Blue Bells MODEL SCHOOL

FUTURIX EDITION 4.0

May 13, 2023

The Design & Innovation Fair

Welcome to our school's Design Fair newsletter! We are excited to showcase the creative talents of our students in the fields of art, fashion, graphic design, and more. The Design Fair is an opportunity for students to express themselves and share their unique perspectives with the community.

Since the past one month, our students have been working hard on a variety of projects, and the Design Fair is the perfect platform for them to display their work and receive recognition for their efforts. From hand-drawn illustrations to digital designs, the fair features a wide range of artistic mediums that highlight the versatility of our student body.

The Design Fair is not only a celebration of creativity but also a chance for students to learn about the business of art and design. We hope that this newsletter will give you a glimpse into the amazing work of our students and propel you to support their artistic abilities. Join us for a fun-filled day of creativity and innovation at our Design Fair. Thank you for your support!

"Empowering the planet with empathy-driven designs - showcasing sustainability and innovation through the eyes of students."

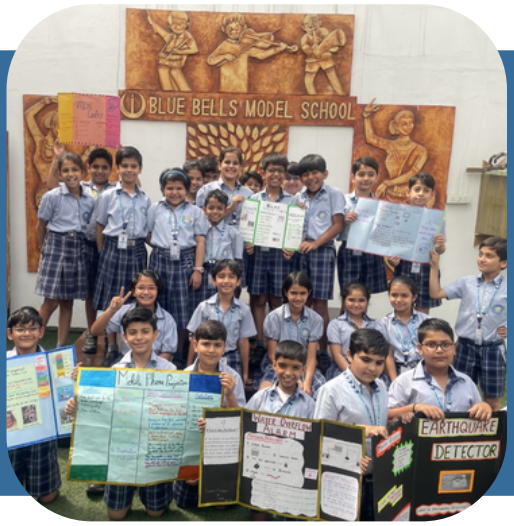
The exhibits of Class IV A - Empathy Driven Designer - showcased a wide range of designs, including Smart Shelves, Recycling Machine, and Smart Blind Stick with Vibrators for the visually impaired. The students used recycled materials and sustainable resources, focusing on environmental problems. Visitors appreciated the quality, variety, creativity, and innovation of the exhibits, providing positive feedback. Overall, the fair was successful, and students received recognition for their hard work and effort.

"Collaborating to create a better world innovators displaying innovative solutions for a sustainable future."

The students of Class IV B - Buddy Innovators - showcased their problem-solving and collaborative skills during the design thinking fair. The students worked in groups led by two designated leaders to brainstorm problems and develop interactive prototypes of their solutions. They communicated effectively, divided tasks equally, and prepared displays for better understanding of visitors. The reviewer appreciated all the projects but found the fountain for birds to be the best.

"Paving the way towards a brighter future through innovative solutions to real-world problems."

The students of Class IV C - The Road to the Future - showcased their scientific skills and knowledge where they exhibited working models and presented their projects confidently. The projects included a robotic mop for house cleaning, eco-friendly refrigerator and watch running on solar energy, traffic control lights, vacuum cleaner for inaccessible areas, phone addiction app, rain detector alarm, and cleaning robot. The students presented their projects with unique displays and confidently interacted with visitors, answering their queries.



"Creating a new world with creativity and innovation showcases problem-solving for a sustainable future."

The students Class IV D - Make a New World Happen - exhibited their creativity and innovation through the Design Fair. The event was a success, with students displaying their models and explaining their functionality to visitors. The students created unique and useful projects such as a portable handy cooler, water alarm and earthquake detector. The Water Alarm was chosen as the best project because of its focus on reducing water wastage, a pressing issue in today's world. The fair helped in promoting teamwork, cooperation, and inventive thinking among learners and was well received by parents and students alike.

"Innovating with intelligence"

The students of Class IV E - Power to Empower - showcased their innovative skills in the Design Fair. Six groups presented their models with unique presentations. Group A presented a rubber cooler, Group B showcased a USB fan, Group C exhibited goggles for blind, Group D showed a vacuum cleaner, Group E demonstrated a smart security system at Army Base Camp, and Group F exhibited a cardboard cooler. The exhibition attracted a lot of attention from visitors who appreciated the hands-on approach and learning aspect. The best project was "Goggles for blinds" as it could change the quality of life for the blind.

