

Centre for Life Skills and Skill Development
Dept. of HRD
A report on
Train the Trainer Program
SCRATCH Programming
Bengaluru
April – May 2024

Executive Summary:

This report has been prepared to provide the management with insights and updates from the 10 – days Scratch Programming Train the Trainer program, hosted between **29th April – 10th May 2024** at the “Going to School” office in Ejipura, Bengaluru. The facilitators were Dr. R Suganya - Associate Professor and Mr. R Vijaya Kumar - Senior Assistant Professor in the Department of CSE (Data Science) at New Horizon College of Engineering, Bengaluru. The incumbents of the training were the trainers from ‘Going to School’ who disseminate knowledge to the students that enroll with ‘Going to School’ to learn Scratch Programming.

Objectives:

- To provide hands – on training to the trainers to be able to teach Scratch Programming better;
- To foster the Consultancy project under the Dept. of HRD by providing the NHCE faculty members to ‘Going to School’ to facilitate the train the trainer program.
- To provide an opportunity to the NHCE faculty members to demonstrate their potential and teaching prowess to the industry.
- To build a goodwill with corporate clients in the industry to bolster the niche Consultancy project and revenue generation.

Training Schedule:

Day 1-3: Introduction to Scratch, Basic Sprite Interactions and Variables

Participants were introduced to the Scratch interface, sprite properties, and basic programming concepts such as variables. The hands-on activities included creating animations, animating sprites, and developing simple games with score counters.

Day 4-6: Conditional Statements, Loops, Broadcasting and Messaging

Participants were trained on conditional statements, loops, and broadcasting/messaging in Scratch.

The activities involved building games like "Guess the Number" and collaborative projects utilizing broadcasting and messaging features.

Day 7-9: Sensing and Events, Custom Blocks, Sound and Music

Advanced topics such as sensing blocks, custom blocks, and incorporating sound/music were covered.

Participants developed interactive stories, games, and simulations while exploring these concepts.

The participants engaged in over 25 activities throughout the program to reinforce their understanding of concepts through hands-on learning.

Day 10: Project Showcase and Self-Evaluation

Participants worked on individual projects based on their understanding of Scratch programming.

Each participant presented their project, demonstrating their grasp of the concepts learned.

Discussion and feedback entailed thereby allowing self-evaluation and reflection on the learning journey.

Participants:

The names of the participants at “Going to School” are as follows:

1. Saba Sahar
2. Venkatesh
3. Siraj
4. Vidyananda
5. Rayanagouda
6. Narasareddy
7. Aisha S
8. Hafsa Banu
9. Shraddha
10. Nikitha

Participants' Feedback:

- The participants had remarked that they found the teaching methods effective, with trainers clearing doubts and making coding concepts easy to understand.
- Overall satisfaction was expressed with the training sessions, and participants appreciated the hands-on learning approach.
- Many participants expressed intentions to apply their newly acquired skills in their work and to teach coding to others.
- The project showcase on the penultimate day was particularly praised for providing an opportunity to apply learned concepts independently and receive constructive feedback.
- The participants appreciated the personalized attention and support from the trainers throughout the program, which contributed to their learning experience.

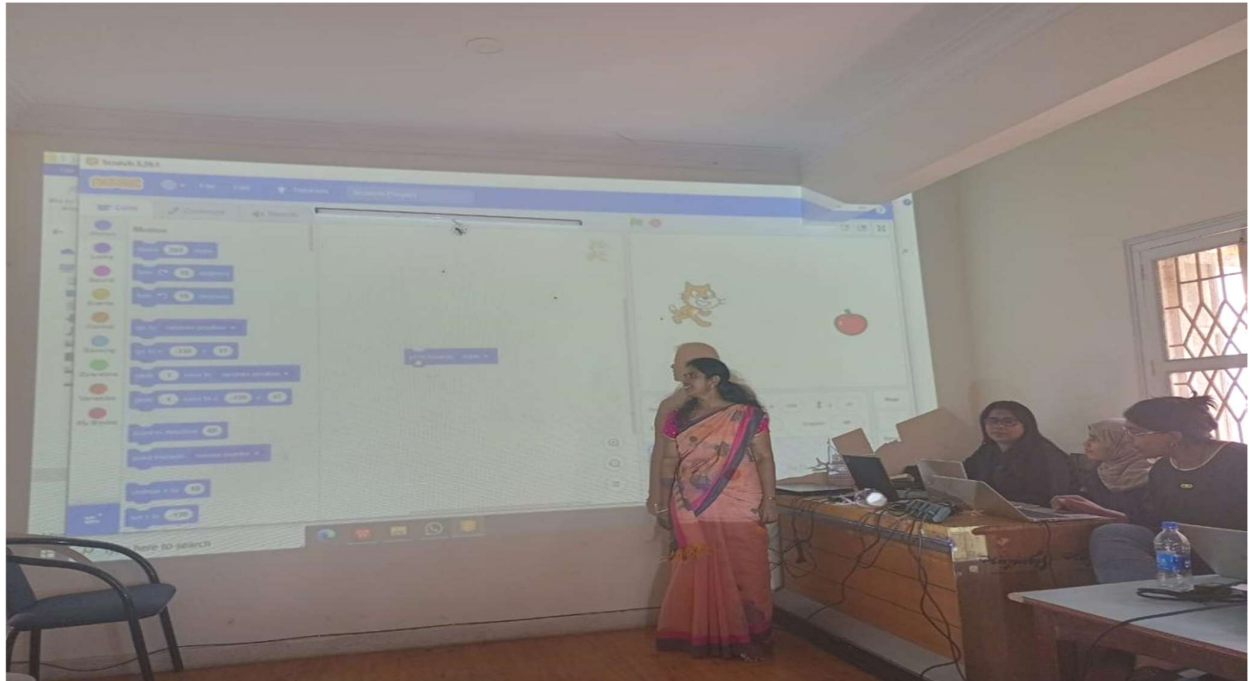
Moments from the program:



