



ALVA'S INSTITUTE OF ENGINEERING & TECHNOLOGY

A Unit of Alva's Education Foundation (R)

(Affiliated to Visvesvaraya Technological University, Belagavi.

Approved by AICTE, New Delhi & Recognized by Government of Karnataka)

Shobhavana Campus, Mijar, Moodbidri- 574 225, Mangalore, D.K., Karnataka State.

Phone: 08258-262724 (O), 262725(P), Telefax: 08258-262726

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Report on Computational Thinking workshop for Rural School Students

The Department of Computer Science and Engineering at Alva's Institute of Engineering and Technology organized a four-day Computational Thinking workshop for rural school students under the IEEE STEM Grant from 11th to 14th of November 2024. The program was inaugurated by Dr. Vasudeva, Chair of the IEEE Mangalore Subsection.



Dr. Manjunath Kotari, Professor and Head of the Department of Computer Science and Engineering, and Dr. Chandra Naik, Associate Professor and coordinator of the event, were present. Mr. Neerav Patel, President of the IEEE Student Branch AIET, Abhishek R.G., Vice President of the IEEE Student Branch AIET, and other office bearers of the IEEE Student Branch AIET were present. Thirteen third-year CSE students volunteered for the program, which benefited 77 CBSE high school students.

A. Project Motivation:

The primary focus of school education is to equip children with language and analytical skills for every child. Along with these skills, computational thinking is an essential skill that every child needs to develop in the early stages of their education. Computational thinking has a broader scope in understanding any real-world problem, designing an appropriate solution to the problem, and representing the solution in a form that a human or a machine can execute.

Many schools in India are teaching digital literacy through basic computers, but a computational thinking curriculum has yet to be added. However, New education policy 2020 India, encourages STEM (i.e Science, Technology, Engineering and Mathematics) focused curriculum. The STEM equips children with the critical thinking, collaborative skills, and



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problem-solving abilities that are required to succeed in a skill based society. Computational thinking is root of the STEM education.

B. Program Goals and Objectives:

The workshop aims to teach diverse problem-solving approaches, such as breaking down problems into smaller, manageable subproblems and solving them independently. Participants will also learn how to integrate these individual solutions into a unified outcome. The workshop places emphasis on skills like identifying appropriate abstractions to manage problem complexity, recognizing existing patterns or models applicable to new problems, constructing various procedures for problem-solving, and comparing results when multiple solutions are available. Computational thinking methods are conveyed through a series of captivating, engaging, and enjoyable activities.

The Objectives of the Workshop:

The workshop aims to teach 4-pillars of Computational thinking and basic coding skills:

B.1. Decomposition: Breaking down problems into smaller, manageable sub problems and solve them independently.

B.2. Pattern recognition: Participants will learn how to identify pattern in the problem.

B.3. Abstraction: The skill helps in identifying appropriate abstractions to manage problem complexity. i.e identifying essential information by ignoring detailed information, eg From set animals , group animals with 4 legs, here essential information is 4 legs, ignore detailed information like one horn or two horn animals so on

B.4. Algorithms: Step by step approaches to arrive at the solution.

Computational thinking methods are conveyed through a series of captivating, engaging, and enjoyable activities. All afternoon sessions, we taught basics of programming using Scratch (a Block based programming language) and Python.

C. Participants, Volunteers and Event Schedule:

C.1. Participants. 77- IX standard students of age group 14-15 years(Boys-33, Girls-44)

C.2. Volunteers: 13- III year engineering students of age group 20-21 age

C.3. Teachers: 6- High School Teachers

C.4. Parents/Wardens: 3



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C.5. Detailed Schedule

Day-1		
(9.30AM -10.30PM)	Inauguration	MC: KANISHKA SHETTY Chief guest Introduction: AKHILESH Vote of Thanks: HARSHITHA M
Session -1 (10.30AM -11.30PM)	Overview of Computational Thinking (Decomposition, Pattern recognition, Abstraction, and Algorithms)	Dr. Chandra Naik
Session-2 (11.30AM -12.30PM)	Decomposition -Discussion Activity	HARSHITHA M
Session-3 (1:30PM-2:30PM)	Hands-on Session Scratch Programming –Basic elements	SRUSHTI N B and Team
Session-4 (3:00PM-4:00PM)	Hands-on Session Scratch Programming- Loops & Basic Animation, Demonstration of programs.	TANGEVVA R G.and Team
Day-2		
Session -1 (9.30AM -10.40PM)	Pattern recognition – Discussion/Activity	AKHIFA SHEIK
Session-2 (11.00AM -12.30PM)	Graphs and Dynamic Programming -activity	KARTHIKEYA J S and PRATHAMESH SHETTY
Session-3 (1:30PM-2:30PM)	Scratch Programming -Explore preloaded projects Systematic Counting.	VARSHITHA R and Team
Session-4 (3:00PM-4:00PM)	Scratch Programming - Animation with moving object, Games, Animation with motion.	NISARGA S and Team
Day-3		



