered

1. **TUX PAINT**
2. **MS-PAINT**
3. **LEARNINGAPP.ORG**

Tux Paint is used in as a computer literacy **drawing** activity. It combines an easy-to-use interface, fun sound effects, and an encouraging cartoon mascot. Student used the program and learned to use a variety of **drawing** tools for **helping** them to make a beautiful drawings on Computer.

MS-Paint Basic **Image Editing Program**. It has every tool for graphics editing, it has all the tools that students need to edit a picture, students enjoyed it while changing, colouring and cropping the image.
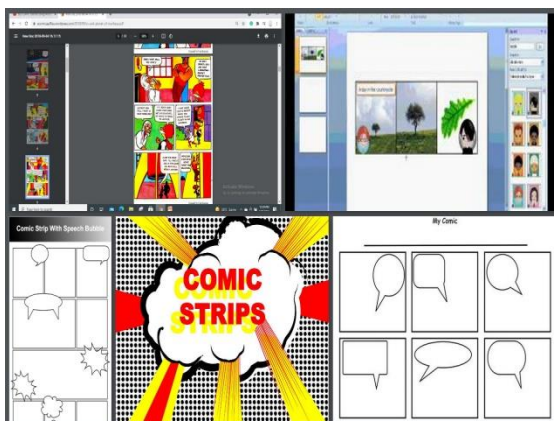
LearningApps is an **online platform** for supporting learning with small interactive, multimedia-based learning nuggets like multiple choice, Quizzes,Match making, Crossword, etc., Students used a variety of different activities to practice enthusiastically and enjoyed.

Mentimeter is an easy-to-**use** online presentation in which students created fun and interactive presentations. Word cloud feature was used for asking the General Questions of computers. Students participated and enjoyed when they saw answers on cloud.
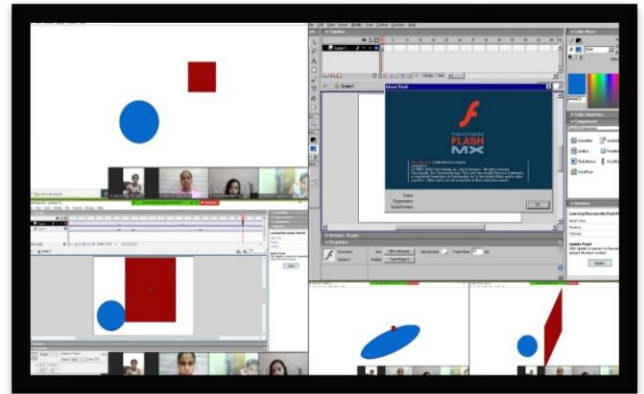
MIDDLE SECTION (Class VI-VII)

Apps covered

1. Microsoft Word – For Comic Strip Preparation
2. Flash – For leaning animated drawings

MS-Word is introduced as digital documentation tool for comic strip writing. Students tried to prepare format by Identify the elements of a story (plot, characters, setting theme),Brainstorming and organizing ideas for a creative- writing piece.

FLASH – Drawing and Animation tool- Macromedia Flash is a multimedia platform used to create animation, and video, etc.. Students used Flash for learning and creating basic animations. Students used various tools for creating the animation and practice enthusiastically.

Apps covered

1. Flip Grid
2. Python Programming IDE and Editors

FLIP-GRID (Play and Learn Activity) - Flip grid is Video Recording app in which students participated and send their responses through their own video recording.It is convenient and flexible for students for increasing their skills in digital literacy and motivates them to speak. Every student was given a unique topic from Unit-1 – Computer System Organization to share their views and learning outcome by submitting their 90-120 second video at Flipgrid app.

PYTHON IDE and PYTHON EDITORS- All available Python IDE and
Editors were introduced to students in practical activity.

Python Editors

Python IDEs

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