



Avinashilingam Institute for Home Science and Higher Education for Women

Deemed to be University Estd. u/s 3 of UGC Act 1956, Category 'A' by MHRD

Re-accredited with A++ Grade by NAAC. CGPA 3.65/4, Category I by UGC

Coimbatore - 641043, Tamil Nadu, India

Report

5 Days Programme on

“Summer Camp for Young Creators”

On 26.05.2025-30.05.2025

Organized by

**Centre for Machine Learning and Intelligence (CMLI)
(ISO/IEC 20000-1:2018)**

Invitation



AVINASHILINGAM INSTITUTE FOR HOME SCIENCE AND HIGHER EDUCATION FOR WOMEN
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'A++' Grade by NAAC CGPA 3.65/4, Category I BY UGC COIMBATORE – 641 043, TAMIL NADU, INDIA

5 Days Programme on “SUMMER CAMP FOR YOUNG CREATORS ”

Organized by

Centre for Machine Learning and
Intelligence

26.05.2025 - 30.05.2025

10:00 AM - 4:30 PM

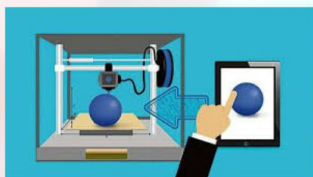
Eligible Participants : VII - XII Standard
(Open to boys and girls)

ACTIVITY
BASED
LEARNING

REGISTRATION FEE

RS.2000

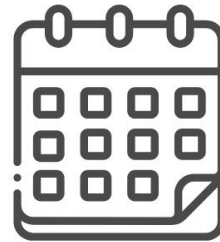
Register using this QR code



THE GREATEST DISCOVERIES BEGIN
WITH CURIOSITY

Agenda

Programme Schedule



Day 1 : “Creativity : 3D printing”

Day 2 : “ Imagination : Unity AR Basics”

Day 3: “Innovation : Basic IoT with simple experiments”

Day 4 : “ Exploring : Website Building ”

Day 5 : “Animation : Animate with Scratch tool ”

WIN exciting Medals !

**“INNOVATION IS THE KEY
TO UNLOCKING THE
FUTURE”**



**For more details contact:
Dr.M.Krishnaveni
Co-coordinator , CMLI
Contact no: 9442571571**

Day 1-Introduction to AI Tools used for Education

Objective of this workshop

The main objective of this summer school is to prepare the school students with a deep understanding and practical skills for AI based Tools and Technologies efficiently. The purpose of this summer school is to prepare young minds accelerate for the upcoming future of AI. The total number of participants of this workshop was 10 and the participants belongs to various standards from VI-XII standard.

Welcome Address:

Dr. M. Krishnaveni, Co-Coordinator, CMLI, Avinashilingam Institute for Home Science and Higher Education for Women, welcomed the gathering with her enlightening thoughts. She addressed the significance of the summer camp and its benefits and how it could be useful at the school level and higher education level. Also, she graciously introduced the team of CMLI, Dr. R. Janani, Ms. C. Sandiya, Ms. E. Rathipriya, Ms. S. Aanisa, and she also expressed their expertise in their own discipline .



Fig 1. Welcome Address by Co-Coordinator



Fig 2. Distribution of the learning kit to the students

Day 1: 3D Printing

Followed by Ms. E. Rathipriya took over the session and addressed the importance of 3D Printing, its benefits, and the importance of 3D Printing in the near Future. She encouraged the students to actively participate and covered the following topics. Introduction to 3D Printing: In this topic, she explained the history of 3D Printing technologies and their evolution. Added to that, she also taught about the working principles of modelling. Elaborated on the convenience and advantages of using 3D-printed building models for civil engineers. Also, explained the job opportunities in the 3D Printing field.



Fig 3: Introduction to 3D Printing

Next moved on to a hands-on session, in which the students were taught about the two major tools for 3D printing, such as 'TinkerCAD' and 'Flashprint 5.1'. In this interactive session, participants actively engaged in the practical creation of 3D modelling items according to the instructions and guidance. The hands-on approach allowed participants to gain more practical knowledge in exploring the software and implementing key functionalities. After successfully designing and slicing, participants printed their custom keychains.