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Session -1 (9.30AM -10.30PM)	Abstracts Discussion/Activity	ARJITHESH and KANISHKA SRETTY
Session-2 (11.30AM -12.30PM)	Searching and Sorting discussion / Activity	SAMBRAM HEGDE
Session-3 (1.30PM-2.30PM)	Introduction to Python Programming, And simple programs- involves conditional statements(if, if else)	KEERTHANA M and Team
Session-4 (3:00PM-4:00PM)	More programs – involves looping (for and while), a simple function program	YOGHANA B K and Team
Day-4		
Session -1 (9.30AM -10.40PM)	Algorithm development and Basics of algorithms	YOGHANA B K and Team
Session-2 (11.00AM -12.30PM)	Algorithm development – Flowchart/ Activity	SRUSHTI N B and Team
Session-3 (1:30PM-3:00PM)	Assessment and Feedback Session: Develop a model/Process and demonstration: Able to identify all 4 elements of computational thinking.	Coordinator and Volunteers
Session-4 (3:00PM-4:00PM)	High Tea/Valedictory-Photo Session	



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C.5. Event Summary:



On day-1, In the morning session, the program coordinator, Dr. Chandra Naik, introduced Computational Thinking (CT) and provided an overview of its pillars (Decomposition, Pattern Recognition, Abstraction, and Algorithms) to the audience with numerous examples. Later, Ms. Harshitha M, gave a detailed explanation of decomposition through various activities.

The afternoon session started at 1:30 PM. During this session, Ms. Shruti and her team introduced the Scratch programming language, covering its basic elements, loops, basic animation, and demonstrations of programs.

On day-2, The morning session started at 9:00 AM. Ms. Akhifa discussed pattern recognition, focusing on the identification of patterns in problems. Furthermore, she conducted various activities to help students identify patterns in programs. Dr. Chandra Naik, the coordinator of the program, illustrated the elements of Computational Thinking (CT) using the Tower of Hanoi problem. He also encouraged the students to play with Tower of Hanoi toys and find solutions for varying numbers of discs. This was followed by Mr. Karthikeya J.S. and Mr. Prathamesh Shetty, who taught graph and dynamic programming concepts with numerous examples.

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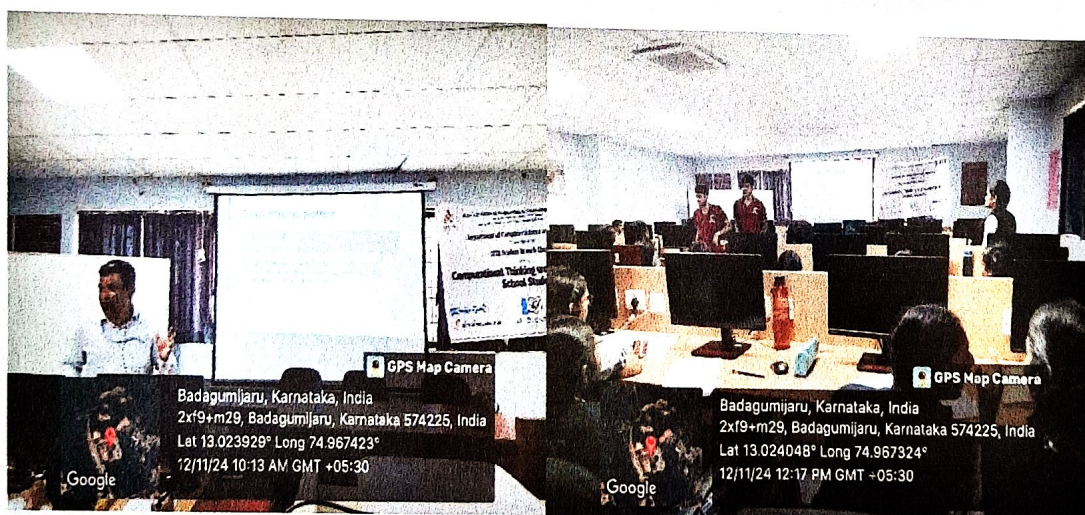
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In the afternoon session, Ms. Varshitha R. taught how to develop simulation games using Scratch and demonstrated various pre-loaded projects, such as animations with moving objects, games, and motion-based animations. Finally, the team provided insights into implementing simple programs, such as finding the sum of two numbers and determining the largest of three numbers.





