

CYBER CLUB ACTIVITY-REPORT

IT DEPARTMENT

MONTH – APRIL'26

ACTIVITY

LEARNING OBJECTIVES: -

The students will be able to: -

1. **Understand cyber security fundamentals.**
 - Explain key concepts such as confidentiality, integrity, and availability (CIA Triad).
 - Identify common cyber threats (phishing, malware, ransom ware, etc.).
2. **Recognize safe online behavior.**
 - Practice good password hygiene.
 - Identify social engineering attacks and phishing attempts.
3. **Apply basic digital forensics skills.**
 - Understand how to analyze logs and investigate cyber incidents.
 - Use basic tools to understand meaning of Digital Addiction.
4. **Use AI tools responsibly.**
 - Demonstrate use of tools like Wireshark, Nmap, or Metasploit to make a filpbook.
 - Understand ethical and legal boundaries of AI practice.
5. **Develop teamwork and communication skills.**
 - Collaborate effectively on team-based cyber challenges or CTFs.
 - Present findings and explain technical information to both technical and non-technical audiences.

Title: Computer System

Activity: - Connect the dots and fill colour in the image- man made things like Computer etc.

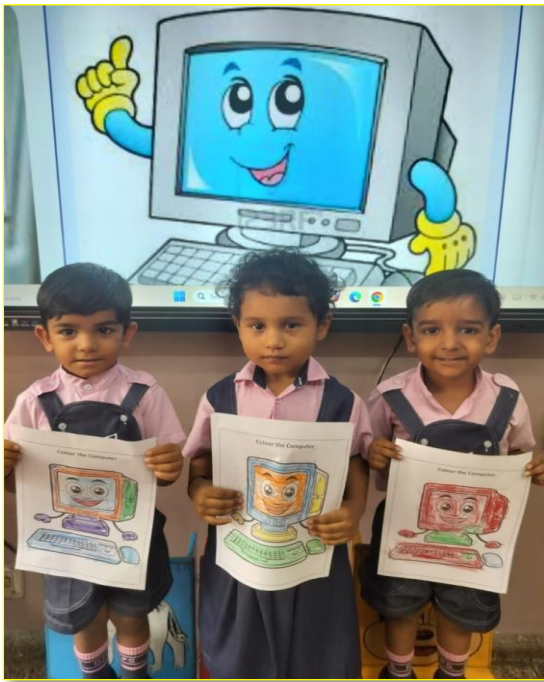
Classes	Bal Vatika-1
Total No. of Students	99
Total No. of Submissions	86
Date	29.04.26
Mode	Offline (In person classroom activity)
Art Integration / Gamification / Experiential Learning	Art Integration
Skills Developed	Creativity Knowledge and understanding
Learning Objectives	Students will be able to learn about cyber security awareness.
Conducted by	Ms. Nisha Ahuja, Ms. Vaishali and Ms. Kumud

Description of the Activity: A “Cyber Security Awareness” activity was conducted for Bal Vatika-1 students through a fun colouring session. The teacher introduced the computer as a helpful machine and explained in simple words that “We keep our computer safe like we keep our toys safe.” Children were given a worksheet with a big computer outline. They coloured the screen, keyboard, and mouse using crayons. While colouring, the teacher taught 3 simple rules: “1. Ask Mummy-Papa before touching computer, 2. No talking to strangers on screen, 3. Keep password secret like a secret code.”

Learning Outcomes:

1. Children identified a computer and its basic parts – screen, keyboard and mouse etc.
2. Understood the idea of “safe” and “unsafe” in simple terms.
3. Learned new words: Computer, Safe, Click, Password, Stop.
4. Social Skills: Understood the importance of asking an adult for help.

ACTIVITIES AT A GLANCE (PICTURES / VIDEOS LINKS / ANY OTHER FORMAT)-



Title: - Uses of Computer

Activity- Uses of Computer in Our Day To Day Life

Classes	/Bal vatika –II / Pre Primary
Total No. of Students	104
Total No. of Submissions	86
Date	28.04.26
Mode	Offline (In person classroom activity)
Art Integration / Gamification / Experiential Learning	Experiential learning
Skills Developed	Creativity Knowledge and understanding
Learning Objectives	Students will be able to learn about cyber security awareness.
Conducted by	Ms. Kusum Sethi, Ms. Reetu and Ms. Rekha Negi

Description of the Activity:

A Cyber Security awareness activity was conducted where Pre-Primary students spoke 1–2 lines each on computer security. The teacher first explained basic rules using a Computer. Then each child came forward and spoke a line they learned. The teacher helped by prompting and clapping after each child spoke.

LEARNING OBJECTIVES: -

1. Students will be able to list different places where computers are used (e.g., school, hospital, bank, home).
2. Students will explain how computers help in education, business, healthcare, entertainment, and communication.
3. Students will sort real-life examples (e.g., watching a video, sending an email) into categories such as learning, fun, or work.

LEARNING OUTCOMES: -

In the end of the activity, students will be able to:

1. **List at least five common uses of computers** in everyday life (e.g., learning, communication, entertainment, banking, healthcare).
2. **Describe how computers help in different fields**, such as education (for online learning), business (for data entry), and medicine (for patient records).
3. **Identify places where computers are commonly used**, such as schools, homes, offices, hospitals, and banks.
4. **Give real-life examples** of how they or others use computers (e.g., watching a video, sending an email, playing a game, typing homework).
5. **Explain in simple terms why computers are important** in modern life (e.g., they save time, help us learn, connect people).

