

# IT WEEK

29 JULY 2024 TO 3 AUG 2024



# IT WEEK 2024

The IT department hosted the IT week for students in classes III to X from July 29 to August 3, 2024, during their classroom sessions. This event aimed to boost digital literacy and engage students in enjoyable, educational activities. The week featured a variety of interactive sessions designed to ignite interest of the students in technology, fostering enthusiasm and equipping them with valuable skills for their future educational paths.

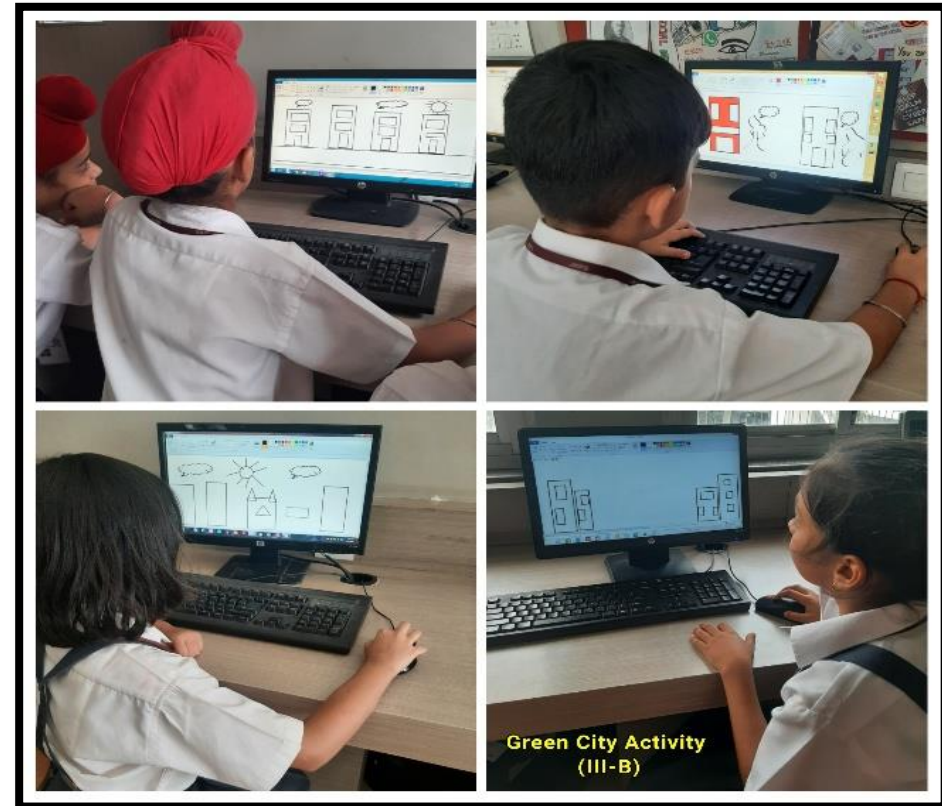
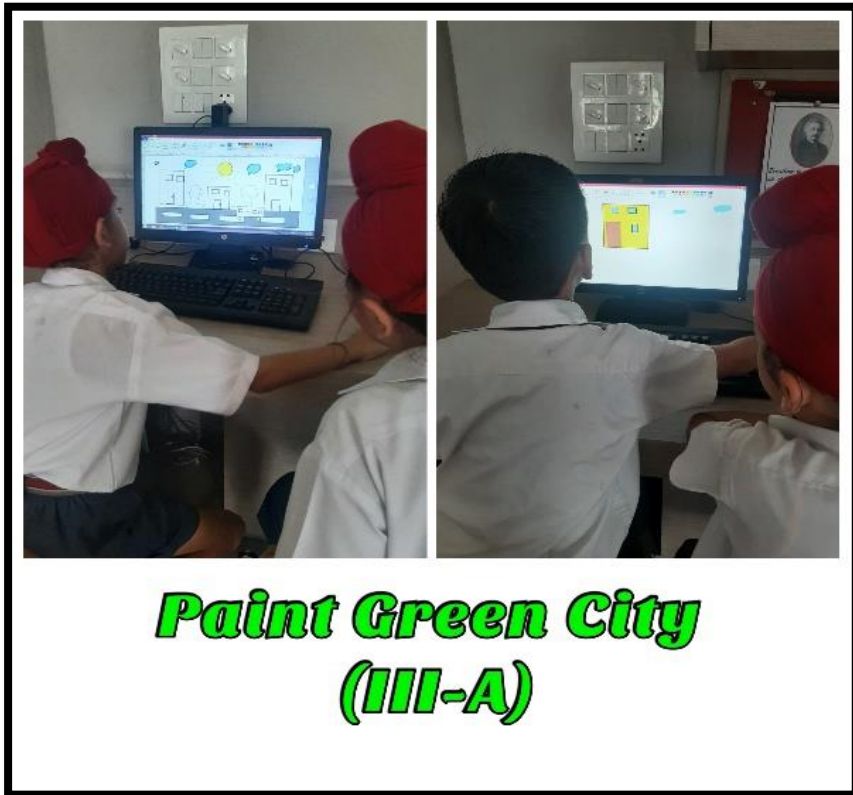
# Events at a Glance