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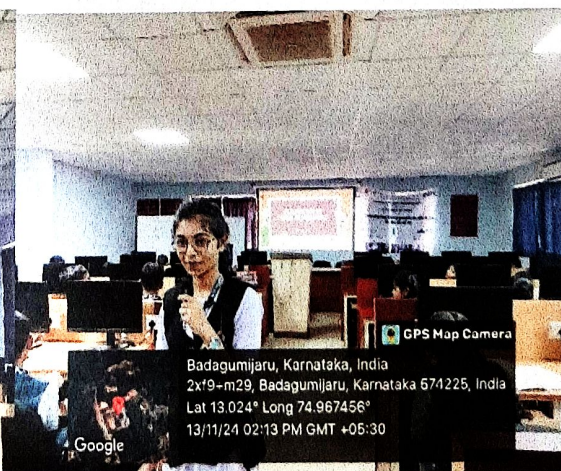
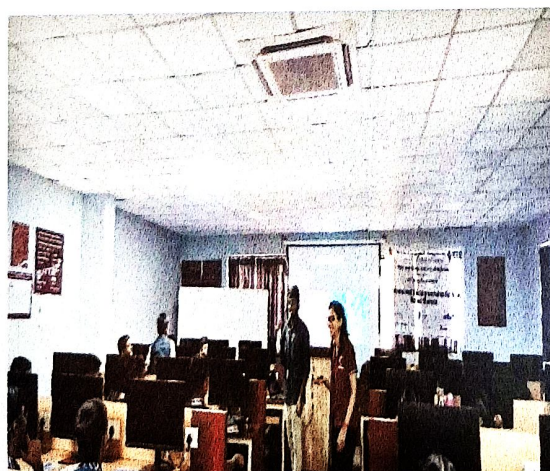
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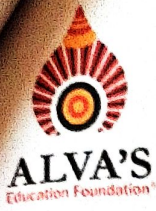
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On day-3, In the morning session, Ms. Akhilesh and Kaniska Shetty discussed abstraction, focusing on abstracting essential elements in various real-world problems to reduce problem complexity during the initial stages of designing solutions. Furthermore, Mr. Sambaram Hegde provided insights into searching and sorting through role plays (Linear Search vs. Binary Search, Bubble Sort vs. Quick Sort).

In the afternoon session, Ms. Keerthana M and her team taught the basics of Python programming. They covered programs involving conditional statements (if, if-else) and loops (for and while). Finally, the team introduced a simple function program to the participants.





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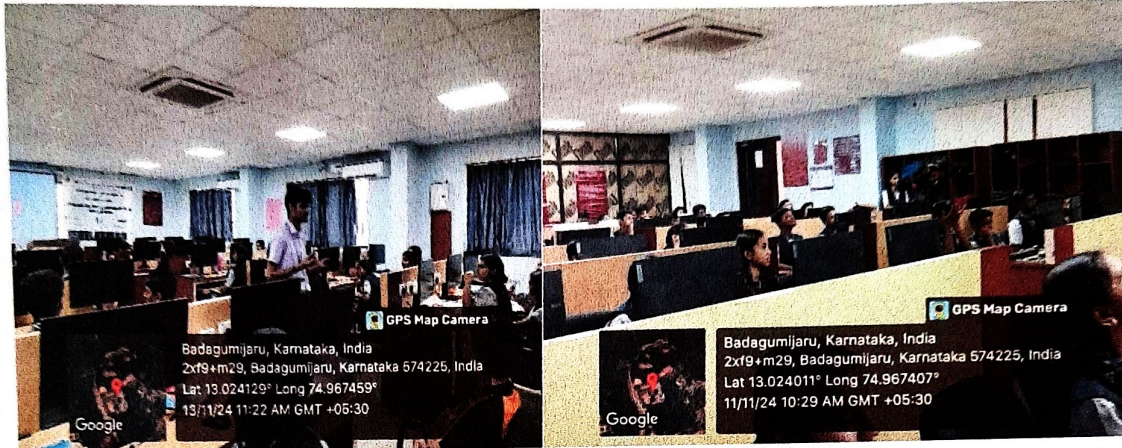
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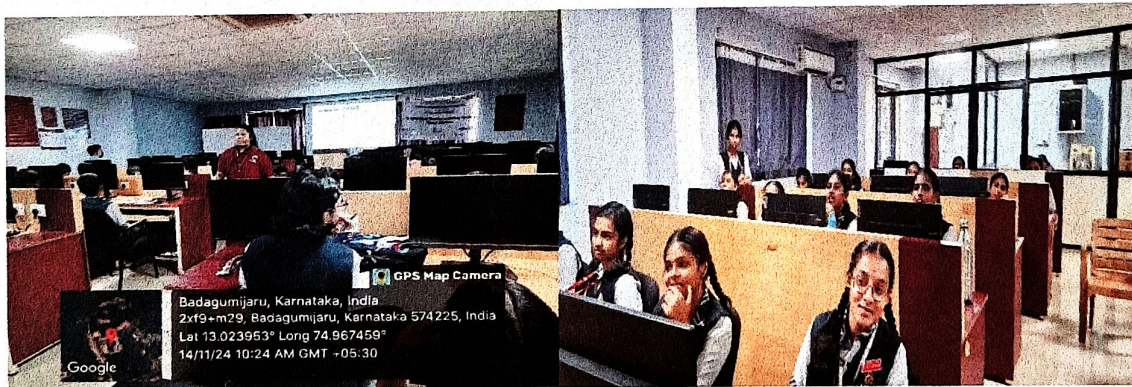
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On day-4, In the morning session, Ms. Yogana and her team taught algorithm development and the basics of algorithms. They also guided the students in developing algorithms and flowcharts for simple programs, such as adding two numbers, finding the largest of three numbers, calculating the factorial of a given number, generating a Fibonacci series for a given range, and finding the GCD of two numbers.



