



UNNAT BHARAT ABHIYAN
Coimbatore Institute of Technology
(Government Aided Autonomous Institution)
Coimbatore – 641 014

GRAMA SABHA REPORT

26 Jan, 2020

UBA Coordinator's Name: Dr.R.Sambath

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Sr. No.	ADOPTED VILLAGES	TALUK (Block)	DISTRICT
1	Senjeri Ayyampalayam	Sulthanpet/Kinathukadavu	Coimbatore
2	Senjeri Puthur		
3	Vadavedampatti		
4	Malai Palayam		
5	Periakalandai		

Activities carried out at Grama Sabha level: Participated in Gram Sabhas in each adopted village. Build up rapport with villagers, elected members of PRI and village officials. A Brief introduction about UBA Scheme was given during the meeting. Requested villagers & village officials for their support in village/household survey, Base line survey and further other activities.

Number of Student/Faculty involvement: 5 Student/ 3 Faculty

Interaction with Local government official: Explained about the benefit of UBA Scheme to the Chairman, President and Vice President.

Brief Description (Discussion points/Impact/Action/Photographs):

Senjeri Ayyampalayam





1. Lack of Hospital and Medical Facilities in and around the Village.
2. Potable water facility is required.
3. Requirement of Common sanitary facility.
4. The villagers requested for E- Seva facility.
5. To conduct Health and Hygienic Awareness program.

Brief Description (Discussion points/Impact/Action/Photographs):

Senjeriputhur



1. Community hall, street lights and road facilities are required.
2. Requirement of waste water Treatment Plant.
3. Requirement of Primary Health Care Centre.
4. Proper maintenance of Public toilet.
5. To conduct Awareness program about Government Schemes.

Brief Description (Discussion points/Impact/Action/Photographs):

Vadavedampatti



1. Discussed about steps to be taken for Rainfall water storage in their area.
2. Discussed about the banning of plastic usage.
3. People suggested for tree Plantation.
4. Discussed about the Dengue fever cause due to mosquitoes.
5. To conduct Medical Camp.



Brief Description (Discussion points/Impact/Action/Photographs):

Malaipalayam



1. The Villagers told they need the rainwater storage in their area.
2. Requirement of potable water facility.
3. Requirement of Common sanitary facility.
4. The villagers told they need People's plan Campaign.
5. To conduct Awareness Program about water wastages.

Brief Description (Discussion points/Impact/Action/Photographs):

Vadavedampatti



1. The Village people requested to provide road from the main road to their village.
2. Requirement of waste water ditch in all streets.
3. Water facility in Primary school is poor.
4. Our students explained the usage of ill effects of chemical fertilizers for the plantation of crops.
5. To conduct the awareness Program about Organic Farming.

**UBA CLUB REPORT OF THE ACADEMIC YEAR
2022 – 2023**



COIMBATORE INSTITUTE OF TECHNOLOGY
(An Autonomous Institution Affiliated to Anna University)



UNNAT BHARAT ABHIYAN CLUB
Coimbatore - 14

EVENT-1

DATE	15.11.2022
VILLAGE	SENJERIPUTHUR
VENUE	GOVERNMENT PRIMARY SCHOOL
DURATION	3 HRS
PARTICIPANTS	20 VOLUNTEERS
EVENT INCHARGE	Ms.S. KARTHIKADEVI

This was the first official event conducted by the UBA club members of Coimbatore Institute of Technology. We conducted an educational event on November - 15th, 2022 on behalf of **Janjatiya Gaurav Divas**. We visited the government school in Senjeriputhur village and conducted events to the students, with the help of other clubs in our college.

1. Martial Arts club
2. Muththamizh Mandram
3. Quiz club



Starting of Event



Thirukkural competition (Muththamizh Mandram)



Silambam (MAC)



Punching practice (MAC).



Martial Arts (MAC).



Martial Arts (MAC).

