



KAUSHAL BODH ACTIVITY REPORT
SESSION: 2026-27

Name of the Activity : Workshop on Scratch Gaming

Day & Date : Wednesday, 8 April 2026

Class :VI

Teacher Incharge : Ms. Jyoti Khattar

Activity Incharge : Ms. Kumari Shalini

Objectives: To enable the learners to:

- **understand the basics of Scratch programming** and identify different blocks such as motion, looks, sound, and control.
- **design simple interactive games** using sprites, backgrounds, and basic coding commands.
- **apply logical thinking and problem-solving skills** to create game rules and sequences.
- **use creativity and imagination** to develop unique game characters, stories, and challenges.
- **collaborate and share projects** with peers, demonstrating confidence and communication skills.

“Games are the most elevated form of investigation.”

— Albert Einstein

A Glimpse of the Event

The **Scratch Gaming Workshop** conducted for **Class VI** students was an engaging and enriching learning experience that combined creativity with basic programming skills. The session aimed to introduce students to the fundamentals of coding through the interactive platform Scratch.

The workshop began with a brief introduction to Scratch, where students learned about its interface, sprites, backgrounds, and basic coding blocks. The concept was explained in a simple and interactive manner, making it easy for students to understand and participate actively.

Students were then guided step-by-step to create a car racing game using Scratch sprites. They learned how to control sprite movements, add backgrounds, and use coding blocks to design game logic such as movement, speed, and direction. The hands-on activity allowed students to explore their creativity while applying logical thinking and problem-solving skills.

The enthusiasm among students was evident as they experimented with different features, customized their games, and shared their creations with peers. The workshop encouraged collaboration, innovation, and confidence in using technology.

Overall, the workshop proved to be highly successful. Students not only enjoyed the process of creating their own games but also gained valuable exposure to the basics of coding and game design. It was a fun-filled and productive session that fostered both learning and creativity.