SOME GLIMPSES OF ACTIVITY: -



Title:-Welcome To Computer Lab

Activity- A few lines about the topic”Rules For Using Computer Lab”

Classes	I A & B
Total No. of Students	104
Total No. of Submissions	93
Date	25.04.2026
Mode	Offline (videos & photographs)
Art Integration / Gamification / Experiential Learning	Art Integration
Skills Developed	Knowledge, creative skills
Learning Objectives	Students will be able to speak a few lines about the topic Rules For Using Computer Lab”
Conducted by	Ms. Saloni, Ms. Jasmeet

Description of the Activity:

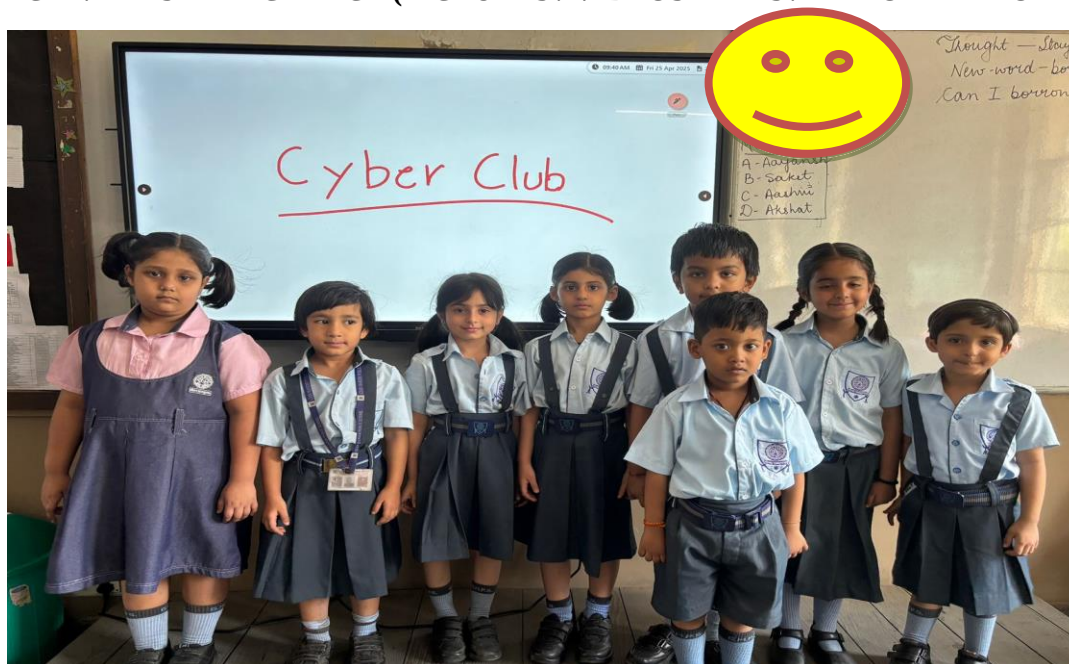
Students will learn the essential rules for using the computer lab safely and responsibly. First, they will participate in a class discussion where the teacher explains the rules, such as being gentle with the equipment, keeping the area clean, and following instructions.

Learning Outcomes:

By the end of the activity, students will be able to:

1. **Identify and understand the key rules** for using the computer lab, including proper behavior and handling of equipment.
2. **Demonstrate responsible behavior** in the computer lab by following the established rules, such as sitting properly, handling devices carefully, and staying on task.
3. **Explain why the rules are important** in maintaining a safe, clean, and efficient learning environment for all students.

ACTIVITIES AT A GLANCE (PICTURES / VIDEOS LINKS / ANY OTHER FORMAT)-



Title:-Tux Paint

Activity- Make a Free Hand Drawing on Tux Paint

Classes	II A & B
Total No. of Students	103
Total No. of Submissions	87
Date	17.04.2026
Mode	Offline (videos & photographs)
Art Integration / Gamification / Experiential Learning	Art Integration
Skills Developed	Knowledge, creative skills
Learning Objectives	Students will be able to:-Identify and use key tools

	in Tux Paint (e.g., Paintbrush, Stamps, Magic tool, Fill tool).
Conducted by	Ms. Vanshika Khurana

Description of the Activity:

- Open, save, and name a file in Tux Paint.
- Use a mouse or touchscreen effectively to create digital art.
- Choose colors, shapes, and stamps to design a unique landscape.
- Experiment with different tools and textures to enhance visual interest

Learning Outcomes:

- Demonstrate the ability to select and apply tools such as Paintbrush, Magic, and Stamps.
- Arrange elements to reflect a logical and visually balanced scene using background, middle ground, and foreground.
- Use color, shape, and texture creatively to express an individual idea or theme in their landscape.