- Draw & Paint Green City in MS Paint
- Poster on Online Safety
- Brochure on Fun Fair
- Analysis of Bills using Excel
- Landscape in GIMP
- Presentation on Cyber Security & Safety
- Magazine Cover Designing
- Template Designing

# CLASS III

**Activity:** Create a drawing on topic 'Green City' using different tools available in MS Paint.

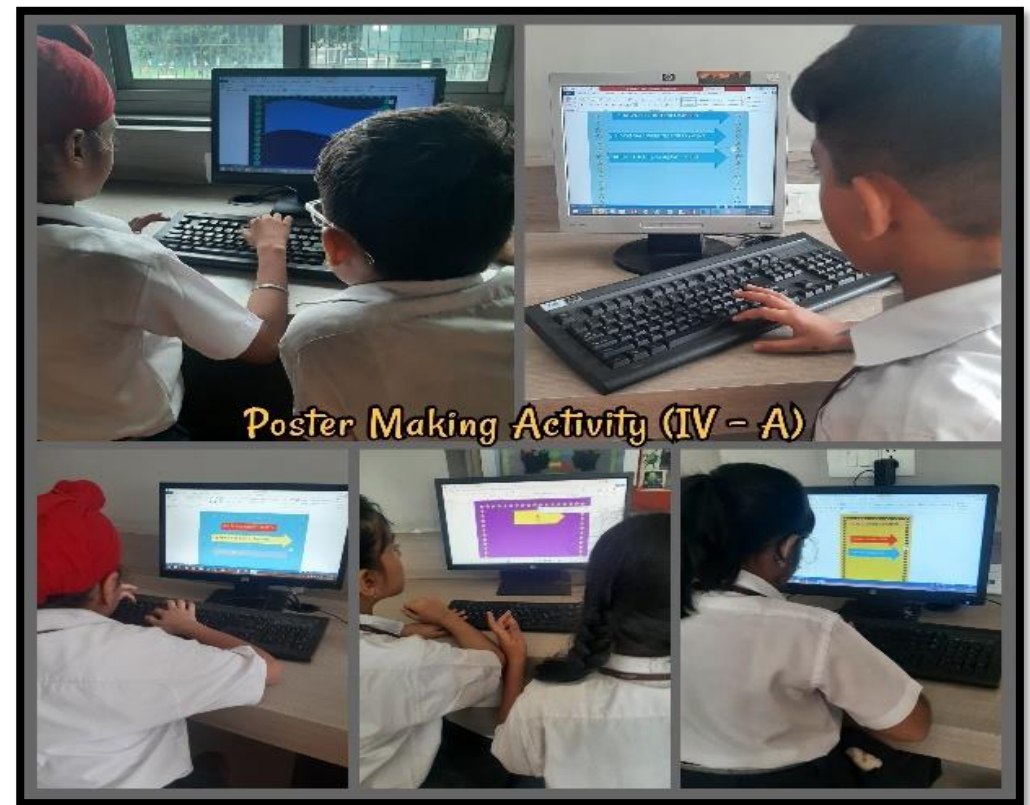
**Learning Outcome:** Students learnt to create simple drawings, designs, and graphics. They also understood how to use basic tools like brushes, shapes, and color fill.