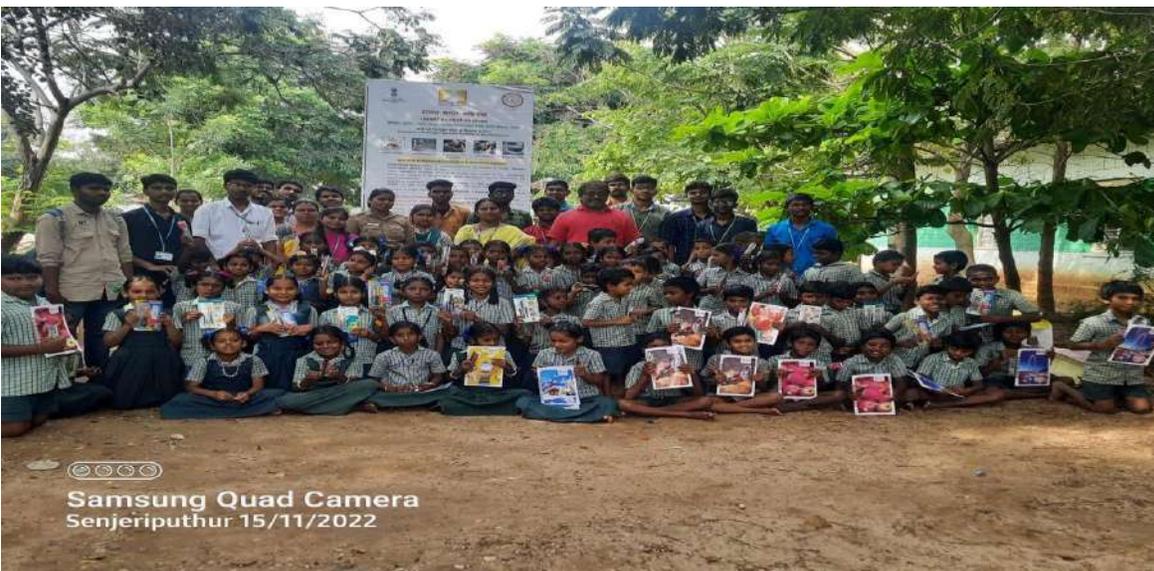


Quiz Competition (Quiz club).

Students Arts



Prize Distribution



End of the Event:



EVENT-2

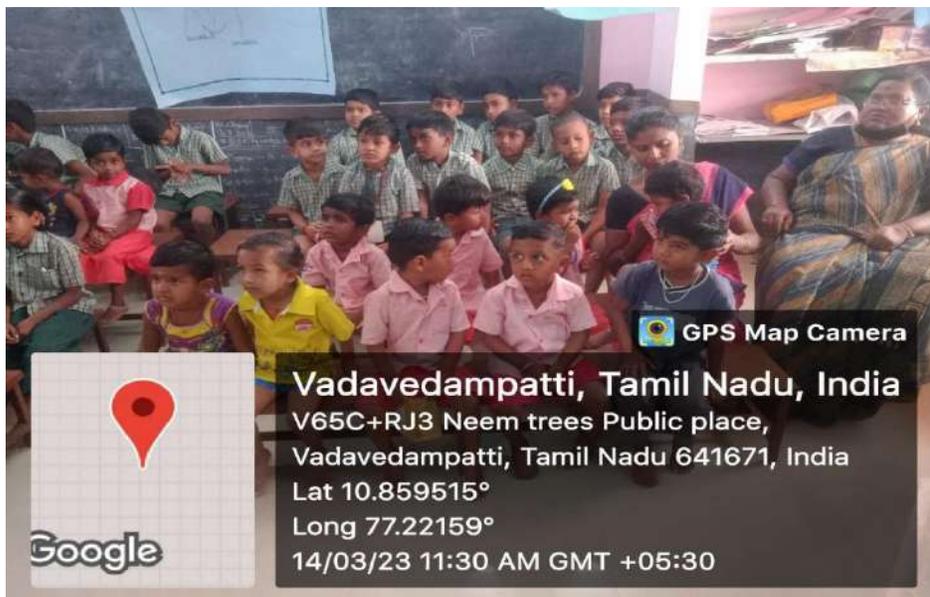
DATE	14.03.2023
VILLAGE	VADAVEDAMPATTI
VENUE	GOVERNMENT ADI DRAVIDAR WELFARE PRIMARY SCHOOL
DURATION	ONE DAY
PARTICIPANTS	20 VOLUNTEERS
EVENT INCHARGE	MR.K.MURALIDHARAN

This was the second official event conducted by the UBA club members of Coimbatore Institute of Technology. We conducted an educational event on March - 14th, 2023. We visited the government adi dravidar welfare primary school in Vadavedampatti village and conducted events to the students, with the help of other clubs in our college.