In the afternoon session, an assessment and feedback session was conducted. All participants were asked to work on self-chosen problems, design solutions using the four elements of Computational Thinking (CT), and demonstrate their solutions.



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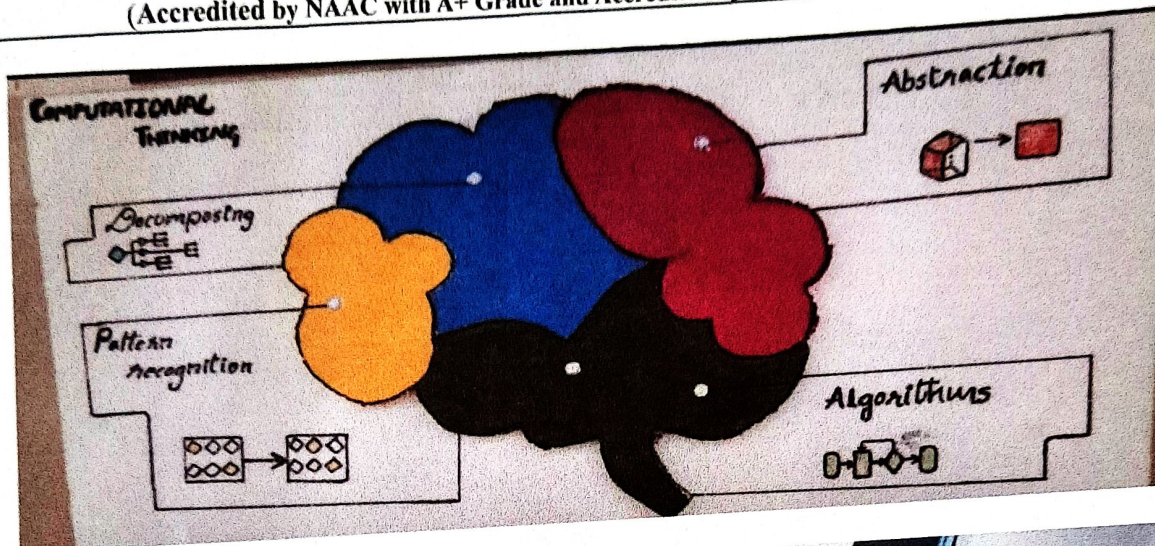
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D. Assessment methods:

The main goal of the young student workshop is to provide participants with a solid foundation of computation and programming skills. Learning skills are assessed through the followings,

D.1. The students are asked to take quizzes on topics that are covered on each day to check immediate understanding of the topics covered.

D.2. The Students are asked to take problem of their choice from the real-world and design solution by applying all the pillars of computation thinking to evaluate their creativity and elevate them to high order thinking skills.

D.3. The students are asked to form a group and work in a team that gives them an exposure of working in collaborative environment. Which is essential in the STEM career.

D.4. A final criterion of evaluation is measured by students' regularity, involvement in solving assignment, and interaction with volunteers



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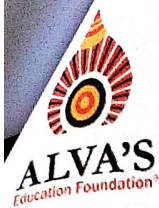
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E. Assessment Results:

E.1. Scratch Quiz Sample Questions:

1. What is a sprite in Scratch?
2. Which of the following blocks can you use to start a sprite's action?
3. How can you create a new sprite in Scratch?
4. Which block is used to detect when a specific key is pressed?
5. Which block can make a sprite say something?
6. What is the purpose of the "broadcast" block in Scratch?
7. Which of the following events can trigger a sprite's action in Scratch?
8. How can a sprite detect when it touches another sprite?
9. What does the "when backdrop switches to [backdrop]" block do?
10. How can you stop a script from running in Scratch?
11. Which of the following can be used to control when a sprite moves?
12. What happens when the "forever" block is used in Scratch? a) The script repeats once b) The script keeps repeating until stopped c) The script waits for a condition d) The sprite disappears
13. Which block can detect if a sprite has been clicked? a) When this sprite clicked block b) If [key] pressed block c) Touching [sprite] block d) Broadcast [message] block
14. How can a sprite change costumes? a) Using the "next costume" block b) Using the "when backdrop switches" block c) Using the "wait" block d) Using the "repeat" block
15. Which event block is used to send a signal to start another script in Scratch?