A group photo

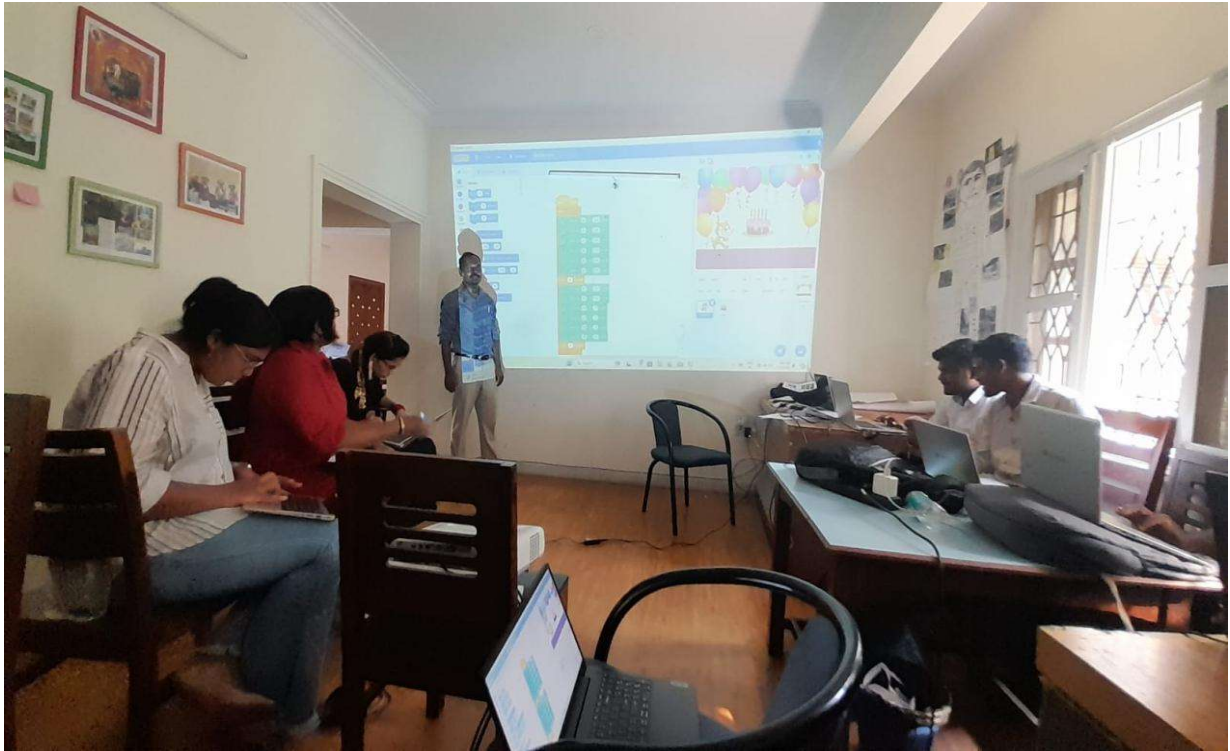


Trainers' segment:

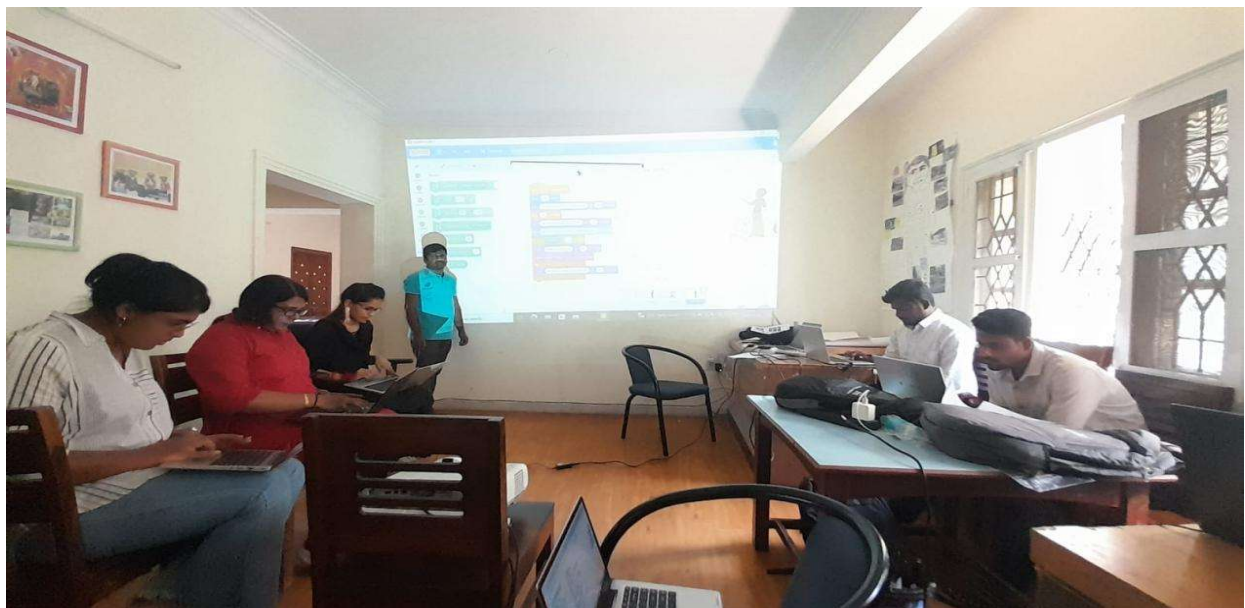
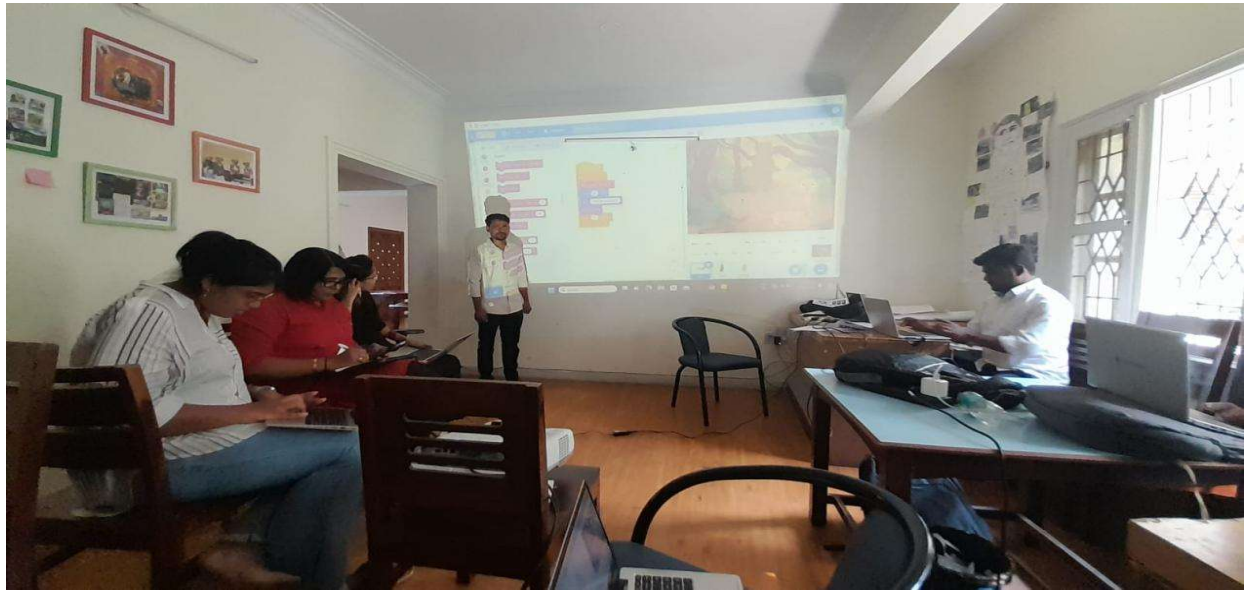




Participants' corner:







Outcome:

The Train the Trainer program on Scratch Programming successfully equipped educators with the necessary knowledge and skills to teach Scratch effectively. The positive feedback from participants amplifies the program's effectiveness in delivering engaging and informative training sessions.

HoD
CSE(Data Science)

Director
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