Fig 4. Demo on printing mechanism

Day 2: Unity AR Basics

Ms. S. Aanisa started the second day with an introduction to Augmented Reality. In which she explained the difference between AR and VR and the applications of augmented reality in the real world. Then the students were introduced to the tools required to create an AR application, such as 'Unity' and the 'Vuforia engine'. The students were taught about the basic features and interface of the 'Unity software'. After that, the session moved on to create a simple AR application using Vuforia Engine. The students created a simple AR application by following the instructions and guidance of the trainer with a complete hands-on session.



Fig 5.: Hands-on working on Unity

Day 3: Basic IoT with simple experiments

The overall goal of this session is to introduce the basics of IoT, where they learned about different types of sensors, microcontrollers, and how to use the Arduino IDE to create simple smart systems. The session started with an easy explanation of how embedded systems work and how sensors like ultrasonic, temperature, humidity, and light sensors help machines “sense” their surroundings. After the introduction, they got hands-on experience by connecting components and running simple programs on their own by using interfaces. They built mini-projects such as blinking an LED using an ultrasonic sensor, reading temperature. They were also encouraged to think creatively and imagine how these small projects could become part of real-world smart applications. The session ended with students feeling confident and inspired to explore more about IoT and electronics.



Fig 4: Hands-on Session on IoT

Day 4-Website Design and Development

The Fourth day of summer champ focused on the topic “Website Design and Development”. The morning session covered the following topics such as 1. what is website building? 2. Tools and technologies used for developing a website 3. Introduction to html 4. Basics and important tags in HTML. Students were introduced to basic html tags like head, title, body, text formatting tags (paragraph, heading, italic, bold, pre, strong, em). They also learned how to insert link and image, changing background color, Create HTML lists (ordered List, Unordered List), Adding Buttons, create navigations between pages. Students are provided with HTML code snippets for practice. To execute the HTML code, they used Notepad++, a lightweight application for beginners. Afternoon session focused on CSS and website creation using Google site. Students were taught with type of CSS and its examples. A demo was given on how to create a website using Google site. Finally, students were assigned with task of create a website using google site on the theme of their favourite cartoon, personality or sports. Students successfully created their own website using google sites based on their chosen theme.

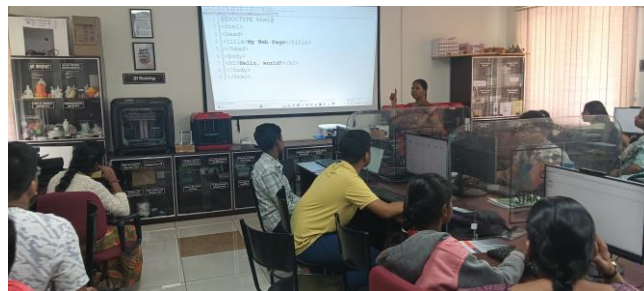


Fig 5: Hands on working with HTML code snippets.

Day 5- Animation with Scratch tool

The final day of the summer camp was all about creativity and fun through animation using the Scratch tool. Students were introduced to the basics of block-based programming, they learned how to create their own stories, games, and animated scenes using simple drag-and-drop coding blocks. The trainer showed how to use sprites, backdrops, and motion blocks to bring characters to life. After the demo, students got a chance to create their own mini-animations.



Fig 6: participants working with Scratch

Outdoor activity

After the session commenced, participants were allowed to play some outdoor activities like Badminton, Throwball, Football and Basketball.



Vote of thanks and valedictory

Finally, Dr. P.Subashini ,Coordinator,CMLI Avinashilingam Institute for Home Science and Higher Education for Women, Coimbatore, extended a gracious vote of thanks. Along with coordinator, co-coordinator joined to distribute certificates and shield to the participants.



Fig 6: Certificate distribution by Dr.P.Subashini,Coordinator and Dr.M.Krishnaveni Co-coordinator