Sikaru Saathi

[Exhibition Day]

A little background of this lesson:

- Welcome to the eighth and final day of the bootcamp! It's been an amazing journey for all of us, filled with learning and new experiences. Over the past seven days, we've covered everything from the basics of electronics to repairing things to making our own projects. This is the day where you get to showcase your projects to an audience that is eager to see your progress.
    - Note to facilitators: Since it's the last day of the bootcamp, you can create an Event on facebook to invite other guests and ask them to visit your exhibition site to see participants' projects and progress.

Materials Required

Component Name	Number
Universal	
Speaker system (Optional) (Using this to play music when participants are working in stations)	1
Demo Projects	2-3
E-waste	
Post Assessment Handout	1 per student
Per Group	
A4 papers	1
Pen	1

Whiteboard	1
Repair Kit	1
Exhibition Booth	1

Repair Kit contains:

- Multimeter
- Soldering Kit (Soldering iron, Stand, tin, wax)
- Wire cutter
- Pliers
- Electrical Tapes
- Saftey gloves
- Saftey goggles
- Hammer
- Hot Glue gun
- Screw Driver set

Activities

Post Assessment

- Facilitator hands out post-assessment for participants and asks them to fill up the paper.
    - These are the same questions that participants have answered in the beginning of this bootcamp.
    - After participants are done filling up the assessment review their answers.
        - This will give you (facilitator) an idea about how well students took the concepts of e-wastes, and their learning from this bootcamp.

Problem statement recap

- Facilitator recaps bootcamps problem statement:
    - It's the year 2200 and humans have abandoned earth. It has become covered with trash from products sold by powerful companies, and we ran out of resources to grow food, build buildings, and create the electronics that make our lives convenient. We now live in a rocket ship slowly traveling in the atmosphere, searching for another planet that can support life. WALL-E, a garbage collecting robot, has been left on Earth to clean up the mess so that humans can once again inhabit the plant. WALL-E is a curious robot, often playing with the electronics he discovers. WALL-E is alone on Earth so he frequently feels lonely. When he has free time, he tinkers with parts to try and create something useful to his life or to create a toy that can keep him entertained. WALL-E looks for useful electronic parts to add to his inventory to invent new things. Help WALL-E by scavenging through junk to find parts and creating new inventions to keep him entertained!
- Facilitator informs the participants that in the previous sessions, they have gained knowledge on topics such as electronic waste, electronic repair, and fundamental electronics. The upcoming session will be dedicated to working on a project that aligns with the problem statement presented in the bootcamp.

THE EXHIBITION

- Facilitator goes through all the groups and ask them if they need any help with any portion of their projects
    - Facilitator can ask other participants from other groups to help the one who is indeed.
- Ask participants to wrap up their projects and get them ready for the exhibition.
- Now officially the exhibition starts
    - Welcome the visitors and provide a brief overview of the bootcamp and its objectives.
    - Guide the visitors to the display areas where the participants' projects are showcased.
    - Allow the participants to present their projects to the visitors, explaining the problem they addressed, the solution they proposed, and the methodology they used.
    - Encourage the visitors to ask questions and provide feedback to the participants.
    - Thank the visitors for attending and showing their support for the participants.