

MANGALORE INSTITUTE OF TECHNOLOGY & ENGINEERING

(A Unit of Rajalaxmi Education Trust[®], Mangalore)

Autonomous Institute affiliated to VTU, Belagavi, Approved by AICTE, New Delhi

Accredited by NAAC with A+ Grade & ISO 9001:2015 Certified Institution

AICTE ACTIVITY POINT PROGRAM - REPORT

Workshop on “*Enhancing Creative Thinking for School Students*”



Activity Head: Helping the local schools to achieve good result and enhance their enrolment in Higher/Technical/Vocational Education

July – August 2025

1. Introduction

The AICTE Activity Point Program (AAPP) is an initiative of the All India Council for Technical Education (AICTE) aimed at inculcating social responsibility, experiential learning, and teamwork among engineering students. As per AICTE & VTU guidelines, students are required to earn activity points through participation in socially relevant activities, which contribute to their overall graduation requirements.

In alignment with this vision, our institution has undertaken structured initiatives to conduct Workshop on “*Enhancing Creative Thinking for School Students*” during July–August 2025 across 37 Government Schools in Dakshina Kannada and Udupi districts. The activities were carefully designed to ensure community development and student skill enhancement.

This report documents the planning, execution, and outcomes of the program.

2. Creative Thinking: An Overview

Creative thinking is increasingly recognized as an essential skill for addressing complex challenges in today’s dynamic world. It enables individuals to move beyond conventional patterns of thought, generate new ideas, and view problems from multiple perspectives. In education, this fosters independent learning, stronger connections between concepts, and innovative problem-solving approaches.

Design thinking complements creative thinking by offering a structured, user-centric framework for problem-solving. It emphasizes empathy, ideation, prototyping, and testing, thereby encouraging collaboration, experimentation, and resilience. When combined, creative and design thinking empower learners with both imaginative and practical approaches to tackling challenges.

3. Objectives

Workshop on “*Enhancing Creative Thinking for School Students*” initiative under the AICTE Activity Point Program 2025 was designed with the following objectives:

- To introduce students to the importance of creative and critical thinking in problem-solving and innovation.
- To encourage students to think beyond conventional approaches and adopt fresh perspectives.
- To provide students with tools for problem identification, idea generation, and solution evaluation.

- To enhance students' ability to analyze complex problems by breaking them into manageable components.
- To familiarize students with design thinking, focusing on empathy, creativity, and experimentation.
- To enable teamwork, collaboration, and peer-to-peer learning through presentations and feedback sessions.

Through these objectives, the initiative nurtured curiosity, innovation, and flexibility in young learners—skills vital for their future growth

4. Preparatory Stage – Mentoring the Mentor Program

To ensure smooth implementation, a Mentoring the Mentor workshop was organized on 24-07-2025 and 41 faculty members from various departments have participated.

The workshop focused on equipping mentors with strategies to guide and monitor students effectively. Three main aspects were covered:

1. Creative Thinking – Adopting innovative teaching and problem-solving strategies during school engagements.
2. Critical Analysis – Objectively assessing on-ground challenges and developing actionable solutions.
3. Design Thinking – Applying empathy, ideation, and prototyping for structured problem-solving.

Faculty members were also trained on:

- Activity planning and time management.
- Documentation standards and report preparation.
- Use of geo-tagged photographs/videos for transparency and evidence.

Resource Person:

Dr. Bindu Madhavi, HoD (i/c), Department of Mechatronics, Mr. Swaroop, Assistant Professor Dr. Vignesh Ullal, Sr. Assistant Professor and Dr. Shivaramu HT, Associate Professor, Department of Mechanical Engineering and delivered a session on effective mentoring practices.



Dr. Prashanth C M, Principal delivering a special address at the Mentoring the Mentor Workshop



Dr. Bindu Madhavi, HoD (i/c), Mechatronics, delivered a talk during the workshop

5. Student Training Sessions

Following faculty training, structured orientation was given to students in two phases:

- Chemistry Cycle Students: 25–26 July 2025
- Physics Cycle Students: 01–02 August 2025