1. Martial Arts club
2. Kalam Knowledge Club
3. Space Club

Starting of Event

The event began with a warm welcome from the organizers, expressing gratitude to everyone present for their support and enthusiasm



Silambam (MAC)

Silambam, the traditional stick-fighting martial art, was taught to the students by the martial arts club. The club recognized the value and significance of silambam.



Students are being introduced to the art of silambam, a traditional stick-fighting martial art, as a means to develop their physical and mental abilities.



Punching Practice (MAC)



The martial arts club provided students with punching practice as a means of self-defense training. Students were taught and encouraged to develop their punching techniques to enhance their ability to protect themselves in potential confrontational situations.





Dance Competition

The Kalam Knowledge Club and Space Club organized a dance competition for students to showcase their dancing skills.

Students were given the opportunity to participate in a lively dance competition organized by the Kalam Knowledge Club and Space Club. provided a platform for students to demonstrate their talent and passion for dancing.



CUP GAME

The cup game, organized specifically for the students, allowed them to showcase their skills in a fun and competitive environment.



The organizers set up the cup game to encourage students to display their skills and foster healthy competition among them.

CLEANING PROCESS

The classrooms were thoroughly cleaned to ensure a clean and hygienic learning environment.

Dedicated efforts were made to clean the classrooms, promoting a clean and healthy space for students.

In order to maintain a high standard of cleanliness, the classrooms underwent a comprehensive cleaning process

Cleaning activities were conducted in the classrooms to promote cleanliness and ensure a comfortable atmosphere for students.



REPAIR WORK



Repair work was also undertaken to address specific issues and ensure the classrooms were in proper working order.

The repair work focused on fixing any broken or malfunctioning components within the classrooms

BEFORE CLEANING



AFTER CLEANING



Prize Distribution

Prizes were distributed to the winners as a recognition of their achievements and to celebrate their success.

The distribution of prizes served as a rewarding moment for the winners, acknowledging their hard work, dedication, and exceptional performance.



The event came to a close with a sense of fulfillment and accomplishment.

As the event reached its conclusion, participants, organizers, and attendees reflected on the successful outcome and the memorable experiences shared throughout.

NAKSHATRA 2k23

DATE	29.04.23 - 30.04.23
MODE	Offline
VENUE	L-101
PARTICIPANTS	150+

During Nakshaktra, a special event spanning two days, a series of engaging games and activities were organized specifically for the first-year students. The aim was to invigorate and enliven the newcomers while providing them with a memorable and enjoyable introduction to the college community.

The Nakshaktra Event Days were conceived as an opportunity to welcome and integrate the first-year students into the college environment. The event aimed to foster a sense of belonging, camaraderie, and excitement among the newcomers through a variety of interactive games and activities.

DAY 01

On the first day of Nakshaktra, a captivating event unfolded with a series of engaging solo and team games. The aim was to provide participants with an opportunity to showcase their individual skills, compete in various challenges, and kick-start the festivities with a day of exhilarating fun.

1) GUESS THE BGM

The BGM (Background Music) Guessing Game was conducted as an interactive and engaging activity for students to test their knowledge of various music pieces and their connections to different media contexts.

2) BAT TAPPING

The Bat Tapping Game event was organized with the goal of providing participants with a unique and enjoyable experience that would challenge their reflexes and coordination.

One of the most remarkable achievements of the event was the collective effort of participants to tap the target more than 1000 times. This incredible milestone showcased not only the participants' commitment but also their determination to surpass their own limits. The game's dynamic and fast-paced nature encouraged participants to tap repeatedly, resulting in an impressive display of endurance and coordination.



3) BUN EATING COMPETITION

The Bun Eating Competition was designed as a competitive activity where participants raced against time to devour a bun. The primary objective was to eat the bun as quickly as possible, with the first student to finish being declared the winner. The event was organized to showcase students' appetites and their ability to consume food rapidly.

The event attracted a lively and enthusiastic participation from students, each eager to prove their prowess in eating speed.

4) FOOT PRINTS GAME

The Footprints Game was designed as a unique activity where students had to match their palms and feet to corresponding pictures placed on the ground. The primary goal was to correctly align their hands and feet with the designated pictures. This game aimed to promote physical movement, cognitive engagement, and collaborative problem-solving.