"Design creates culture, Culture shapes values and values determine the future"

Class V A's - Smart Innovators for the Future - included a solar power light, automated plant watering system, air purifier, kitchen filtration system, and a Wi-Fi smart switch. The fair was a huge success, with parents and teachers proud of the students' efforts to create designs focused on solving real-world problems. The highlight of the Design Thinking Fair was the transformative solutions and problem-solving skills displayed by the students.

"Changes call for innovation, and innovation leads to progress."

The Design Fair provided a platform to Class V B's - Smart Innovators - in order to design products and services with real social impact. Different projects and model were – Drone for Medicine Delivery, Fastofer - Reusable water Fountain, Robo Planter ,Cleaning Robot, Generous Vending Fridge, Self-Watering System. The narratives were choreographed with the heart and soul of students which transformed from coarse to confidence, with the mentors' motivation and guidance. The school believes that dedication, hard work, creativity and cognitive skill set are all that students require to unleash their full potential and become ready for the future.

"Science begins with wonder, scientific temperament and rational thinking."

The students of Class V C - Techno Titans - showcased their innovative skills through a design fair, exhibiting over eight creative exhibits that tackled real-world problems. Among the exhibits were Aqua Grow, a hand-free solution for plant maintenance, and Smart Study Desk, a versatile study solution. The students used recycled materials and sustainable resources to create their designs. Visitors praised the use of sustainable materials and appreciated the students' efforts to tackle real-world problems.

"The best way to predict the future is to create it."

Class V D - The Change Makers - displayed the diverse range of design projects presented by the students in different formats such as posters, prototypes, and interactive displays. Some highlights of the fair included the water filter design based on distillation, the solar powered car, and the drone to save stray animals. The fair provided a great opportunity for students to engage with the community and demonstrate their creativity, critical thinking, and problem-solving skills. Overall, the fair was a success and highlighted the importance of design and its impact on our daily lives.

"Innovation is the unrelenting drive to break the status quo and develop anew where few have dared to go."

The students of Class V E - Ingenious Minds - showcased nine eco-friendly projects, including a solar water distiller, eco ATM, air purifier, futuristic car, and transporter wheelchair. The fair emphasized the need to conserve the environment, and the students investigated major societal concerns to develop their designs. The students presented their exhibits confidently, displaying enthusiasm and exuberance. The Futurix Fair provided a platform for young innovators to conceptualize their ideas, leaving parents astounded by their wards' performances.

"Unleashing curiosity, fueling innovation - The curious creators."

The Curious Creators of Class VI A demonstrated their design thinking skills and inclusivity in society through FUTURIX Edition 4.0. They recognized that a good idea could solve multiple problems and focused on the needs of disabled individuals by designing an artificial limb and bracelet for the deaf and dumb. Additionally, they proposed smart solutions to address environmental concerns, such as water conservation and waste segregation. They also suggested ways to avoid road accidents and facilitate farming through the use of drones and cars.

"Pushing the Boundaries of Innovation with High-Tech Solutions."

The students of Class VI B - High-tech Innovators - collaborated in teams to present their innovative ideas and designs. The projects included a cost-effective air cooler, a multi-utility pen with a projector, scanner, and digital clock, a rooftop rainwater harvesting technique, a table vacuum cleaner, and an electric bottle to heat or cool water. Additionally, a remote-controlled mopping machine and a weather comforter were also displayed. The event was highly appreciated by the parents who witnessed the confident performance of their wards.

"Innovative thinking, game-changing solutions."

The aim of the Design and Thinking Innovation was to focus on artificial intelligence and machine learning. The Brainy Badgers of Class VI C came up with new ideas and creative thinking to sustain the earth and make it a better place to live. There were a few groups ready with innovative ideas to solve the problems of the globe. Air Purifier to be run with the solar energy, sustainable city to conserve the resources, vacuum cleaner by solar panels, sustainable farming to conserve the land, mini and portable eco-friendly cooler and many such ideas.

"Unlocking potential, driving innovation."

The young minds of Class VI D - Future Innovators - bubbled with energy and enthusiasm while creating now scientific working models which were to be used in day to day utility. The little ones worked on Energy conservation projects, Eco-friendly toys and Solar powered cars. In addition to these, comfortable environment for agricultural farming, Lava Lamp and Crowd Management projects were also developed by the inquisitive students, ready to showcase their talent and serve their bit for improved environment. In total the class had nine projects

"Smart thinking, smarter solutions."

