Scratch Project - Tools Lab – Team 6

Team members:

1. Karishma Khan (1st Year, MTech.)
2. Jatin Ambasana (2nd Year, Ph.D.)
3. Sumitra Sadhukhan (2nd Year, Ph.D.)

Description:

We started by brainstorming about the problem to be made for some specific age group and had come up with lots of ideas. But then we finalized to create sub-projects for three different ideas, which were targeted for three different age groups. We thought of creating three different games for children of age groups 4-6 years, 6-8 years, and for 8 years and above. Initially, we also thought of creating an outer project that could include a Genie that asks the game user to free him by answering three different questions. But after creating three different sub-projects and the Genie project in Scratch, we found that it is not possible to merge all three as there were many complicated issues in tracking the events of each sub-project. So we decided to keep the three sub-project files separately and submit them together as links here. You can access the Brainstorming Excel sheet using this link.

Important Links:

- Scratch Studio link: https://scratch.mit.edu/studios/30552510

- Sub-Project 1: https://scratch.mit.edu/projects/593874154
  - Title: *Identify the size of the fruits.*
  - Description: This activity is made for children of age group 4 - 6 years. The activity is to put the fruits in a bowl that matches their size. It is made to help understand the concept of size.
  - Initially conceptualized by team member: Jatin
  - Video Link: https://youtu.be/3BbPMh0Z5ks
- Sub-Project 2: https://scratch.mit.edu/projects/592370342
  - Title: *What is Gravity?*
  - Description: This activity is made for children of age group 6 - 8 years. The activity is to answer correctly the question related to the phenomenon of Gravity. A Fruit falls on the head of a person and he thinks about it that why the Apple fell on his head. He asks a question about it and the user has to answer it correctly.
  - Initially conceptualized by team member: Karishma
  - Video Link: https://youtu.be/cfAlGn5d4YU

- Sub-Project 3: https://scratch.mit.edu/projects/592628504
  - Title: *Knapsack Problem (Fool the Robber).*
  - Description: This activity is made for children of age group 8 years and above. Here a Robber tries to steal the most precious item from a house and the house owner will fool him by providing a complicated problem to solve. The user has to answer the question in a text box. If the user answers the question correctly then the thief can get the item otherwise he cannot steal the item.
  - Initially conceptualized by team member: Sumitra
  - Video Link: https://youtu.be/zXZEHb0ncx8

- Abandoned Genie project link: https://scratch.mit.edu/projects/593036920