Students found great pleasure in attempting to match their palms and feet to the corresponding pictures, often resulting in laughter and camaraderie. The game's combination of physical action and mental engagement contributed to the overall positive experience for all involved.



5) ARROW BOARD GAME

The Arrow Board Game was conceived as a dynamic activity where students were provided with arrows to throw onto a designated target board. Each participant had three chances to hit the target, and their scores were accumulated. The central objective was to accumulate the highest score, leading to the selection of a winner. This game was designed to cultivate accuracy, patience, and friendly competition.



DAY 02

BUSINESS GAME

NAKSHATRA 2K23
UBA and YHAI - Flagship Event

The Secret Market & Innovative Show

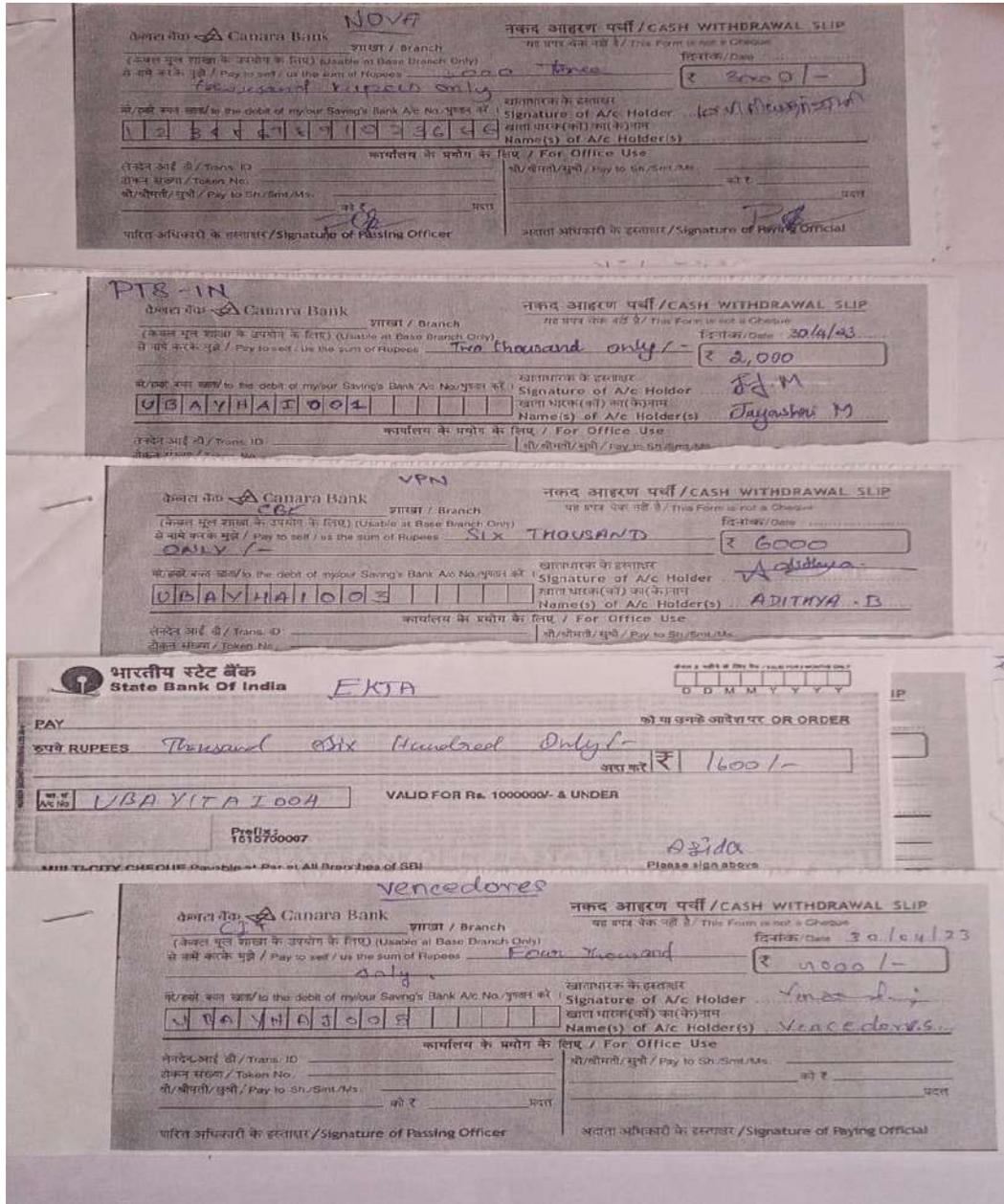
Rules:

1. The event will be of 2hrs duration, and for the first 30 minutes you can form a team, read the rules and ask doubts to us regarding the particulars of the event.
2. Each team will be provided with cash of Rs 6000/-
3. You are allowed to buy or rent certain Stationary items using the money provided.
4. Using those Stationary items you can create a product and let it be innovative (eg: boat origami using only paper, Photo frames using ice stick and charts, Construction of buildings, etc). The creativity is up to you. **The more stationary items you use from the stationary items you bought (not rented) to create products, the more valuable your new item will be.**
5. If you are in need of excess amount you can ask loan from the bank or you can participate in events that are being conducted and earn money to clear your debt.
6. You are also allowed to Auction/Sell your products to other teams. Extra points will be awarded if other teams buy your products.
7. The winner will be decided based on utilization of money, properties created, properties auctioned/sold, loan and loan repayment.

Sr. No	BUY THESE	PRICE	RENT THESE	PRICE
1.	Ribbon	200	Water colours	300
2.	Balloons(A set of 5)	100	Tape	200
3.	Ball	100	Scissors	500
4.	Ice stick(A set)	200	Stapler	500
5.	Decorations	200	Hacksaw blade	300
6.	Fevicol	400	Pipes	400
7.	Chart	100	Sketchpens	300

The Business Simulation Game, a strategic and collaborative team activity, was organized on the second day of the event.

The Business Simulation Game was designed to mimic a virtual society where teams of students acted as businesses. The primary objective was to accumulate the highest amount of fake currency through strategic decisions, investments, and trading. The game aimed to cultivate teamwork, decision-making skills, financial awareness, and a sense of competition.





The competitive element of the game added excitement and motivation for participants to strategize effectively and make sound business decisions. Additionally, the game provided a valuable learning opportunity by introducing participants to economic concepts, decision-making under constraints, and the importance of financial management.

1) POSE MIMICRY GAME

The Pose Mimicry Game centered around presenting a series of pictures depicting various poses or scenes. Participants from each team were then invited to come forward and physically mimic the poses shown in the pictures. The primary objective was to challenge participants to use their bodies to replicate the essence and details of the poses, showcasing their creativity and interpretation.

Participants eagerly embraced the challenge of translating pictures into physical expressions, and their willingness to engage in creative interpretation added to the overall enjoyment of the game.



2) CRAFT FAIR

The Handcrafted Creations Fair aimed to nurture students' creativity and entrepreneurial spirit by allowing them to create handcrafted items using various materials. The event simulated a market setting where students acted as both buyers and sellers, engaging in a mini business venture within the controlled environment of the fair.

The Handcrafted Creations Fair received positive feedback from both participants and attendees. Participants enjoyed the process of creating unique

items and engaging in sales interactions, while visitors appreciated the opportunity to purchase handcrafted goods and support their peers' entrepreneurial efforts.

3) LIPSTICK KISS GAME

The Lipstick Kiss Challenge was organized as a light-hearted and engaging activity that showcased participants' teamwork and precision.

The Lipstick Kiss Challenge involved teams of two students each. One student applied lipstick, and the other student used their lips to imprint kisses on a piece of paper. The primary objective was to collaborate effectively to create the largest number of lipstick kisses on the paper within the given time frame.

4) BLINDFOLD DRAWING CHALLENGE

The Blindfold Drawing Challenge invited participants to put on blindfolds and attempt to draw a picture based on verbal instructions given by the organizers. The main goal was to channel their artistic skills and imagination while relying solely on their sense of touch and the guidance provided to create a coherent and recognizable image on paper.

Participants enjoyed the challenge of translating verbal instructions into tangible drawings and eagerly anticipated the unveiling of their artwork.

5) SHOWCASE OF TALENTS

The Showcase of Talents event was a dynamic and vibrant platform where students were given the opportunity to exhibit their unique skills, such as singing and dancing.