ACTIVITIES AT A GLANCE (PICTURES / VIDEOS LINKS / ANY OTHER FORMAT)-



Title:-Paint 3D

Activity- Make a creative poster in Paint 3D

Classes	III A&B
Total No. of Students	108
Total No. of Submissions	93
Date	13.04.2025
Mode	Offline (photographs and videos)
Art Integration / Gamification / Experiential Learning	Art Integration
Skills Developed	Understanding, creative skills
Learning Objectives	Students will be able to:- Identify and use key tools in 3 D (e.g., Paintbrush, Stamps, Magic tool, Fill tool).
Conducted by	Ms. Vanshika Khurana
Any Other	_____

Description of the Activity

- Demonstrate the ability to use brushes, 2D/3D shapes, text, stickers, and effects to create digital artwork.
- Produce a completed poster that combines images, shapes, and text to communicate a clear message or theme.
- Save, name, and export the poster in a suitable format (e.g., .png, .jpg, or .3mf for 3D projects).

Learning Outcomes:

- Use layout, contrast, colour, and scale to create a balanced and appealing composition.
- Explain the creative choices made during the design process and provide feedback on peer work.
- Produce a completed poster that combines images, shapes, and text to communicate a clear message or theme.

ACTIVITIES AT A GLANCE (PICTURES / VIDEOS LINKS / ANY OTHER FORMAT)-



Title: - Creative Slogan Writing on MS WORD

Activity- Create a slogan using WordArt on “Cyber Threats”

Classes	IV A & B
Total No. of Students	105
Total No. of Submissions	92
Date	17.04.2026
Mode	Offline (photographs)
Art Integration / Gamification / Experiential Learning	Art Integration
Skills Developed	Knowledge, creative skills
Learning Objectives	Students will be able to learn to Format text and how to insert WordArt
Conducted by	Ms. Vanshika Khurana
Any Other	_____

Description of the Activity:

This activity allows participants to show their creativity and sharpen their writing skills using digital tools. Working individually or in small teams, participants will brainstorm, craft, and refine catchy slogans for a given product, service, cause, or fictional brand—directly on their computers.

Using word processors, online brainstorming boards, they will experiment with language, rhythm, and emotional appeal to create short, memorable phrases that capture attention and convey a clear message.

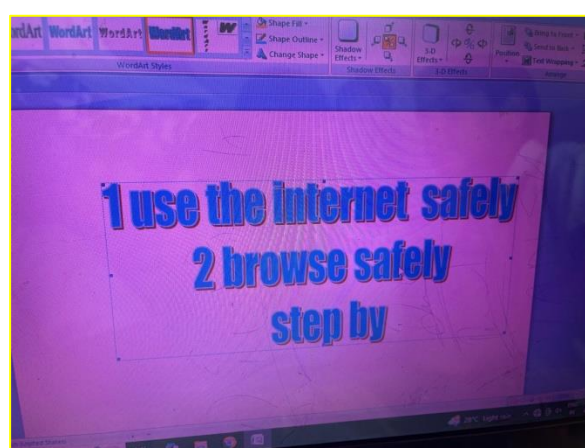
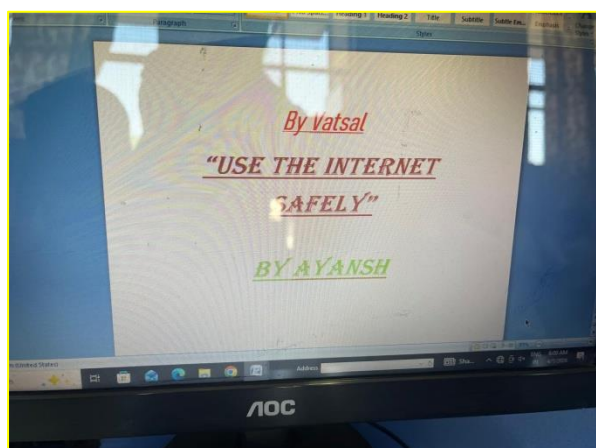
Learning Outcomes:

- ☐ Students can learn at their own pace, revisit materials, and choose courses tailored to their interests.
- ☐ Adaptive learning platforms use AI to personalize learning paths, which can improve comprehension and retention.

Real-time engagement with teachers allows for immediate feedback and clarification.

Promotes communication skills, collaboration, and emotional intelligence.

ACTIVITIES AT A GLANCE (PICTURES / VIDEOS LINKS / ANY OTHER FORMAT)-



Title:-Creative Slogan Writing using Text and Images

Activity- Slogan Writing on Cyber Crime

Classes	V A & B
Total No. of Students	105
Total No. of Submissions	96
Date	06.04.2025
Mode	Offline
Art Integration / Gamification / Experiential Learning	Art Integration
Skills Developed	Knowledge, creative skills
Learning Objectives	Awareness about the uses of social media
Conducted by	Ms. Vanshika Khurana
Any Other	----

Description of the Activity:

- **Allows people to stay in touch with friends, family, and communities worldwide.**
- **Enables real-time communication through messaging, video calls, and live streams.**
- **Mental Health Issues**
- **Addiction and Time Wastage**
- **Misinformation and Fake News**
- **Privacy and Security Risks**