The students of Class VII A - Research Activators - designed a small air cooler, created a device to help the poor and disabled, designed a typing pen, and disaster management device was designed to combat from disasters. The students also showed a cloth shifter, made an object detector, created a seed sowing machine, and made a device to help students remember diagrams. They also displayed a device that acts as a flash and a telescope, a space research rocket ship using nanotechnology, a device to create neat circles automatically, and a device that utilises solar energy. The students were appreciated for their efforts and participation in the event.

"Where minds collide to innovate."

The Fair included projects across various categories such as Iconic Projector, Eco city, Hydro Arm, Electricity Generator, Sustainable city, Space Station and satellite, and Innovative building. It provided an opportunity to Class VII B - Big Bang - students to delve deeper into scientific concepts, enhancing their understanding of the subject matter beyond the traditional classroom setting. The fair also encouraged students to explore their interests and develop a passion for scientific inquiry. By engaging in hands-on experiments and creating models, the participants gained practical experience and developed essential skills.

"The future's brightest minds."

A young mind is the sharpest mind. It learns quick and acts quicker. In this changing scenario the young geniuses of Class VII C - New-Gen Leaders - chose to take a different path, and proved how young minds can bring about a revolution in the conventional education system. The students came up with nine projects focusing on different problems like Soil health where project demonstrate the ways to prevent soil erosion and grow fruits and agriculture without using pesticides. The students displayed easy to carry cold storage which uses renewable resource of energy to run. They designed an inclusive park where everyone can play comfortably.

"Where intelligence meets creativity."

As harbingers of change students of Class VII D, divided themselves into six groups. Each group was ready with their innovative ideas to solve social and environmental problems. The Enablers, Air Pollution Controllers, Rain Acquirers, The O_G Boyz, Techno Conductors and the DPE Team were the groups participating in the event. Each student of the class was very enthusiastic and presented their spectacular creations out of their innovative ideas. The curious spectators with loads of questions were confidently answered by the students. It was indeed a unique and extraordinary experience.

"Solution Squad: Crafting innovative solutions for a better tomorrow."

Class VIII A - Solution Squad - designed the Helping Hand project, which involved a safety system that made a sharp sound whenever a thief entered a house. The Easy Peasy Health Checkup app, which helped users check their health in just a few minutes. The app was designed to be user-friendly and efficient, and it was clear that the students had worked hard to make it so. Their innovative ideas and hard work were a true testament to the power of creativity and imagination, and it was clear that the future is in good hands with these bright young minds.

"The Mind Benders: Challenging the limits of possibility."

The classrooms were transformed into innovative labs, showcasing the talent and creativity of 'The Mind Benders of Class VIII B'. The fair provided an opportunity for the upcoming generation to showcase their critical thinking and design skills. The students worked in 8 groups, addressing various issues that a normal person faces in their daily lives such as management and pollution. The labs were properly decorated, and each group presented their unique and innovative solutions to the visitors. The event was a huge success, and the students were delighted to showcase their talent and creativity.

"Tech Titans: Innovating the future, one breakthrough at a time."

Class VIII C - Tech Titans - was divided into ten groups in all namely Brainy Badgers, Ikshana, The Green Teens, Team Delta, Micro Innovators, Water Sniffers, Crafty Artists, and Tech Innovators. The areas of impact focused on critical human needs like space management, water, food security and pollution. One of the most impressive exhibits was a smart dustbin designed by the students. The event was bustling with energy as students showcased their work, interacted with attendees and received feedback.

"Design Dimensions: Expanding creativity, shaping the future."

The students of Class VIII D - Design Dimensions - got an opportunity to participate and present their prototypes in front of the various groups of visitors. The fair enriched the knowledge of students and teachers through hands-on design thinking projects. Definitely this exhibition has given recognition to the students and their imagination on the ground level. Overall, it was an excellent opportunity for students to showcase their talents, creativity, and innovative ideas. It was a great platform for students to learn from one another and for attendees to appreciate the hard work and dedication put into these projects.

"Innovation creates opportunity, Quality creates demand, but it takes Teamwork to make it happen."