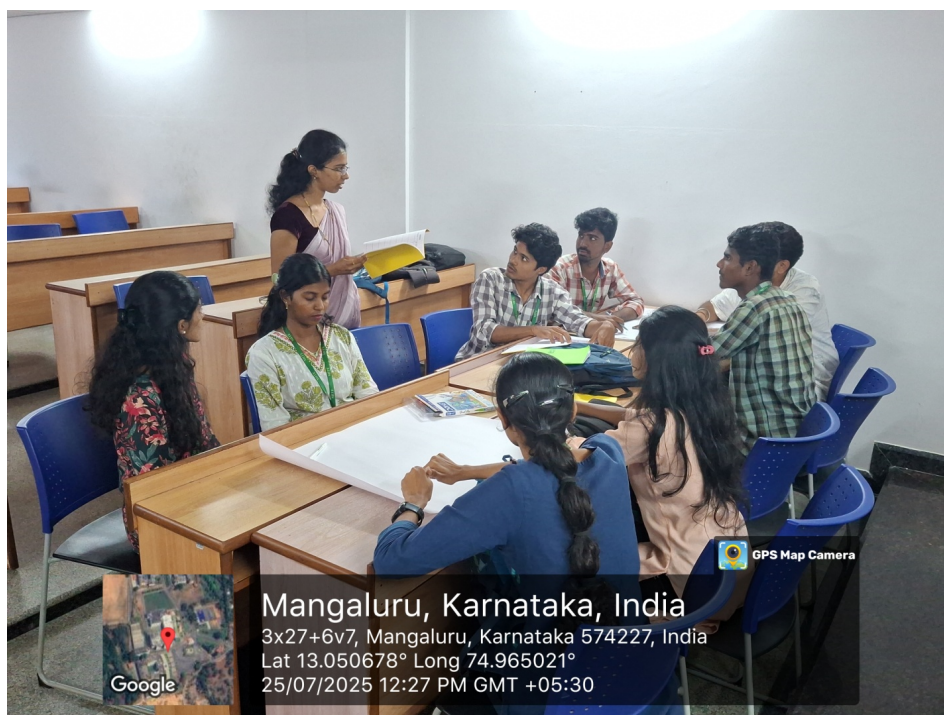
Student Team Formation

First-year engineering students were grouped into teams of 10–12 members to encourage collaboration and effective engagement. Faculty mentors facilitated the formation of these teams, ensuring a balanced mix of skills and backgrounds. Within each team, students proficient in local languages such as Kannada and Tulu were assigned specific roles to ensure smooth interaction with schoolchildren. Each team was responsible for preparing charts, visual aids, and hands-on activities tailored for their sessions.

This structured team-based approach not only enhanced the effectiveness of the workshops but also helped students develop leadership, communication, and organizational skills. The participants displayed remarkable enthusiasm, viewing the initiative as a unique opportunity to contribute to the learning of younger students while simultaneously strengthening their own problem-solving and project management abilities.

The training sessions for the *Enhancing Creative Thinking for School Students* program were designed to equip engineering students with the necessary skills to effectively conduct workshops in schools.

- Fundamentals of critical and creative thinking.
- Preparation of charts and models for effective classroom demonstrations.
- Development of sample problems and activities to engage school children.
- Guidelines on behavior, teamwork, and reporting.
- Mapping activities with Sustainable Development Goals (SDGs).



Mrs. Prathvi, Assistant Professor of Physics is providing training to the student team



Preparation Session



Students rehearsing with Dr. Mitra, Sr. Assistant Professor of Mathematics



During Students' Mock presentation at MITE

6. Program Execution – Activities at Schools

With approvals in place, student groups were assigned to 37 Government Schools. Each group conducted a two-day program, involving interactive learning and outreach activities.

The workshops centered on creative thinking and design thinking, with engineering students leading interactive activities that encouraged schoolchildren to think critically and approach problems with innovation. Visual aids, games, and real-world examples were integrated into the sessions to make abstract concepts more relatable and engaging.

A key highlight of the workshops was the hands-on learning approach. School children were actively involved in experimenting with ideas, brainstorming solutions, and working together on problem-solving tasks. This participatory method not only increased engagement but also reinforced the concepts, ensuring that students could retain and apply the knowledge gained in meaningful ways.

Key Activities Conducted:

- Hands-on demonstrations and experiential learning modules.
- Problem-solving and idea-pitching sessions for school children.
- Motivation for students to showcase ideas and presentation skills.
- Interaction with school staff to understand local challenges.

