



Atal Tinkering Lab Report

Academic Session 2022-23

“Robotics and other combinations will make the world pretty fantastic compared with today.”

Bill Gates

APS always strives hard in fostering curiosity, creativity, technology and imagination in young minds and also nurtures the design mindset, computational thinking in students. Young children get a chance to work with tools and equipment to understand what, how and why aspects of STEM (Science, Technology, Engineering and Math), the students of APS Mundra participated in various competitions across the year and brought laurels not only to themselves but also to their mentor **Ms. Dhvani Acharya** and the APS school. They showcased their talents and made various models under the guidance of Ms. Dhvani Acharya and their efforts were well appreciated by the Director (Kutch Region) Ms. Meeta Jadeja and the Principal - Dr. Mayur Patadia.

Participation	Achievements	Creation
WSRO NATIONAL LEVEL ROBOTICS EVENT (Quarky Pick and Place Challenge)	1 st Position	Quarky based Robot
SCIENCE CUM ATL EXHIBITION	Participation	(i) Working Model of Drone (ii) Device for Blind People (using Arduino Uno and Ultrasonic Sensor; Coding done through Pictoblox)
REPUBLIC DAY ROBOTICS COMPETITION BY STEMPEDIA	Participation	Software based games
Codeovour 2022	Participation	(i) Accident Prevention System (ii) Face detection System using Pictoblox (iii) Automatic Dustbin (iv) Automatic Door locking System (v) Automatic Car Parking System
ATL Marathon 2023	Participation	(i) Agriboat Project using Evive

CODEAVOUR 2022-2023:

Codeavour 2022 was the biggest online AI & Coding Competition for Students. It was sponsored by Stempedia. 58 students from Adani Public School, Mundra participated in this mega event and received participation certificates for the International Level Coding Skills. The following students participated in the above competition.

Students	Standard	Section
Dhairya Uphadyay	6	Saffron
Rishaan Sharma	6	Saffron
Jaydev Patel	6	Saffron
Arjun Narayan	6	Saffron
Dev Patel	6	Verbenas
Karmaveer Gohel	6	Verbenas
Heet Amarani	6	Verbenas
Vishva	6	Verbenas
Shanika	6	Verbenas
Shrey Gajendragadkar	6	Verbenas
Kunj patel	7	Peonies
Shubham Shamdasani	7	Peonies
Daksh Shah	7	Pansies
Ishant Upadhyay	7	Pansies
Vyom Joshi	7	Pansies
Satya Vaghamshi	7	Pansies
Harshdeep Sinh Zala	7	Pansies
Shauryaraj	7	Irises
Heer Ganatra	8	Carnations
Zalak Sanghavi	8	Carnations
Hrishikesh Ojha	8	Carnations

Suhani Nayal	8	Carnations
Harnish Vasani	8	Hazels
Aditya Mehrotra	8	Hazels
R.D. Kishore Kumar	8	Hazels
Viraj Tanna	8	Snowdrops
Naitik Joshi	8	Snowdrops
Saksham	10	Rosemarys
Shaurya	10	Rosemarys
Shubhayu Kundu	12	Sweet peas

The students learnt the designing of software games, hardware and animations using Picto Box coding. They understood how to innovate new things, how to troubleshoot if the project is not working. In the hardware section; they learnt the names of components, usage, assembling and coding. The students were even seen very eager to participate in more AI & Coding Competitions. Mr. Vivek Verma, from Stempedia, also arranged an online session for introduction and troubleshooting.