The Showcase of Talents event was designed as a celebration of the diverse talents possessed by students. It provided a stage for participants to perform their skills, be it singing, dancing, or any other form of talent they wished to exhibit. The event merged creativity, entertainment, and the opportunity to earn rewards through the appreciation of the audience.



“Under the Nakshatra's twinkling embrace, we journey together, each star illuminating a unique tale of brilliance and unity”

UNNAT BHARAT ABHIYAN PILOT SURVEY

DATE: 29/01/2020

PLACE : SENJERI AYYAMPALAYAM, TAMILNADU-641 671

SURVEY TEAM:

2 FACULTIES -Mrs. M.Hannah Angelin (AP/CIVIL) & Mrs.S. Chandia(AP/MSc)

6 BOYS (II year CIVIL) -Praveen Kumar, Tamilarasan, Rohit, Soundharraja, Ravindra Prasath, Abishel Hari

2 GIRLS- (II year CIVIL)-Vidhyalakshmi, Indurekha

NUMBER OF HOUSEHOLD SURVEYED: 12

INTRODUCTION:

- Unnat Bharat Abhiyan (UBA) is inspired by the vision of transformational change in rural areas.
- Architecture of an Inclusive India .With this vision of UBA a team of eight members from **COIMBATORE INSTITUTE OF TECHNOLOGY (CIT)** visited **SENJERI AYYAMPALAYAM** to conduct the survey under the guidance of two staff members.



Objectives of survey

- To obtain information related to present and previous scenario of the villages.
- To find out the shortcomings in basic needs related to the basic infrastructure and amenities.

SENJERI AYYAMPALAYAM :

- Senjiri Ayyampalayam is located near Sultanpet

On 26th January 2020 , a grama sabha meeting was conducted by senjiri ayyampalayam panchayat. Staffs attended the meeting on that day and gave a brief explanation about the Unnat Bharat Abhiyan (UBA) scheme.



They accepted our request and helped us in conducting the survey .The overall response of the villagers were pretty good. Hospitality was very good.

SURVEY CONDUCTED IN SENJERI AYYAMPALAYAM :

The team met the villagers and conducted primary survey in that village.



DIFFICULTIES FACED BY THE VILLAGERS

1. Primary healthcare centre was not functioning properly and advanced technologies should be improved.
2. Need of individual water supply system.
3. Street lights are not functioning properly
4. Proper maintenance of public toilets.
5. Need of public transportation facilities because cabs for rent costs much.
6. Need of proper knowledge about proper schemes.
7. Improper roads
8. One house with three working ladies did not have electricity connection

SUGGESTIONS:

- Transportation facility in the form of share autos to the main bus stops (4kms away)
- ATM facilities.
- Conduct awareness about government schemes.
- Laying of proper roads with recyclable materials.
- Solar lamp can be given to that one house

The UBA PILOT SURVEY was conducted for one day and was successful.

Unnat Bharat Abhiyan Club, Coimbatore Institute of Technology, Civil Aerodrome Post,
Coimbatore, Tamil Nadu – 641 014

Gram Sabha Report Organized on 75th Republic Day of 26 January 2024

INTRODUCTION

Democracy in India extends beyond the ballot box, finding its vibrant expression in the heart of rural communities through Gram Sabhas. These village assemblies, held twice a year on Gandhi Jayanti and Republic Day, serve as platforms for local voices to be heard and needs to be addressed. Recognizing the crucial role of Gram Sabhas in empowering rural communities, the Unnat Bharat Abhiyan (UBA) Club of Coimbatore Institute of Technology (CIT) actively participates in these forums.

This year, on the momentous occasion of the 75th Republic Day (January 26, 2024), UBA club of CIT took its commitment to rural development a step further. We were entrusted with facilitating Gram Sabhas in five villages, offering our support and expertise to address local challenges and foster sustainable development.

In preparation for this impactful initiative, ten UBA CIT students, brimming with enthusiasm and a spirit of service, embarked on a meticulously planned journey. Prior to the Gram Sabhas, we contacted each Panchayat head, establishing a vital connection and ensuring seamless coordination. With the timings confirmed and our itinerary set, we were ready to delve into the heart of rural India. Our journey began in S.Ayyampalayam, a village nestled amidst verdant fields, where we were warmly welcomed by the Panchayat head and enthusiastic villagers. This marked the first of four captivating encounters, each revealing unique challenges and aspirations that resonated within the walls of the Gram Sabhas.