# CLASS IV

**Activity:** Create a poster on the topic 'Online Safety' in MS Word.

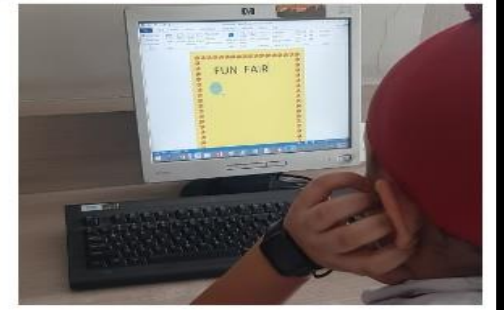
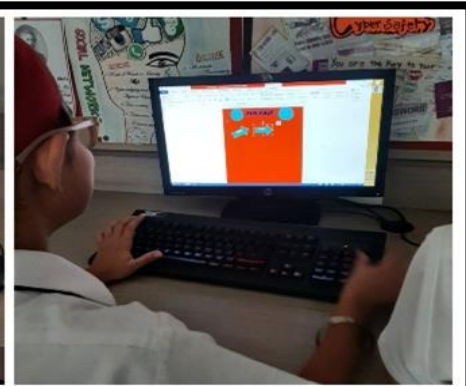
**Learning Outcome:** Students learnt how to format text, use styles, adjust fonts and sizes. They gained skills in incorporating shapes, page border and page colour.



# CLASS V

**Activity:** Create a brochure on the topic 'Fun Fair' in MS Word.

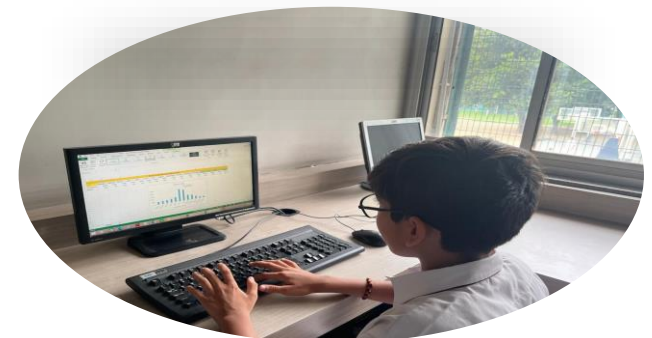
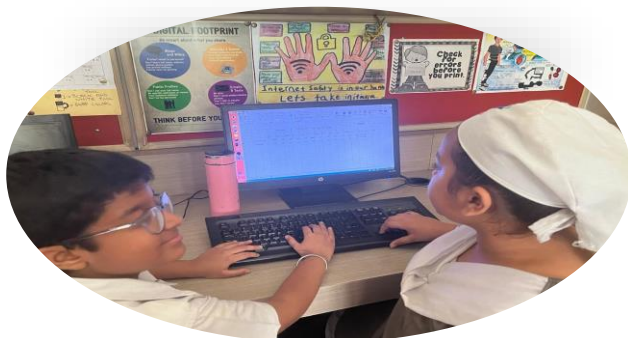
**Learning Outcome:** Students learnt how to format text, use styles, adjust fonts and sizes. They gained skills to incorporate shapes, tables, page border and page colour.



