

ST. ALOYSIUS' COLLEGE, JABALPUR
OUT-REACH PROGRAMME
SESSION 2025-26

Programme Theme: Computer Literacy Programme

Duration: 1 Day

Date: 31st January 2026

Number of Faculty Participants: 1

Number of Student Participants: 3

Mode of Activity: Offline / Onsite

Venue: Ekikrit Shashkiya Vidyalaya, Khamaria, Jabalpur, M.P.

REPORT

1. Games Playing and Basic Computer Literacy

- Introduction to computers using simple language and game-based learning.
- Identification of basic computer parts through interactive activities.
- Demonstration of turning the computer/laptop on and off safely.
- Hands-on practice with keyboard and mouse using educational games.

2. The session focused on:

- What is a Computer?
- Uses of Computer in daily life.
- Types of Computers (Desktop, Laptop, Mobile).
- Basic Computer Parts (Monitor, CPU, Keyboard, Mouse).
- Playing simple educational games to improve mouse control, keyboard usage, and understanding of screen interaction.

The session was interactive and engaging, conducted using child-friendly language to ensure easy understanding and active participation from primary students.

OUTCOME

The programme successfully enhanced basic computer literacy among primary students through games and interactive activities. Students showed enthusiasm, active participation, and enjoyment while learning, making the session both effective and fun.

CONCLUSION

- Increased awareness of basic computer knowledge through game-based learning.
 - Developed interest and curiosity towards computers and technology.
 - Improved confidence in handling basic computer operations.
 - Strengthened interaction between college and school community.
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STAR PERFORMERS

- Aditya Gujar Pasi
 - Ayushi Sharma
 - Mahfooz Khan
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FACULTY

- Ms. Mala Das
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