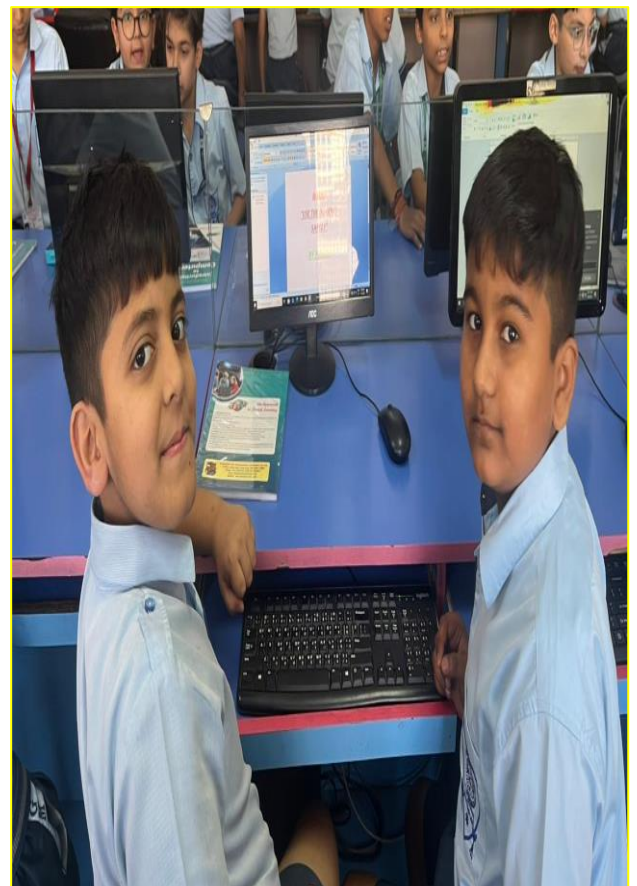
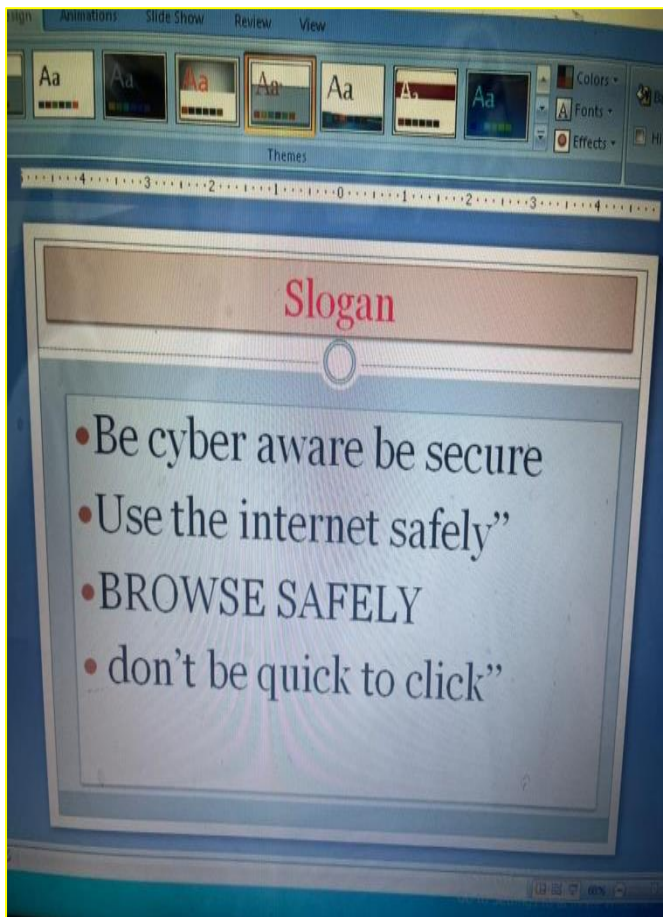
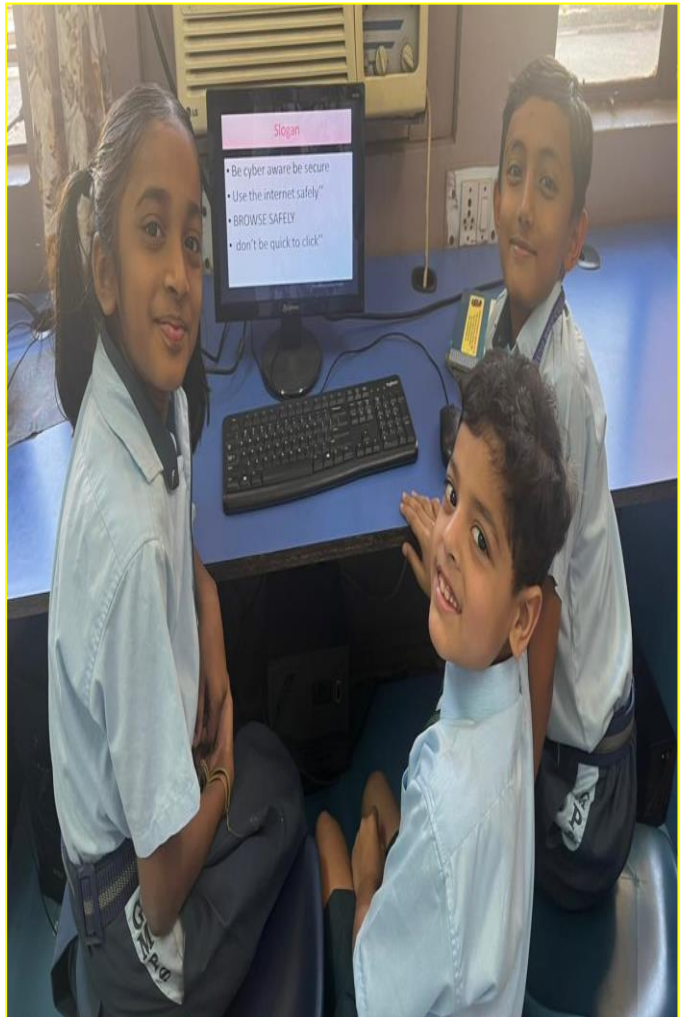
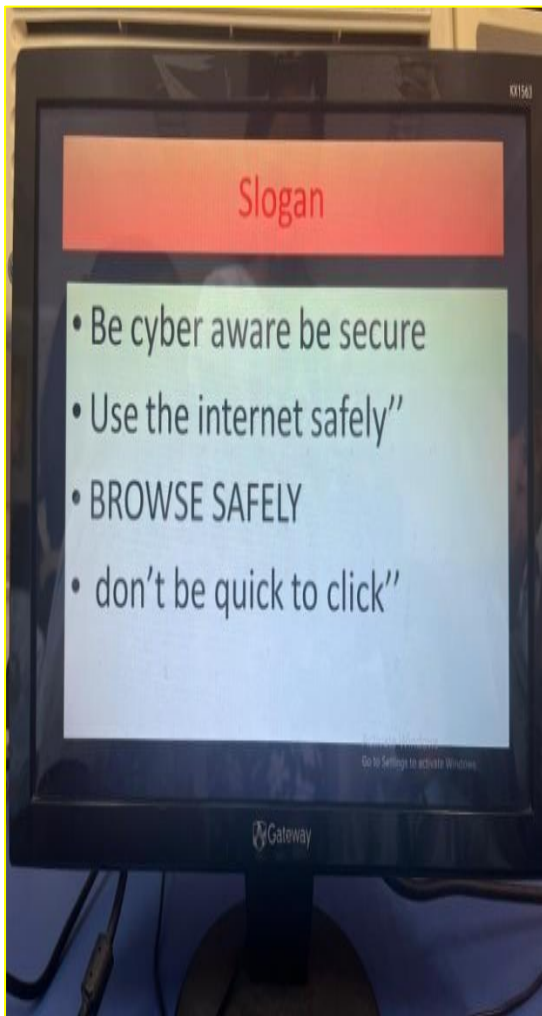
Learning Outcomes:

Enhanced access to information and educational resources

improved communication and collaboration

Opportunities for self-expression and community building

ACTIVITIES AT A GLANCE (PICTURES / VIDEOS LINKS / ANY OTHER FORMAT)



Title: Cyber Crime

Activity: - Poster in MS word on topic “Cyber Crime”

Classes	VI A& B
Total No. of Students	106
Total No. of Submissions	92
Date	26th April, 202
Mode	Offline (photographs)
Art Integration / Gamification / Experiential Learning	Art Integration
Skills Developed	Knowledge, creative skills
Learning Objectives	Students will be able to:- To make poster in MS Word using Tools
Conducted by	Ms Vanshika & Ms Anshul
Any Other	----

Description of the Activity:

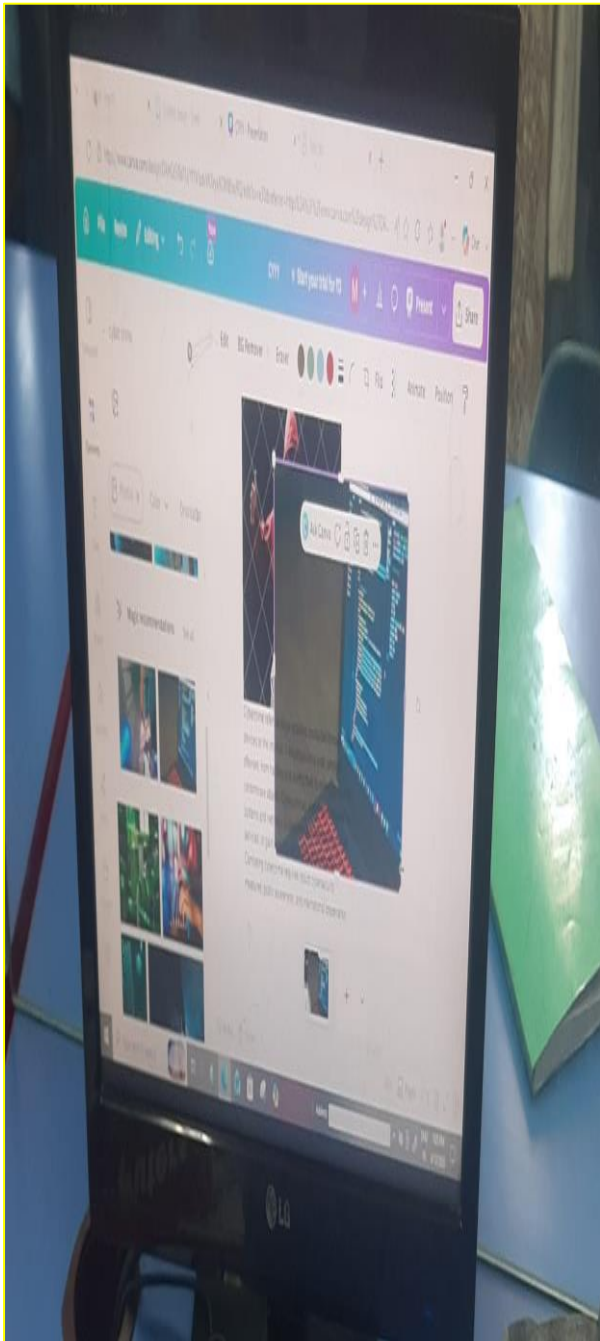
Students had prepared a poster in MS Word using tool and advanced feature of MS Word