Participation:

- Engineering Students Involved: 909
- School Students Benefited: ~2500+
- Schools Covered: 37

The impact of the workshops was evident from the very beginning. School children expressed enthusiasm about exploring new ways of thinking and solving problems creatively. The sessions also boosted their confidence, with many students reporting that they felt more comfortable sharing their ideas and actively participating in group activities.



Delivering lecture on creative thinking at DKZP Govt. Pre University College, Aliyoor



Hands-on training at Karnataka Public School GPUC, Hiriyadka



School students sharing thoughts about Design Thinking during Hands-on training with Dr. Prashanth C M, Principal, MITE at DKZP Govt. High School, Neerkere



Students from DKZP Govt. PU College, Kavoore is presenting their idea



Students of GHS Kallya is presenting their idea

ಸುದ್ದಿ ಬಿಡುಗಡೆ

ಬೆಳ್ತಂಗಡಿ 2025ನೇ ಆಗಸ್ಟ್ 14ರಿಂದ ಆಗಸ್ಟ್ 20

ಮೈಟ್ ಇಂಜಿನಿಯರಿಂಗ್ ಕಾಲೇಜಿನ ವಿದ್ಯಾರ್ಥಿಗಳಿಂದ ಕಾರ್ಯಾಗಾರ

ಬಳಂಜ: ಮೂಡುಬಿದ್ರೆಯ ಮಂಗಳೂರು ತಾಂತ್ರಿಕ ಮತ್ತು ಇಂಜಿನಿಯರಿಂಗ್ ಕಾಲೇಜು (ಒಬಿಐಇ) ವಿದ್ಯಾರ್ಥಿಗಳಿಂದ ಸೃಜನಾತ್ಮಕ ಚಿಂತನೆ ವೃದ್ಧಿಯೊಂದಿಗೆ ಪ್ರಾಜೆಕ್ಟ್‌ನ ಏರ್ಪಾಡು ಬಗ್ಗೆ ಎರಡು ದಿನದ ಕಾರ್ಯಾಗಾರ ಆ. 4 ಮತ್ತು 5ರಂದು ಸರಕಾರಿ ಪ್ರೌಢಶಾಲೆ ಬಳಂಜದಲ್ಲಿ ನಡೆಯಿತು. ಉಭಯ ಜಿಲ್ಲಾ ಜನಜಾಗೃತಿ ವೇದಿಕೆಯ ಸ್ಥಾಪಕ ಅಧ್ಯಕ್ಷ ಮತ್ತು ಪ್ರೌಢಶಾಲಾ ವಿಭಾಗದ ಶಾಲಾ ಅಭಿವೃದ್ಧಿ ಮತ್ತು ಮೇಲುಸ್ತುವಾರಿ ಸಮಿತಿಯ ಕಾರ್ಯಾಧ್ಯಕ್ಷ ವಸಂತ ಸಾಲಿಯಾನ್ ಕಾರ್ಯಕ್ರಮವನ್ನು ದೀಪ ಬೆಳಗಿಸುವ ಮೂಲಕ ಉದ್ಘಾಟಿಸಿದರು. ಬಳಂಜ ಶಿಕ್ಷಣ ಟ್ರಸ್ಟ್‌ನ ನಿರ್ದೇಶಕ ಪ್ರಮೋದ ಕುಮಾರ್ ಜೈನ್ ಮಾತನಾಡಿ, ಕಾರ್ಯಾಗಾರಕ್ಕಾಗಿ ಬಳಂಜ ಶಾಲೆಯನ್ನು ಆಯ್ಕೆ ಮಾಡಿಕೊಂಡಿರುವುದಕ್ಕೆ ಮೈಟ್ ಕಾಲೇಜಿನ ಆಡಳಿತ ಮಂಡಳಿಗೆ



ಧನ್ಯವಾದ ಸಲ್ಲಿಸಿದರು. ಮೈಟ್ ಕಾಲೇಜಿನ ಉಪನ್ಯಾಸಕ ರಂಜಿತ್ ಎಚ್. ಡಿ. ಬಳಂಜ ಪ್ರಾಸ್ತಾವಿಕವಾಗಿ ಮಾತನಾಡಿದರು. ಸರಕಾರಿ ಪ್ರಾಥಮಿಕ ಶಾಲೆಯ ಮುಖ್ಯೋಪಾಧ್ಯಾಯ ರಂಗಸ್ವಾಮಿ ವೇದಿಕೆಯಲ್ಲಿ ಉಪಸ್ಥಿತರಿದ್ದರು. ಮೈಟ್ ಕಾಲೇಜಿನ ವಿದ್ಯಾರ್ಥಿಗಳಾದ ಕೃತಿಕಾ, ಪ್ರಶಸ್ತಿ, ನಿಶಿಕಾ, ತೀರ್ಥಶ್ರೀ, ಶೀತಲ್ ರಶ್ಮಿ, ಸಹೀಮಾ, ಜೋಸ್ಟಿನ್, ಸಂಕೇತ್,