S.AYYAMPALAYAM

Stepping into S.Ayyampalayam, we were greeted by lush fields and the warm smiles of the villagers. The Panchayat head, readily welcomed us and shared their primary concerns. The rampant weed growth, choking pathways and hindering daily activities, was a major source of frustration. They envisioned their village transformed into a clean and verdant space, and their passionate pleas resonated with us.

Furthermore, the news of the government middle school being nominated for the Anbazhagan School Awards sparked immense pride in the community. However, the school's infrastructure, particularly the classrooms and playground, required significant refurbishment to truly shine. Witnessing the villagers' dedication to their children's education, we understood the importance of supporting their aspirations



S.Ayyampalayam Village Gram Sabha

SENJERIPUTHUR

As we journeyed to Senjeriputhur, the landscape shifted to arid fields, reflecting the village's struggle with water scarcity. The recent government water schemes, while aimed at improvement, had disrupted existing pipelines, leaving farmers reliant on dwindling village ponds and wells. The lack of proper pumps and motors further exacerbated the issue, threatening their agricultural livelihoods.

The villagers, led by the passionate Panchayat head shared their anxieties about the uncertain future of their crops. Their stories highlighted the critical need for sustainable water management solutions, not just for Senjeriputhur, but for rural communities across the region.



Malaipalayam Village



People Expressing their concerns and issues to Village Head

VADAVEDAMPATTI

Reaching Vadavedampatti, we were met by a bustling village with a distinct focus on safety. The primary concern raised was the lack of fencing along the main road, posing a constant threat to pedestrians, especially children. The overgrown bushes further obscured visibility, adding to the safety concerns.

The articulate Panchayat head, emphasized the need for immediate action to prevent accidents and ensure safe passage for all. Their concerns resonated with our understanding of the importance of creating accessible and secure infrastructure in rural communities.



Vadavedampatti Village Panchayat



Village People briefing their issues to UBA Students

MALAIPALAYAM

Our final stop, Malaipalayam, presented a stark contrast with its picturesque landscapes marred by a neglected canal. The villagers, led by the ever-optimistic panchayat head shared their

anxieties about the absence of protective barriers along the canal's edge, posing a significant safety risk, especially for children.

Furthermore, the canal, choked with vegetation and stagnant water, presented a sanitation hazard and threatened the surrounding environment. Their pleas for immediate cleaning and maintenance highlighted the crucial role of prioritizing environmental well-being and ensuring the safety of residents.



Gram Sabha at Malaipalayam Village



Village Canal invaded by weeds and no proper fencing

CONCLUSION

These four Gram Sabhas were not merely gatherings; they were testaments to the resilience and aspirations of rural communities. As UBA club of CIT students, we were humbled by the

opportunity to listen, learn, and engage in a meaningful dialogue that shed light on the diverse needs and challenges faced by these villages. This experience has laid the foundation for future UBA club of CIT initiatives, as we strive to address these concerns through targeted camps, awareness programs, and collaborations with relevant authorities.

This is just the beginning of our journey. By actively participating in Gram Sabhas and amplifying the voices of rural communities, the UBA club of CIT hopes to contribute to a future where every village thrives, and every voice is heard.



COIMBATORE INSTITUTE OF TECHNOLOGY

(An Autonomous Institution Affiliated to Anna University)



UNNAT BHARAT ABHIYAN CLUB

Coimbatore - 14

DATE	12.09.2023
VILLAGE	S.AYYAMPALAYAM
VENUE	PANCHAYAT UNION MIDDLE SCHOOL
DURATION	ONE DAY
PARTICIPANTS	24 VOLUNTEERS
EVENT INCHARGE	Ms.S. KARTHIKADEVI

This educational event was conducted by the UBA club members of Coimbatore Institute of Technology. We conducted an educational event on September-12th,2023. We visited the panchayat union middle school in S.Ayyampalayam village and conducted events to the students, with the help of other clubs in our college.

1. Martial Arts club
2. Kalam Knowledge Club
3. YOGA Club
4. EBSB (Ek Bharath Shrestha Bharath)

The aim of this event was to create an engaging and interactive learning experience for the students of the school, fostering a love for education and personal growth.