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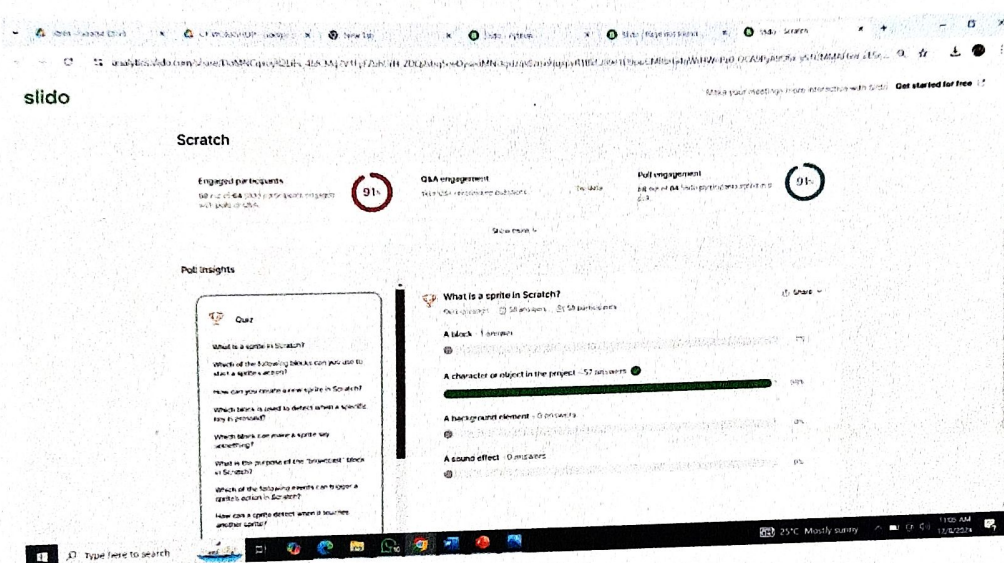
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Sample Quiz Result snapshot:



Link:

https://analytics.slido.com/share/DdMNCqxoyR2LiEs_4blCMq2V1FyFZuhUrH_ZDQ2sbq5oeDysedMNDqxizqx8zqx9zqxpyR1BkCJ89e1D9ouGMBbrG4gWrHWnPz0_OCA9PyA9O6x-yS1UMMAFGw_2ESeoYwBii6eLrxMYvyovq9A0CYj8ajg0NA

E.2. Sample Python Questions:

1. What function is used to display output in Python?
2. What is a variable in Python?
3. Which of the following is a comment in Python?
4. What is the output of the following code? `print("hello," , "world")`
5. Which function asks for user input in Python?
6. What will happen if you miss a closing parenthesis in a `print()` statement?
7. How can you remove whitespace from a string input in Python?
8. What does the `+` operator do when used with strings in Python?
9. What is the purpose of the `def` keyword in Python?
10. What is the output of the following code? `name = "Alice" print("hello, {name}")`
11. What will the following code output? `x = 1 y = 2 z = x + y print(z)`
12. How do you round a floating-point number to two decimal places in Python?

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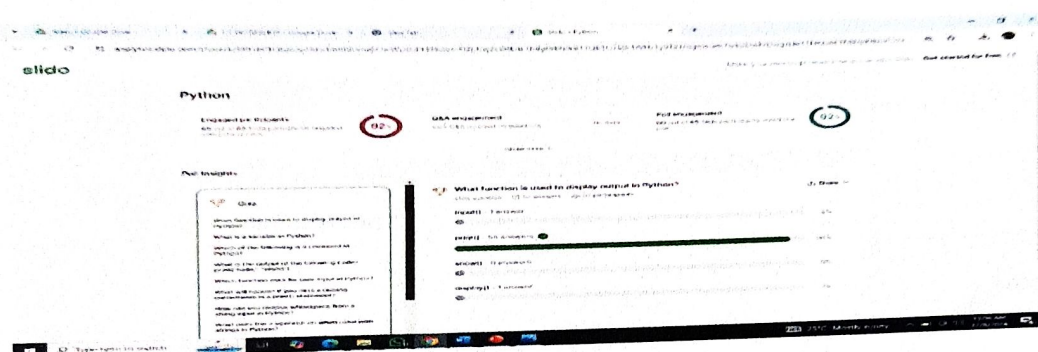
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13. Which of the following code will raise a TypeError? $x = \text{input}(\text{"Enter a number: "})$ $y = 2$ $z = x + y$ $\text{print}(z)$