On topic “Cyber Crime “

Learning Outcomes:

Students learnt about the basic concept of cyber crime and by which medium cyber crime spreads in our society .and how can we prevent ourself from them.

ACTIVITIES AT A GLANCE (PICTURES / VIDEOS LINKS / ANY OTHER FORMAT)-



Title: Cyber Safety

Activity: - Poster in MS word on topic “Cyber Safety”

Classes	VII A& B
Total No. of Students	103
Total No. of Submissions	91
Date	26.04.2026
Mode	Offline (photographs and videos)
Art Integration / Gamification / Experiential Learning	Art Integration
Skills Developed	Knowledge, creative skills
Learning Objectives	Students will be able to:- To make poster in MS Word using Tools
Conducted by	Ms Anshul
Any Other	_____

Description of the Activity:

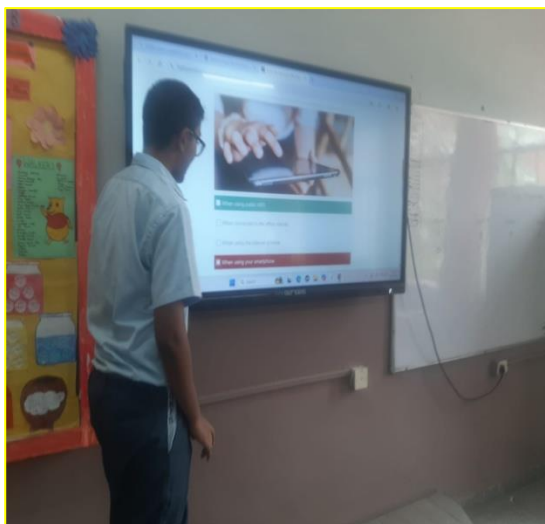
Students had prepared a poster in MS Word using tool and advanced feature of MS Word

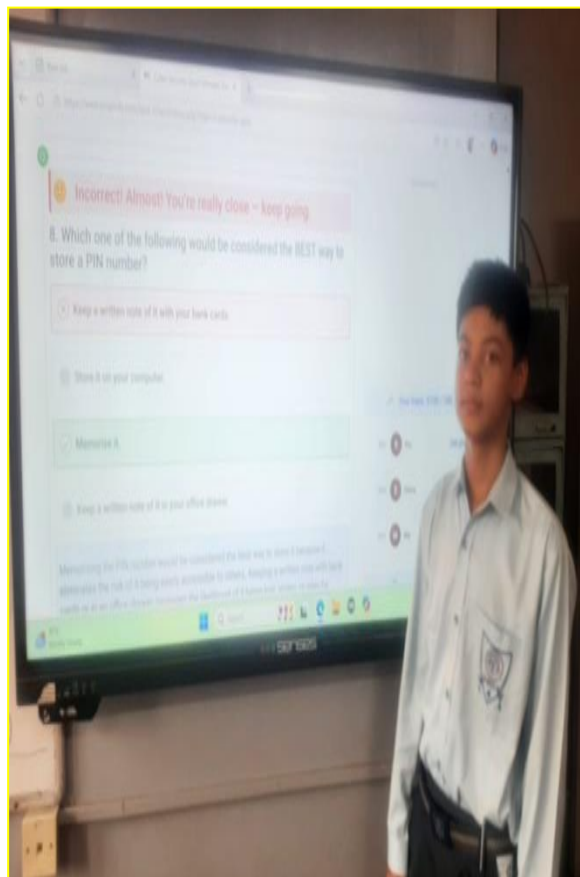
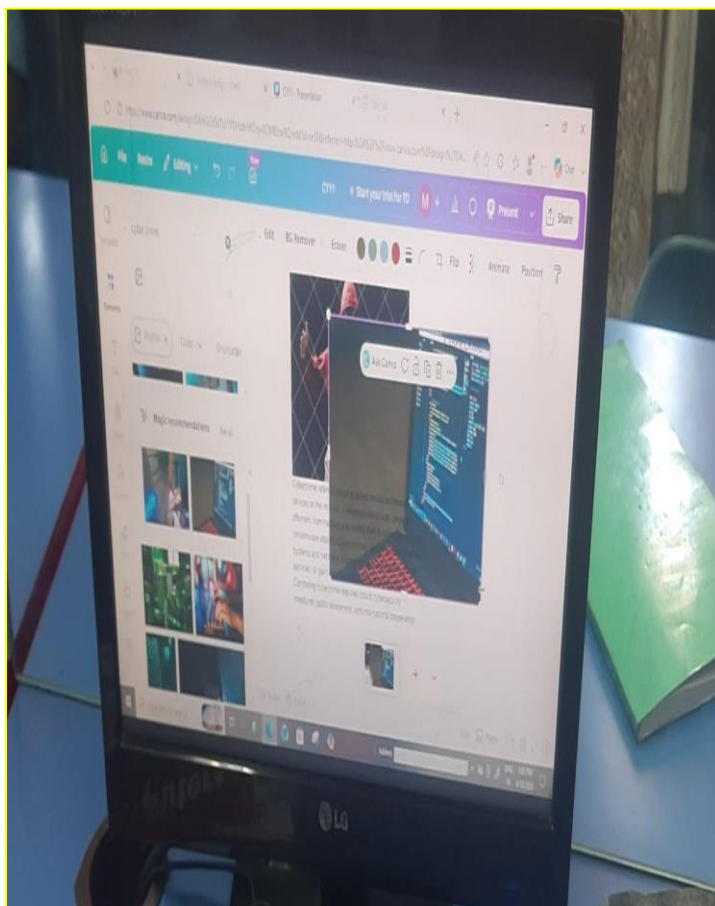
On topic “Cyber Safety “