ಶ್ರೀರಾಮ್, ಸುಕ್ಷಿತ್ ಮತ್ತು ಅಕ್ಷಯ್ ಭಾಗವಹಿಸಿದ್ದರು.

ಬಳಂಜದ ಪ್ರೌಢಶಾಲೆ ಮತ್ತು ಪ್ರಾಥಮಿಕ ಶಾಲೆಯ ಆಧ್ಯಾಪಕರು, ವಿದ್ಯಾರ್ಥಿಗಳು ಉಪಸ್ಥಿತರಿದ್ದರು. ಪ್ರೌಢಶಾಲೆಯ ಮುಖ್ಯೋಪಾಧ್ಯಾಯಿನಿ ಸುಲೋಚನ ಕೆ. ಸ್ಥಗತಿಸಿದರು. ಅಧ್ಯಾಪಕಿ ವೀಣಾ ಕಾರ್ಯಕ್ರಮ ನಿರ್ವಹಿಸಿ, ವಂದಿಸಿದರು.

7. Outcomes and Impact

a. For School Students

- Enhanced exposure to STEM concepts through activity-based learning.
- Development of confidence and presentation skills.
- Motivation to think creatively and critically.
- Early awareness of innovation and entrepreneurship opportunities.

b. For Engineering Students

- Strengthened leadership, teamwork and mentoring abilities.
- Improved skills in communication, documentation, and real-world problem-solving.
- Hands-on experience in applying design thinking principles.
- Fulfillment of AICTE-mandated experiential learning requirements.

c. For Faculty Mentors

- Enhanced mentoring abilities through structured training.
- Active involvement in community-oriented teaching.
- Better collaboration with local schools, strengthening the institution–community linkage.

d. Feedback from Schools

We received special mentions from:

- Mr. Santhosh Kumar T.N., Teacher, Karnataka Public School, Montepadavu
- Mr. Jagannath, Headmaster, DKZP High School, Guruvanikere
- Mr. Ashok, Besant National High School (Kannada Medium)

All of them highlighted that the workshops encouraged school children to come forward, showcase their ideas, and improve their communication skills.

8. Parallel Initiatives – Innovation & Entrepreneurship Outreach

Alongside AAPP, an Innovation and Entrepreneurship Outreach Program was conducted at DKZP Govt. Pre-University College, Aliyoor.

- Activities under this program were mapped with Institution’s Innovation Council (IIC) activities.
 - Students were sensitized to entrepreneurship, idea validation, and innovation practices.
-

9. Feedback Analysis

The feedback from school students, faculty mentors, and participating schools was collected to evaluate the effectiveness of this year's "Enhancing Creative Thinking" workshops. The analysis provides insights into participant satisfaction, areas of impact, and recommendations for future iterations of the program.

Feedback Methodology

Feedback was gathered using the following approaches:

1. **Post-Workshop Surveys:** Distributed to school students to assess their grasp of creative and critical thinking concepts, satisfaction with the hands-on activities, and overall workshop experience.
2. **School Administration Input:** Principals and teachers shared their observations on coordination, student participation, and the impact of the sessions on learning outcomes.

Summary of Feedback

Student Feedback

Participation & Engagement

- Over **92%** of students reported being actively engaged during the sessions, noting that the interactive and activity-based approach kept them motivated.
- Around **88%** felt that team-based activities such as brainstorming, chart preparation, and problem-solving exercises helped them understand concepts better.

Understanding of Creative Thinking

- **90%** of students stated that their understanding of creative and design thinking improved significantly.
- Students particularly appreciated the "hands-on problem-solving challenges," which encouraged them to think differently and present their ideas with confidence.

