

## Design Thinking Project

### Budgeting for Life

In this project, students learn and understand about budgeting and the various processes related to budgeting.

- Record keeping of Bills and maintaining cash books
  - Categorizing expenses and data handling through spreadsheets
  - Creating an App to manage day to day expenses and track savings
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### Eco-citizen

In this project, students will record and analyze their daily wastages of food, plastic, paper, electronics and so on, segregating it, finding ways to recycle and upcycle it, making art out of it, undertake charitable donations and drives, or even invent a business model out of their waste generation and disposal models.

- Record keeping and analysis of their monthly waste generation to monitor consumption and wastages.
  - Design a game for awareness on waste segregation bins management
  - Conducting a charity drive
  - Creating a simple business pitch based on upcycling ideas
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### Preparing for the worst: Disaster Management

In this project, students will study the impact of man made activities and how they are resulting in floods. They will use their STEM skills to design and build a model of flood proof house. They study the flooding and its effects by making a small scale simulation model.

- Categorizing the reasons (natural and man made) for floods by taking one case study.
  - Design a simulation model to understand the impact of floods.
  - Designing the flood proof house model and testing the model
  - Prepare final report of project from problem phase to feasible solution.
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### Designing a Mini theater

In this project, students will get a chance to brainstorm about how theaters are built, and think out the entire process of making and running one, it's construction, design for its' seats,

projection of video, acoustics, it's business model and so on, by designing a mini-version of it at home for approval of finance from a make believe bank.

- Prototype of Theater
  - Report of business model: Costs and Income from theater and accessory activities
  - Final Presentation
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## Board game Inventor

Through this project, students get to empathize with people with physical or sensory disabilities by designing a game/ sport for them.

- Interpersonal communication and Perspective taking
- Craft/ Construction/ Modeling
- Creative thinking