14. What is the purpose of the return statement in a function?

15. What will be the output of the following code? $\text{def square}(n): \text{return } n * n$ $\text{print}(\text{square}(4))$

Sample Quiz Result snapshot:



Link:

<https://analytics.slido.com/share/Ec8RFRB01QE2oJy3AKxTmbRIUmekOwWUsgPFERGwcrJ0ZCCwZc8RErB-0rBg0rBh0rB11QE1O7Elb4JVHJ1y9T3TJogmsGm7IyEjJDwhIDwgJLBI1THKLinFI fd8qd9EuYCNV74ArCtXe6AaMmBKfCNM5oU96w>

E.3. Assessment on CT:

Many students are able to apply 4- pillars of CT on self-chosen problem

Impact Statement of the Program:

F.1. The workshop covered the four pillars of computational thinking for designing solutions and the basics of programming languages that help in implementing these solutions on computers, which are essential for STEM careers.

F.2. The majority of the participants in the CT workshop were girls, addressing gender diversity in the STEM field.

F.3. The CT workshop was taught through captivating activities to elevate students' critical thinking and problem-solving skills, which are essential for overcoming challenges in STEM careers.



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F.4. The students were introduced to various modern tools that help them in their continuous learning in the ever-evolving field of STEM.

F.5. The workshop emphasized the availability and accessibility of STEM knowledge through CT for rural students, helping them develop STEM solutions that are important for a sustainable society.

F.6. The workshop was conducted at an engineering college and supported by engineering student volunteers, inspiring many participants to consider engineering as a career. Additionally, 95% of the students expressed confidence in applying their CT skills to future projects and subjects.

G. Expenditure statements:

Detailed Budget:

Sl. No.	Particulars	Party	Amount
1	Printing & Stationary	High School Students and Volunteers	10,226-00
2	Honorarium (With details of guest & payment)	-	-
3	Banners & Flex	-	640-00
4	Mementos	-	6,250-00
5	Accommodation	-	-
6	Transportation & Others	-	800-00
7	Food & Refreshment	-	7,960-00
8	Pedals & Shamiyana	-	-
9	Speakers & Audio system	-	-
10	Miscellaneous Expenses	-	260-00
	Total		26,136-00

The amount utilized from IEEE Stem grant.



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H. Acknowledgement:

The Department of Computer Science and Engineering successfully organized a Computational Thinking workshop for rural school students under the IEEE STEM Grant, thanks to the support of many individuals. The organizing team expresses their heartfelt gratitude to everyone who directly or indirectly contributed to the success of the program.

First and foremost, we extend our deepest gratitude to the management of Alva's Education Foundation. We are especially grateful to the Principal, staff, and students of the CBSE schools at the Puttige campus. Additionally, we extend our gratitude to the principal, staff, and students of Alva's Engineering College, Mijar for their support in organizing the program.

We also extend our thanks to the administrative officers, caretakers, and supporting staff of Alva's Education Foundation. Lastly, we would like to thank the IEEE Bangalore Section and IEEE Mangalore Subsection for their invaluable support in the successful conduction of the program.

Dr. Chandra Naik

Program Coordinator

Dr. Manjunath Kotari

Head of the Department
HOD CSE
Dept. of Computer Science & Engineering
Alva's Institute of Engineering and Technology
Mijar, Moodubidri - 574 225, D.K. Karnataka, India

Dr. Peter Fernandes

PRINCIPAL
Principal
Alva's Institute of Engg. & Technology,
Mijar. MOODBIDRI - 574 225, D.K



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To,

The Principal

CBSE School, Puthige, Moodbidri,

Dakshina Kannada Dist-574227

Dear Sir,

Subject: Permission to Conduct Computational Thinking Workshop for Rural School Students from 11th to 14th November, 2024 at AIET, Mijar, Moodbidri

Greetings from Alva's Institute of Engineering and Technology, Moodbidri.

We are pleased to inform you that the Department of Computer Science and Engineering at Alva's Institute of Engineering and Technology is organizing a "Computational Thinking Workshop for Rural School Students" under the IEEE STEM Grant. This workshop will take place on our campus from November 11 to 14, 2024, with sessions scheduled from 9:00 AM to 4:30 PM each day.