# CLASS VI

**Activity :** “Analyzing Household Utilities: A Year in Review”

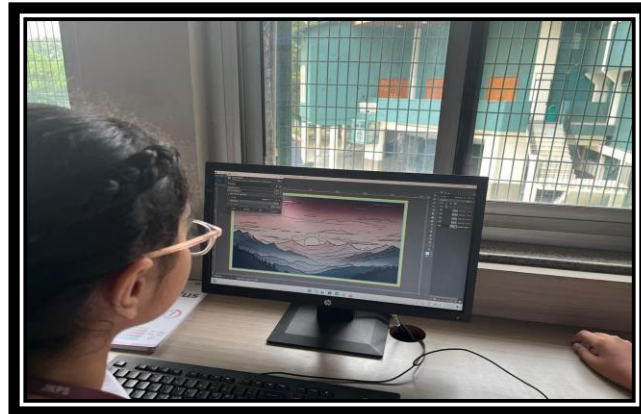
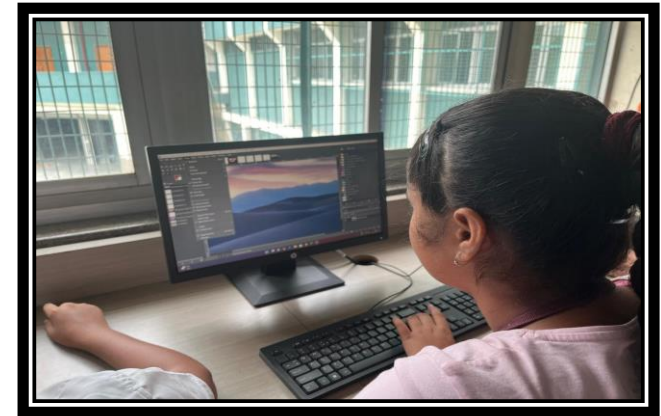
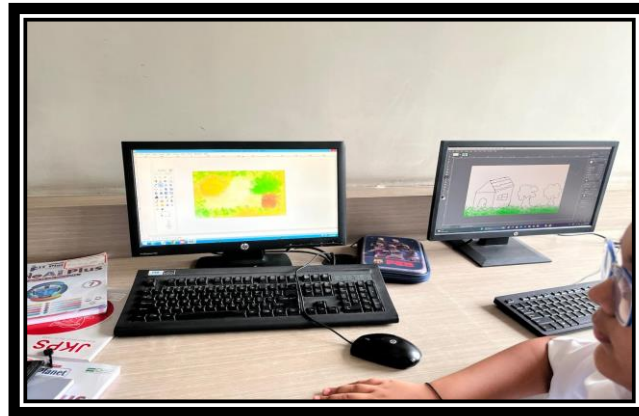
**Learning Outcome:** learning result analysis in Excel, equips students with valuable skills like data manipulation, interpretation, and presentation, which are highly applicable in various professional settings across different industries.



# CLASS VII

**Activity :** Create a landscape in GIMP

**Learning Outcome:** This activity developed the **Technical Skills, Artistic Development, Project Management and Critical Thinking Skills** among students.

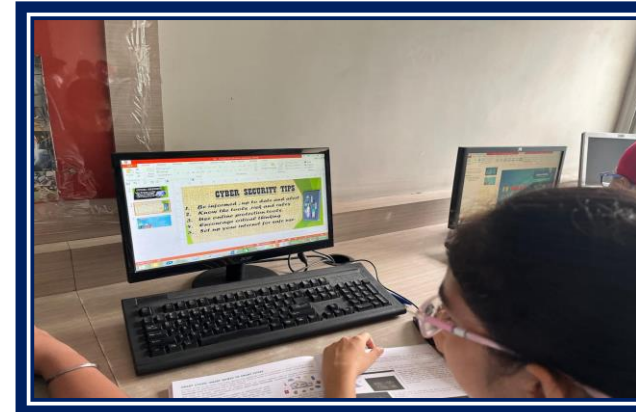
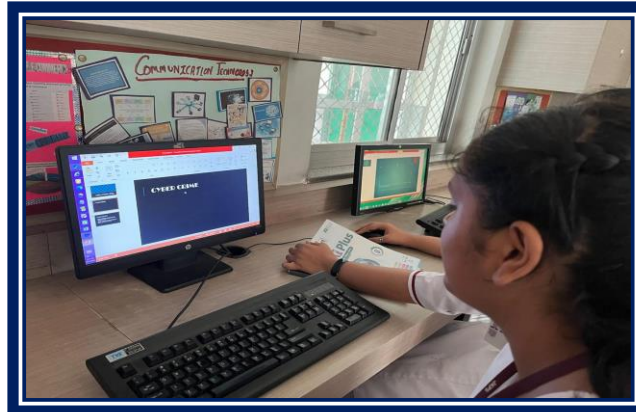




# CLASS VIII

**Activity :** Presentation on Cyber Safety and Security.

**Learning Outcome:** Students created effective presentations on cyber safety and security. Students created awareness among their friends using the presentations.



# CLASS IX

**Activity :** Magazine Cover Designing

**Learning Outcome:** The activity provided students with a unique opportunity to explore the fundamentals of graphic design, focusing on elements such as layout, color theory, and visual hierarchy.



# CLASS X

**Activity :** Template Designing

**Learning Outcome:** The activity encouraged students to think creatively and come up with unique designs. It fostered innovation and original thinking among the students.