STARTING OF THE EVENT

The event started with a friendly welcome from the organizers. They thanked everyone for their support and enthusiasm. This set a positive tone for the day and showed that we were all there to give an engaging and interactive learning experience for the students of the school.



MARTIAL ARTS CLUB

The students from the Martial Arts Club introduced themselves and briefly explained the core principles and benefits of martial arts, such as discipline, respect, and self-defense.



PUNCHING PRACTICE

The participants were divided into smaller groups, and each group was assigned a dedicated club member who provided instructions and demonstrations on basic punching techniques.



After the demonstrations, the school students had the opportunity to practice these techniques with the guidance and support of the club members. This hands-on experience allowed them to understand the proper form and execution of each punch.

SILAMBAM

MAC club members demonstrated various Silambam techniques and then guided the school students through hands-on practice.



After the Silambam segment, the focus shifted to Kalari martial arts. Club members skilled in Kalari showcased dynamic movements and postures unique to this ancient art form. Participants were introduced to fundamental stances, kicks, strikes, and self-defense techniques.

KALAM KNOWLEDGE CLUB (KKC)

The Kalam Knowledge Club orchestrated an exhilarating and enlightening event that embraced both intellectual excellence and artistic expression. The event featured a stimulating Quiz Competition followed by a mesmerizing Dance Competition, tailored to engage and challenge school students.



The Quiz Competition commenced by testing participants' knowledge across a wide spectrum of topics, including science, literature, history, and current affairs.



This event was a platform for students to express their creativity and artistic abilities through the medium of dance. The competition not only celebrated diverse dance forms but also showcased the dedication and talent of the participants.



The participants, both solo and group performers, demonstrated exceptional talent and stage presence. Their confidence and passion were infectious, leaving a lasting impression on everyone present.

EK BHARATH SHRESTHA BHARATH (EBSB)

The Ek Bharat Shrestha Bharat (EBSB) Club organized an exciting and engaging event for school students, known as the "Cup Games." This event aimed to



promote teamwork, coordination, and creativity while celebrating the unity in diversity that defines our nation. The cup games included both team-based and solo activities where participants built pyramids using cups and straws.



What made this competition even more thrilling was that two teams competed simultaneously, each equipped with plastic or paper cups and straws. The objective was to create the tallest and most stable pyramid.

It's worth noting that the students displayed remarkable integrity throughout the games, adhering to the rules with the utmost honesty. They never attempted to cheat, ensuring a fair and competitive environment that contributed to the overall success of the event.

EBSB Club organized an inspiring drawing competition that celebrated the rich tapestry of traditional India. This event provided a platform for school students to showcase their artistic talents while highlighting the cultural diversity and heritage of our nation. The competition focused on creating drawings of traditional things, allowing participants to explore and depict various aspects of India's rich traditions.

The drawing competition revolved around the theme of "Traditional Things." Participants were encouraged to choose subjects that reflected the cultural heritage and traditional elements that are deeply rooted in Indian society.

YOGA CLUB

The Yoga Club facilitated a series of sessions that encouraged students to explore the transformative power of yoga.

This initiative aimed to promote physical and mental well-being while fostering an active and healthy lifestyle among the student body. The enthusiastic participation of students added vitality to the yoga program.



The yoga sessions promoted physical fitness, flexibility, and improved posture. Participants also learned stress-reduction techniques and mindfulness practices, empowering them to better manage the demands of academic and personal life.





The event received overwhelmingly positive feedback from participants who expressed gratitude for the opportunity to explore yoga and its myriad benefits. Many students mentioned feeling relaxed, rejuvenated, and mentally centered after the sessions.



PRIZE DISTRIBUTION



Prizes and certificates were distributed to students from all grade levels. The event was a testament to the school's commitment to acknowledging every student's efforts and accomplishments. Prizes and certificates were awarded to all participants of the one-day camp. This inclusive approach ensured that each attendee felt valued and appreciated for their active involvement.



THE EVENT'S CONCLUSION



Throughout the event, attendees enjoyed a variety of activities and experiences. The event concluded with a sense of fulfillment and accomplishment that will be remembered by all who participated. It was a testament to the strength of unity and collaboration in achieving meaningful goals and creating lasting memories. As everyone departed, they carried with them the inspiration and motivation to continue making a positive impact in their communities and beyond.

"Bridging Minds: School Meets College"