We kindly request your support in facilitating the participation of your students in this program. Additionally, we seek your support in arranging transportation and food for all participating students.

We appreciate your cooperation in making this event a grand success.

Thanking you

Chandra Nalk
Dr Chandra Nalk
Associate Professor,
Department of CSE

Manunath Kotari
Dr Manunath Kotari
Professor and Head of the Department
Department of CSE & Engineering
Dept. of Computer
Alva's Institute of Engineering and Technology
Mijar, Moodubidre - 574 225, D.K. Karnataka, India



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DEPARTMENT OF COMPUTER SCIENCE & ENGINEERING

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From,

Dr. Chandra Naik
Associate Professor/Program Coordinator
Dept. of CSE,
AIET, Mijar-574225

Through,

The HoD
Dept. of CSE
AIET, Mijar-574225

To,

The Principal
AIET, Mijar-574225

Respected Sir,

Subject: Seeking permission to conduct Computational Thinking Workshop for Rural School Students from November 11, 2024 to November 14, 2024 at our campus.

With regard to above cited subject, the Department of Computer Science and Engineering is organizing **Computational Thinking Workshop for Rural School students** from November 11, 2024 to November 14, 2024 at our campus under **IEEE Stem Grant**. The participants will be IX standard CBSE students, and 13 students from our CSE will volunteer for the event. We seek your permission and support to organize the workshop at our campus.

Following students are volunteering for the program

AKHIFA SHEIK-4AL22CS006

PRATHAMESH SHETTY - 4AL22CS106

AKHILESH-4AL22CS007

SAMBRAM HEGDE - 4AL22CS127

HARSHITHA M -4AL22CS060

SRUSHTI N B - 4AL22CS165

KANISHKA SHETTY-4AL22CS069

TANGEVVA R G. - 4AL22CS178

KARTHIKEYA J S- 4AL22CS072

VARSHITHA R - 4AL22CS185

KEERTHANA M-4AL22CS075

YOGHANA B K - 4AL22CS189

NISARGA S -4AL22CS094


Dr. Chandra Naik
Program Coordinator


Dr. Manjunath Kotari
HoD-CSE


Dr. Peter Fernandes
Principal

Computational Thinking Workshop

Sl. No.	NAME	SECTION	SIGNATURE			
			Day 1	Day 2	Day 3	Day 4
1	Abhishek S	9th B	Abhishek	Abhishek	Abhishek	Abhishek
2	Priyatham M	9th B	Priyatham	Priyatham	Priyatham	Priyatham
3	Mang R. Gadi	9th B	Mang	Mang	Mang	Mang
4	185th...	9th B	185th	185th	185th	185th
5	Anand P	9th B	Anand	Anand	Anand	Anand
6	Guraj R. Gadi	9th B	Guraj	Guraj	Guraj	Guraj
7	Akash M.A	9th B	Akash	Akash	Akash	Akash
8	Hirsha Raj R	9th B	Hirsha	Hirsha	Hirsha	Hirsha
9	Pranav A	9th A	Pranav	Pranav	Pranav	Pranav
10	Tanmay S. M. Reddy	9th B	Tanmay	Tanmay	Tanmay	Tanmay
11	Digant M. Patel	IX B	Digant	Digant	Digant	Digant
12	Abhishek S. S.	IX A	Abhishek	Abhishek	Abhishek	Abhishek
13	Abhishek B.P	IX B	Abhishek	Abhishek	Abhishek	Abhishek
14	Ganesh Kumar	9th A	Ganesh	Ganesh	Ganesh	Ganesh
15	Srujan B.C	9th B	Srujan	Srujan	Srujan	Srujan
16	Nischal C. Baligatti	9th A	Nischal	Nischal	Nischal	Nischal
17	Harshvardhan P. N	9th A	Harshvardhan	Harshvardhan	Harshvardhan	Harshvardhan
18	Shamant M. Parati	9th B	Shamant	Shamant	Shamant	Shamant
19	Sujeet P.C	9th B	Sujeet	Sujeet	Sujeet	Sujeet
20	Nishchit S. V	9th A	Nishchit	Nishchit	Nishchit	Nishchit
21	Parthiv N	9th H	Parthiv	Parthiv	Parthiv	Parthiv
22	Abhishek C	9th A	Abhishek	Abhishek	Abhishek	Abhishek
23	Sumeet P. B	9th A	Sumeet	Sumeet	Sumeet	Sumeet
24	Vignesh B. H	9th B	Vignesh	Vignesh	Vignesh	Vignesh
25	Yalappa S. K	9th B	Yalappa	Yalappa	Yalappa	Yalappa
26	Sumeet P	9th B	Sumeet	Sumeet	Sumeet	Sumeet
27	Akash P	9th B	Akash	Akash	Akash	Akash
28	Aadhya A	9th B	Aadhya	Aadhya	Aadhya	Aadhya
29	Poojvik S	9th B	Poojvik	Poojvik	Poojvik	Poojvik
30	Shreyas	9th B	Shreyas	Shreyas	Shreyas	Shreyas
31	Spikant D. S.	9th A	Spikant	Spikant	Spikant	Spikant
32	Sukant R	9th B	Sukant	Sukant	Sukant	Sukant
33	Bhagm Bhowda	9th B	Bhagm	Bhagm	Bhagm	Bhagm
34	Vishal Singh	9th B	Vishal	Vishal	Vishal	Vishal
35	R. Jagdish	9th B	R. Jagdish	R. Jagdish	R. Jagdish	R. Jagdish
36	Rohini B. S	9th B	Rohini	Rohini	Rohini	Rohini
37	Poojini S	9th B	Poojini	Poojini	Poojini	Poojini
38	Shweta Talwar	9th A	Shweta	Shweta	Shweta	Shweta
39	Ditya V. S	9th B	Ditya	Ditya	Ditya	Ditya
40	Srujana S. S.	9th B	Srujana	Srujana	Srujana	Srujana
41	Druthi B. S	9th B	Druthi	Druthi	Druthi	Druthi

