

Report on Two-Day DIY STEAM Kits ROBOKART Training Program



The Innovation Club of Government Arts College, Maninagar, successfully organized a two-day DIY STEAM Kits Robokart training program from August 21 to August 22, 2024. The training aimed to provide hands-on experience and enhance the practical knowledge of students

in the field of science, technology, engineering, arts, and mathematics (STEAM). A total of 56 students, primarily from the Bachelor of Arts First Year (BAFY), actively participated in the event.

The program was led by Mr. Ankush Singh, an expert trainer in the field of robotics and STEAM education. During the two-day session, Mr. Singh provided extensive training on various kits designed to foster innovation and curiosity among the students. The training covered:

1. **Electronics Kit:** An introduction to basic electronics components and circuits.
2. **Advanced Electronics Kits:** A deeper understanding of complex electronic circuits and their applications.



3. **Mechatronics Kits:** The integration of mechanical and electronic components to



design automated systems.

4. **Telescope Kit:** Assembling and understanding the working principles of a telescope.

5. **Advanced Science Kit:** Exploring scientific concepts through practical experimentation.

6. **VR Globe Kit:** Utilizing virtual reality to study geographical and astronomical features.

7. **Energy Conservation Kits:** Learning techniques to conserve energy and develop sustainable practices.

8. **Drone Kit:** Assembling and understanding the mechanics of drones, with insights into their practical applications.

9. **Earth Science Kit:** Studying geological formations and processes through hands-on activities.



The students showed immense enthusiasm throughout the training, engaging in practical activities, and working on the different kits under the guidance of Mr. Singh. Their participation in assembling and testing the kits allowed them to gain firsthand experience in STEAM fields, helping bridge the gap

between theoretical knowledge and

practical applications. The training concluded with an interactive Q&A session, where students had the opportunity to clarify their doubts and seek further guidance from the trainer. Feedback from the

participants indicated a high level of satisfaction, with many expressing interest in pursuing further activities related to STEAM education.