REPORT ON WORKSHOP

INTEGRATING SCHOOL CURRICULUM WITH ATL

A two-day workshop on "Integrating School Curriculum with ATL (Atal Tinkering Lab)" was conducted on 9th and 10th September 2026 at TGIRD, Rajendra Nagar. The workshop was attended by K. Yuva Santhi with the objective of understanding how ATL tools, technology, innovation, and hands-on learning can be effectively integrated into the school curriculum.

The workshop provided practical exposure to various concepts and tools related to innovation and technology. The major areas covered during the workshop included Tinkercad, sensors, hands-on activities, Design Thinking, and 3D printing.

Key Areas Covered:

1.Tinkercad
Participants were introduced to Tinkercad and learned how it can be used for basic 3D designing, modelling, and creating prototypes. The sessions demonstrated how Tinkercad can support students in developing creativity and technological skills.

2.Sensors
The workshop introduced different types of sensors and their applications. Participants explored how sensors can be incorporated into simple projects and connected to concepts taught in the school curriculum.

3.Hands-onActivities
Several practical activities were conducted to provide participants with direct experience. These activities encouraged learning by doing, problem-solving, experimentation, and creativity.

4. Design Thinking
The principles of Design Thinking were explained as a method for identifying problems, understanding users' needs, generating ideas, developing solutions, and improving prototypes. This approach can help students develop critical thinking and innovative problem-solving skills.

5. 3D Printer
Participants were introduced to the working and applications of a 3D printer. The session helped in understanding how digital designs can be converted into physical models and prototypes.

Learning Outcomes

The workshop helped the participant to:

- Understand the role of ATL in school education.
- Explore ways to integrate technology with classroom subjects.
- Develop familiarity with Tinkercad and basic 3D modelling.
- Understand the use of sensors in student projects.
- Promote hands-on and experiential learning.
- Apply Design Thinking to classroom problem-solving.
- Understand the basic concept and applications of 3D printing.
- Encourage students to develop creativity, innovation, collaboration, and critical-thinking skills.


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