42	Veda N	9 th A	Veda N	Veda N	Veda N	Veda N
43	Hemashree M	9 th B	Hema	Hema	Hema	Hema
44	Shivani GA	9 th A	Shivani	Shivani	Shivani	Shivani
45	Manogna	9 th A	Manogna	Manogna	Manogna	Manogna
46	Vathsalya M	9 th A	Vathsalya	Vathsalya	Vathsalya	Vathsalya
47	Anjani A.B	9 th A	Anjani	Anjani	Anjani	Anjani
48	NAMRATA B.M	IX th A	Namrata	Namrata	Namrata	Namrata
49	Sakshi P.S	IX th B	Sakshi	Sakshi	Sakshi	Sakshi
50	Dranyathra M	IX B	Dranyathra	Dranyathra	Dranyathra	Dranyathra
51	Hitarthi Y.M	IX A	Hitarthi	Hitarthi	Hitarthi	Hitarthi
52	Anushka Vannur	IX th A	Anushka	Anushka	Anushka	Anushka
53	Sanjana	IX th B	Sanjana	Sanjana	Sanjana	Sanjana
54	Poorvi V.P	IX th B	Poorvi	Poorvi	Poorvi	Poorvi
55	Diya Chinagund	IX A	Diya	Diya	Diya	Diya
56	Shruthinath G.M	IX th A	Shruthinath	Shruthinath	Shruthinath	Shruthinath
57	Keevthana S.R	IX th A	Keevthana	Keevthana	Keevthana	Keevthana
58	Lekha T	IX th A	Lekha	Lekha	Lekha	Lekha
59	Dhanvith P.B	IX th A	Dhanvith	Dhanvith	Dhanvith	Dhanvith
60	Pravish shetty	IX th A	Pravish	Pravish	Pravish	Pravish
61	Adhrit T	IX th A	Adhrit	Adhrit	Adhrit	Adhrit
62	Baran M.P	IX th A	Baran	Baran	Baran	Baran
63	yashas	IX th A	yashas	yashas	yashas	yashas
64	Sneha B. Talwar	IX th A	Sneha	Sneha	Sneha	Sneha
65	Shree shetty	IX th A	Shree	Shree	Shree	Shree
66	Ani shetty	IX th A	Ani	Ani	Ani	Ani
67	m. Rastha S. shetty	IX th A	m. Rastha	m. Rastha	m. Rastha	m. Rastha
68	Yashasvi	IX A	Yashasvi	Yashasvi	Yashasvi	Yashasvi
69	Advithi R Shetty	IX A	Advithi	Advithi	Advithi	Advithi
70	Sahithya S Rai	IX th A	Sahithya	Sahithya	Sahithya	Sahithya
71	Vashitha US	IX A	Vashitha	Vashitha	Vashitha	Vashitha
72	Adhya Bhat	IX A	Adhya	Adhya	Adhya	Adhya
73	Shreshtha	IX A	Shreshtha	Shreshtha	Shreshtha	Shreshtha
74	Manha Saladi Adil	IX-A	Manha	Manha	Manha	Manha
75	Brithi URS M.C	IX-A	Brithi	Brithi	Brithi	Brithi
76	Anagha U. Rao	IX-A	Anagha	Anagha	Anagha	Anagha
77	Globy P. akash	IX-A	Globy	Globy	Globy	Globy
78	Jasmita K.J	IX-A	Jasmita	Jasmita	Jasmita	Jasmita
79						
80						