COMPUTER CLUB (Welcome to Bits & Bytes World)

Technology is evolving at a lightning speed and we are expected to know about it, if we want ourselves to be up-to-date in the computer world.

The platform wherein the newer technologies could be learnt without any hassles gave birth to the Computer Club- "Bits and Bytes World".

Computer Club organizes and connects those students who are fond of emerging innovations in the field of Computer Science. It helps in the professional development of learners and augment their education with practical skills and projects.

AIMS OF COMPUTER CLUB

- To train and articulate students on software programs which are often used by students at school.
- ❖ To provide them with skillsets to overcome challenges, which requires advanced knowledge of a program. Students create PowerPoint presentations that include animation and other specific criteria. By giving them hands-on expertise, they will be helped to become well-versed in using the software.
- Students can work around with their Computer teachers as a brainstorm session to learn the programs in a better way and also executing/sharing the knowledge on the lined-up projects they're planning amongst peers in the classroom.
- Students can communicate with virtual groups through email, blogs or instant messaging to share ideas or challenges with other group related to a computer activity.
- The computer club is a way to introduce the students to careers that focus primarily on technology, such as computer programming, and those that use a large amount of technology, such as engineering.

ACTIVITIES OF COMPUTER CLUB

- Organize competitions such as Quiz, JAM (Just-a-Minute), Audio-visual Presentation etc.
- Conduct School Assembly on World Computer Literacy Day (2nd December).
- * Active participation in Science Exhibition.
- Organize coding competition.
- Participate in other various events when required to show multimedia presentations and videos.
- Preparing informatic Notice board, charts related to cyber technology.
- * Blogs writing