The students of Class IX A - DYNAMIC DESIGNERS - showcased various projects in an effort to solve real world problems using simple Scientific principles. "Design Dimensions put up a wonderful display of their innovative projects to solve day to day problems keeping the user at the centre. The class was divided into a number of cohesive groups working on specific areas. This event witnessed a number of interesting prototypes like AI assisted apps to address security concerns, multilingual translator, automatic vehicles and unique solar panels.

"Design is not just what it looks like and feels like. Design is how it works."

The Design Fair provided an opportunity to the students of Class IX B - Diverse Designers - who showcased their creativity and futuristic ideas in areas such as mental health, space, fuel and electricity conservation. The fair is aimed at promoting fresh and innovative ideas by students who can exchange knowledge, experience, and discover new skills. The classroom was transformed into a lab where exhibits such as a portable disease detection device, an engine that saves fuel and electricity through magnets, an AWD system, a scrub bot, parking space and a compact SUV system were showcased.

"Design is a solution to a problem. Art is a question to a problem."

Class IX C - Creative Catalyst - was designed to reduce the usage of electricity while charging phones. There was another ideation that pledged to provide shelter to homeless animals. Visual learners shared a learning tool for more engaging and persuasive learning in the classrooms. They also designed an app for understanding any foreign language. Energy is a major concern these days, in that direction the empty space between the wind mills was used to increase electric production. Recycling e- waste was depicted in an innovative way by e creators.

"Good design is obvious. Great design is transparent."

The students of Class IX D - Ignited Minds - decided to overcome day-to-day problems and focused on the accomplishment of SDG goals, betterment of the disabled, common life problems and ways to make life easier in a way that preserves nature too. The students showcased their innovative ideas, focusing on accomplishing SDG goals, improving the lives of the disabled, and preserving nature. Their designs included 'SAARTHI', a sign language to text converter, 'ISOTECH', AI-integrated glasses for the visually impaired, and 'Tech-Tonic', an infrastructure protection technology against earthquakes.

"Design is not just what we make. It's what we make possible."

Class X A - Technotronics - participated in the design fair, generating eleven innovative ideas to solve common problems in uncommon ways. The Technotrones came up with utopian ideas never discovered before. The teams presented their inventions, including the Purifeuolon to remove waste from rivers, Solar Boat for oceans, an inexpensive air filter for clean air, edible water balloons to solve water scarcity, and a robot using 3D and 4D printing to enhance functionality. Overall, the design fair provided an excellent opportunity to explore impossible ideas and find solutions to problems.

"Design is thinking made visual."

Class X B - SCI STRATEGISTS - showcased their creativity and problem-solving skills, presenting a range of innovative projects that addressed pressing issues such as excessive landfill waste, crop failure, and cybersecurity threats. The projects presented at the exhibition demonstrated the students' ability to provide solutions to real-world problems. For instance, a prototype machine was designed to convert landfill waste into electricity, and a machine was developed to detect and protect crops from storms. The students' abilities to find solutions to real-world problems were showcased, inspiring a pursuit of careers in artificial intelligence.

"Design can be art. Design can be aesthetics."

Class X C - BRAINIACS - worked together to develop ten unique projects aimed at enhancing individual personality and confidence. The projects included converting land spills into a source of energy, an inclusive park for disabled people, afforestation, an anti-bullying system, and a solar hearing aid for the deaf. The ultimate goal was to contribute wisely to society and make the event a big success. The quote by Albert Einstein highlights the need for new ways of thinking to solve problems.

"Research Roadies: Pioneering new paths of discovery."

The students of Class X D - RESEARCH ROADIES - upgraded their class into an innovation hub. They came up with magnificent and innovative ideas which have the potential to change the world. The students ran their mind to solve the problems of helpless people. The event concluded with fantastic participation and enthusiasm. A group of students came up with an idea which may change the life of visually impaired people. Our students thought of the problem effecting the animals and small birds. Thinking of the environment a student created a portable device to measure pollution levels. Talking about hobbies, a duo made a special tool for gardening.

"Every great design begins with an even better story."

The students of Class XI A - Futuristic Force - designed an innovative project. The main aim of the project is to keep the air clean so that the deadly diseases caused by that would be reduced. Sprinkler system that would spray water into the air which will act like raindrops and would attach to particles of matter in the smog, causing them to fall to the ground, which would help reducing pollution on earth. This project can be very useful against the huge problem of Air Pollution. The students were appreciated for their endeavours.