Content & Delivery

- **83%** rated the content and delivery as "very good," with several appreciating the use of visual aids and real-world examples.
- A few students suggested that additional time should be allocated for completing prototype-based and idea-presentation activities.

Suggestions received

- Extend the workshop duration to include more in-depth exploration of creative thinking and design-based projects.
- Provide more personalized mentor interaction and guidance during activities.

School Administration Feedback

Impact on Students

- Headmasters and teachers from both DK and Udupi districts highlighted the program as highly beneficial, observing noticeable improvements in students' problem-solving approaches and confidence.
- Schools emphasized that students were more willing to participate in discussions and express their ideas openly after attending the workshops.

Coordination & Support

- Schools appreciated the smooth coordination and materials provided by MITE, which ensured effective delivery.
- The inclusion of faculty mentors and student volunteers fluent in Tulu/Kannada was recognized as a key strength in ensuring clear communication with school children.

Suggestions for Future Programs

- Introduce follow-up workshops or periodic sessions to reinforce the learning.
- Expand the content to include innovation-oriented topics, such as technology-based creativity, simple coding activities, or digital design tools.
- Explore collaboration with more schools to widen the outreach and impact.

10. Conclusion

The AICTE Activity Point Program for 2025 was executed successfully across 37 schools, involving 909 engineering students and impacting thousands of school students.

The initiative not only fulfilled AICTE's experiential learning mandate but also:

- Enhanced school students' curiosity, creativity, and confidence.
- Built stronger mentor–student relationships.
- Strengthened the institution's community engagement profile.

The program stands as a model for institution-driven outreach and holistic student development.

Annexure -1

Sl. No.	Schools visited
1	DKZP GOVT. PRE UNIVERSITY COLLEGE ALIYOOR
2	GOVT. PRE UNIVERSITY COLLEGE KURNAD
3	KARNATAKA PUBLIC SCHOOL MONTEPADAVU
4	GPUC HEBRI
5	GHS KALLYA
6	GPUC BAJAGOLI
7	KARNATAKA PUBLIC SCHOOLS GHS HOSMAR
8	KARNATAKA PUBLIC SCHOOL MIJAR - SECONDARY
9	DKZP GOVT. HIGH SCHOOL NALYAPADAVU (9th & 10th Std.)
10	DKZP GOVT. HIGHER PRIMARY SCHOOL NALYAPADAVU (8th Std.)
11	DKZP GOVT. HIGH SCHOOL CHITRAPURA
12	DKZP GOVT. PRE UNIVERSITY COLLEGE KAVALA PADUR VAGGA
13	DKZP GOVT. HIGH SCHOOL MANCHI
14	GPUC UDYAVARA
15	GOVERNMENT HIGH SCHOOL(RMSA), BALANJA
16	DKZP GOVT. HIGH SCHOOL NEERKERE
17	DKZP GOVT. HIGH SCHOOL KODMANNU
18	DKZP GOVT. PRE UNIVERSITY COLLEGE SAJIPAMOODA
19	GPUC KARKALA
20	DKZP GOVT. HIGH SCHOOL HOSABETTU
21	KARNATAKA PUBLIC SCHOOLS GPUC MUNIYALU
22	DKZP GOVT. HIGH SCHOOL NELLIKARU
23	DKZP GOVT. PRE UNIVERSITY COLLEGE ALADANGADY
24	DKZP GOVT. PRE UNIVERSITY COLLEGE KAVOOR
25	DKZP GOVT. HIGH SCHOOL KALLADI
26	DKZP GOVT. HIGH SCHOOL SALETHUR
27	DKZP GOVT. HIGH SCHOOL PANJIKAL
28	BESANT NATIONAL HIGH SCHOOL (KANNADA MEDIUM) MG ROAD MANGALURU
29	DKZP GOVT. PRE UNIVERSITY COLLEGE MANINALKUR
30	GPUC PALLI
31	GPUC BAILUR
32	KARNATAKA PUBLIC SCHOOLS GPUC HIRIYADKA
33	DKZP GOVT. PRE UNIVERSITY COLLEGE CHELLAIRU
34	DKZP GOVT. HIGH SCHOOL ADYAPADI
35	DKZP GOVT. PRE UNIVERSITY COLLEGE GURUPURA

36	DKZP GOVT. HIGH SCHOOL GURUVAINAKERE
37	DKZP GOVT. HIGH SCHOOL NADUGODU