Learning Outcomes:

Students learnt about the basic concept of cyber safety and by which medium cyber crime spreads in our society .and how can we prevent ourself from them.

ACTIVITIES AT A GLANCE (PICTURES / VIDEOS LINKS / ANY OTHER FORMAT)-





Title: AI Snapshots

Activity:-Make a flipbook using AI Tools

Classes	VIII A & B
Total No. of Students	106
Total No. of Submissions	90
Date	29.04.2026
Mode	Offline
Art Integration / Gamification / Experiential Learning	Gamification
Skills Developed	Critical thinking
Learning Objectives	Students will be able to understand how to use AI Tools like Canva
Conducted by	Ms. Vanshika & Ms. Anshul
Any Other	

Description of the Activity:

An activity on AI tools was organised wherein students used Canva to make a flip book on Cyber Security. Students performed this activity in pairs and showcased their creativity by using new features in Canva.

Learning Outcomes: Students understood about AI Tools and their utilisation in the modern world, along with its features.

ACTIVITIES AT A GLANCE (PICTURES / VIDEOS LINKS / ANY OTHER FORMAT)



Title: Movie Making

Activity:-Real Imagination using AI Tools

Classes	IX A & B (AI)
Total No. of Students	34
Total No. of Submissions	30
Date	16.04.2026
Mode	Offline (photographs and videos)
Art Integration / Gamification / Experiential Learning	Art Integration And Experiential Learning
Skills Developed	Knowledge, creative skills
Learning Objectives	Students will be able to:- Make a video using AI tool like invideos.ai canva.ai .
Conducted by	Ms Anshul Sharma, Ms. Deepica Sabharwal
Any Other	_____

Description of the Activity:

Activity was conducted in computer lab.

Students were divided in a team of two students. Different topics given to each team. Students made a video using Ai tool like canva.ai, invideos.ai and ishot.ai also.

Learning Outcomes:

They prepared videos and animation using Ai tool on different topics like Ai Technologies, CyberWorld, and Cyber Crime Etc.

ACTIVITIES AT A GLANCE (PICTURES / VIDEOS LINKS / ANY OTHER FORMAT)-





Title: Movie Making

Activity:-Video Making Using AI Tool

Classes	X A & B (AI)
Total No. of Students	36
Total No. of Submissions	28
Date	09.04.2026
Mode	Offline (photographs and videos)
Art Integration / Gamification / Experiential Learning	Art Integration And Experiential Learning
Skills Developed	Knowledge, creative skills
Learning Objectives	Students will be able to:- Make a video using AI tool like invideos.ai canva.ai .
Conducted by	Ms Anshul Sharma
Any Other	_____