"Design creates culture. Culture shapes values. Values determine the future."

Class XI B - the Future Forum - believes that every student, during their time in school or even beyond, faces a certain set of problems. These may be unique to every person, but the students have put together some concerns that they have in common and their solutions, combining both professional advice and their experiences and opinions. These they have assembled in the form of a website called 'Teen Minds Know Our Concerns', or, for short, TMKOC . This caters to everybody's unique struggles and also increases our exposure to the same and consequently increases our empathy.

"Lonely is not being alone, it's the feeling that no one cares."

Class XI C - Innovation Wizards - created a project, BA Lonely, that focuses to find a remedy for loneliness, be it in adults or teenagers today, which is very common nowadays. Our organization focuses on connecting people with each other via digital and real-life meetings. People are categorized based on their preferences and location. This also helps in bridging the gap between the adults and the younger generation today. The old people will get to know about the world nowadays and the partners, known as BALMAN, and an emotional bond will be created.

"Design is not just what it looks like and feels like. Design is how it works."

Class XI D - Idea Avengers - came up with sustainable fashion that is a movement towards creating clothing and reselling fashion in a responsible manner. It involves using materials and processes that are sustainable in reducing wastes and minimizing carbon footprints along with supporting fair labour practice. Their App helps users discover ethical and sustainable brands which allow users to start a clothing and buy pre-owned clothing. They plan to reduce textile waste which ends up in landfills and encourage upcycling and ethical fashion choices.

"Success is not final, failure is not fatal: It is the courage to continue that count."

The students of Class XI F - Imagination Squad - embarked on a transformative journey, driven by a collective desire to make a lasting impact on society. Guided by the spirit of resilience and determination, they undertook diverse projects that aimed to address pressing societal needs and pave the way for a better future. One of our notable projects revolved around the creation of a sustainable earthquake alarm system. By fostering a sense of empowerment, we aimed to enable individuals to take proactive measures in safeguarding themselves and their communities.

"Creativity is seeing what others see and thinking what no one else ever thought."

The students of Class XII A - INNOVATEX - designed the Space Catapult, smart sleep pillow with theta wave technology to promote restorative sleep, smart helmet to remove distractions and as a team, they worked together on bringing out ideas which help solve the flaws in design and utility as well as promote sustainability. The class was appreciated for their relentless efforts.

"Design is intelligence made visible."

Class XII C - Creativity Crew - designed Nitya Suraksha which is a device that contains a GPS tracker, SOS button, and Audio-video hidden camera. They also created a composter to provide natural fertile manure to the farmers. They created FIRLI app to spread awareness about financial literacy amongst partially or completely unaware sections of youth as well as crucial insight into the potential risks of unexamined and unorganized investment guidance.

"Good design is a good business."

Class XII D - Idea Lab Masters - designed Portable hydrogen fuel generator is a portable energy generator cell. It will generate hydrogen as and when required for emergencies, and acts as a sustainable fuel. Atmospheric water generator is a device that extracts water from humid ambient air, producing potable water. Water vapour in the air can be extracted either by condensation- by cooling the air below its dew point, exposing the air to desiccants.

"Meet the Brainstorm Battalion and make a sustainable impact."

Class XII E - Brainstorm Battalion - curated rain saucer is a device which can be used to save water by doing rainwater harvesting. This device can be easily deployed in the house using this device water can be conserved and can be utilised for gardening and other household works. Plastic garden box wherein people love to garden and grow their own food. Eco-life speaks about developing in a sustainable way. The components of Eco life are eco-pure, eco utensils, eco-fresh and e-cool.

"Breaking barriers and driving innovation."

Class XII F - Team Inspirex - focused towards dealing with a social taboo-menstruation. In some societies it involves menstruation being perceived as unclean and embarrassing. Awareness campaigns and making a pad vending machine that would provide the female. High beam guard'-. The purpose of the high beams headlights is to provide a clear view to the driver at places where there is no immediate source of light and the traffic is scarce. This is applicable when the vehicle is approaching from the opposite side or lies right in front of you. In both these cases, the other person can be blinded (for a few seconds) from direct exposure to light or the glare in the rear-view mirror.

TRANSFORMING DREAMS INTO DESIGNS

306 Projects

PRODUCTS, APPS & TOOLS

HUMAN CENTERED

USER BASED TECHNOLOGY

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