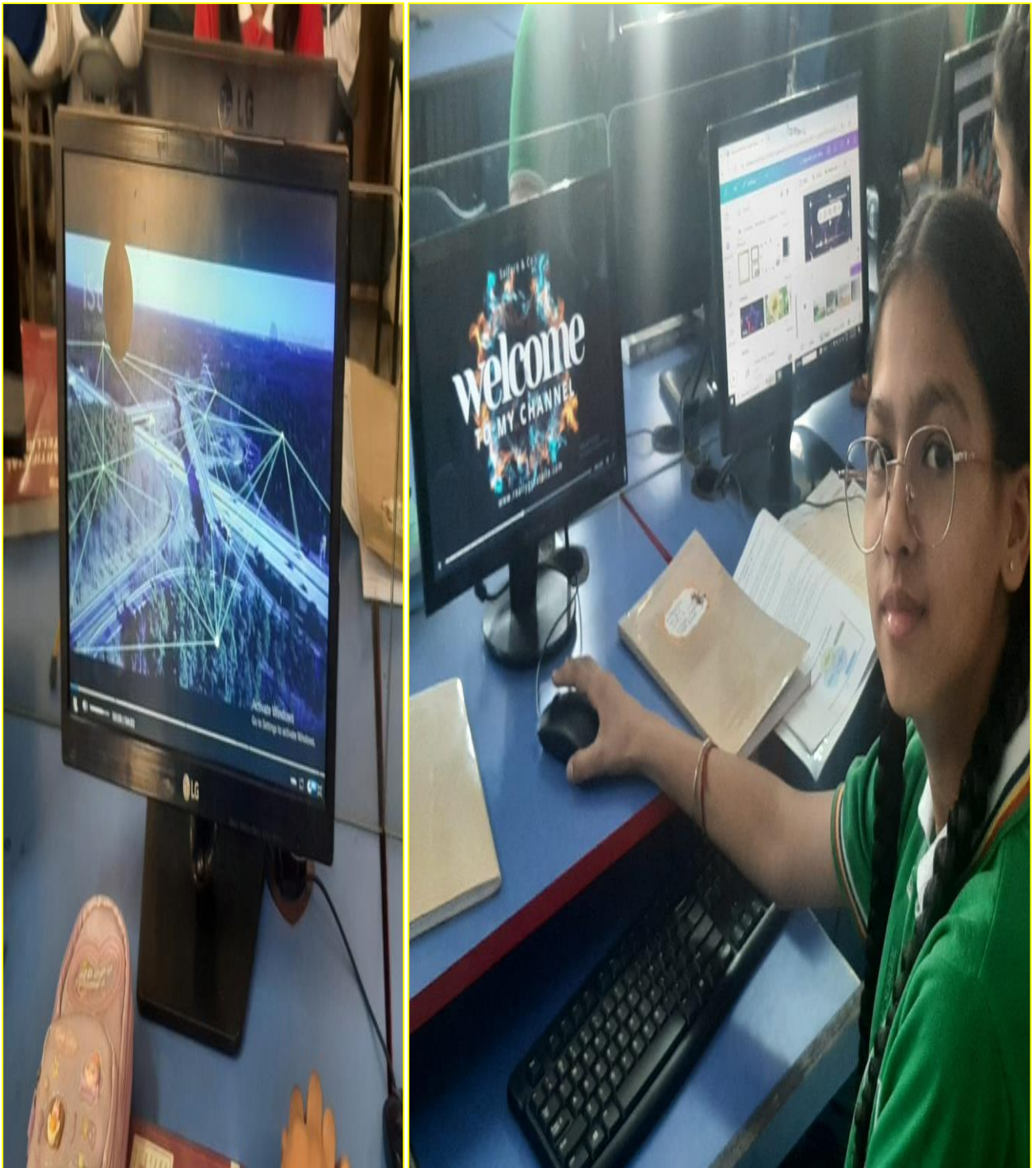
Description of the Activity:

Activity was conducted in computer lab. Students were divided in a team of two students. Different topics given to each team. Students made a video using Ai tool like canva.ai, invideos.ai and ishot.ai also.

Learning Outcomes:

They prepared videos and animation using Ai tool on different topics like Ai Technologies, CyberWorld, and Cyber Crime Etc.

ACTIVITIES AT A GLANCE (PICTURES / VIDEOS LINKS / ANY OTHER FORMAT)-



Title:- Cyber Crime and Security

Activity – Video on Digital Addiction OR Hacking- Ethical or not

Classes	XI
Total No. of Students	30
Total No. of Submissions	27
Date	10/05/2026
Mode	Offline
Art Integration / Gamification / Experiential Learning	Experiential Learning
Skills Developed	Critical thinking
Learning Objectives	Students will be able to understand the topic Cyber Securities and risk factors
Conducted by	Ms. Deepica Sabharwal
Any Other	

Description of the Activity:

A quiz was organised on the topic Cyber Safety

The class was divided into pairs of two and chose one of the two topics to make a video on. Students expressed their views on Digital Addiction with the help of Pictures and animation in the video.

Learning Outcomes:

Students understood about cyber safety and risk from cyber crime.

Distinguishing between addiction and interest.

It is especially important to use care when accessing and sharing information online in order to avoid the risks and potential harm that can result, such as cyber bullying, hacking, phishing, identity theft, or exposure to inappropriate content and other online threats.

ACTIVITIES AT A GLANCE (PICTURES / VIDEOS LINKS / ANY OTHER FORMAT)

Social Addiction

Understanding causes, impacts, and recovery strategies



CAUSE OF DIGITAL ADDICTION?



- Social media platforms (Instagram, Snapchat, etc.)
- Online gaming and entertainment
- 24/7 internet availability
- Fear of missing out (FOMO)
- Lack of awareness and self-control



Title: - Cyber Crime and Security

Activity – Video on Digital Addiction OR Hacking- Ethical or not

Classes	XII
Total No. of Students	29
Total No. of Submissions	29
Date	13/05/2026
Mode	Offline
Art Integration / Gamification / Experiential Learning	Experiential Learning
Skills Developed	Critical thinking
Learning Objectives	Students will be able to understand the topic Cyber Securities and risk factors
Conducted by	Ms. Deepica Sabharwal
Any Other	

Description of the Activity: Activity was conducted in class room with smart board.

Students presented their videos in the class, in a pair. They presented their views on Hacking and how and what we can do to avoid it.

Learning Outcomes:

Students understood about cyber safety and risk from cyber crime.

It is especially important to use care when accessing and sharing information online in order to avoid the risks and potential harm that can result, such as cyber bullying, hacking, phishing, identity theft, or exposure to inappropriate content and other online threats.

ACTIVITIES AT A GLANCE (PICTURES / VIDEOS LINKS / ANY OTHER FORMAT)

