

STEAM VISION FOUNDATION

Activity Report 2025 (Jan–June 2025)



From January 9 to 11, 2025, the STEAM Vision Foundation organized a transformative 3-day STEAM camp at Saraswati Shishu Mandir, Nagpur, Maharashtra, a school operated by Madhav Shikshan Sanstha.

Nai Disha



Chander Malik Sir visited Nai Disha and had a discussion with Sangeeta Malik regarding the students' learning progress. Conversation focused on enhancing the effectiveness of the STEAM program and exploring ways to further support students in developing 21st-century skills. They also reviewed the impact of the ongoing collaboration between STEAM Vision Foundation and Nai Disha, emphasizing the importance of technology-driven education in empowering students.

Sewa Dham Vidya Mandir



Chander Malik Sir visited Sewa Dham Vidya Mandir to assess the impact of the STEAM Vision Foundation's initiatives and discuss future educational collaborations. The visit included discussions with school faculty, students, and mentors on the progress of ongoing STEAM programs.



Prakashanand Chhatravas



Chander Malik Sir, visited [Prakashanand Chhatravas](https://www.steamvisionfoundation.org), Wazirabad, Delhi. The purpose of this visit was to interact with the youth residing at the hostel, understand their educational and technical aspirations, and promote the importance of STEAM education.



CERTIFICATE DISTRIBUTION



Recognizing the dedication and contribution of mentors **Rashi Ji** who guided students through STEAM learning initiatives



Certificate of Contribution to Honoring **Shri Devender Singh Ji** for his valuable support and contributions to the STEAM programs



Awarding certificates to students from **Gurusikh Innovation Center** for their participation in the FIRST Tech Challenge (FTC)

Certificate Distribution

SPANDAN ACADEMY, MP



A six-day offline STEAM and Technovation workshop was organized at Spandan Academy, Ganj Basoda, Madhya Pradesh. The primary focus of the program was to empower girls through technology and innovation as part of the **Technovation Challenge 2025**.

A total of **25 girls participated** in the workshop. They identified community problems relevant to their surroundings, formed teams, brainstormed innovative mobile app solutions, and recorded their official pitch videos for submission to the international competition. Using tools like MIT App Inventor, they developed working prototypes and gained exposure to global innovation practices. This initiative nurtured leadership, creativity, and digital confidence among rural girls.

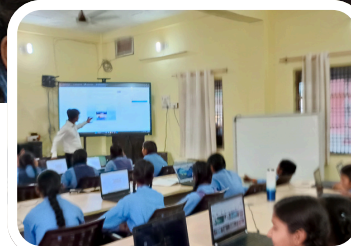
TECHNOVATION PARTICIPATION

DSET PUBLIC SCHOOL, UP

From 15 to 22 April 2025, a week-long offline Digital Literacy Camp was organized at DSET Public School, Ballia, by SVF in collaboration with Youth for Sewa.

During the camp, 15 girl-led teams participated in the Technovation Challenge 2025, identifying social problems and developing tech-based solutions. All participating students came from rural backgrounds, reflecting the growing reach of innovation and digital education at the grassroots level.

DSET Public School is committed to providing modern, skills-based education in rural areas, and this camp reinforced that vision.



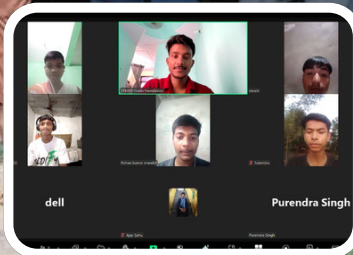
TECHNOVATION PARTICIPATION

STEAM VISTARAK PROGRAM

The STEAM Vistarak Program 2025, jointly conducted by STEAM Vision Foundation and Sewa Bharti Sewa Dham Vidya Mandir, aimed to empower grassroots changemakers from underserved regions of India. A total of 31 STEAM Vistaraks from different states were selected and trained to promote digital literacy and 21st-century skills in their communities. Through weekly online sessions, they received continuous mentorship, shared progress, and supported each other in overcoming challenges like limited infrastructure or internet access.

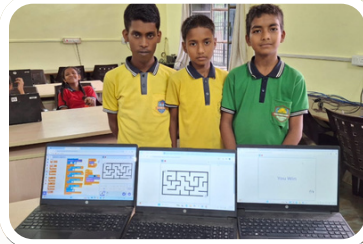
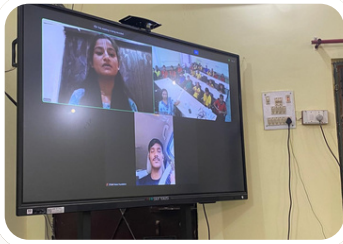
These Vistaraks organized workshops on coding, 3D design, app development, robotics, and more – directly impacting hundreds of students in rural and remote areas.

The program created a strong national network of young educators, driving innovation, inclusion, and digital empowerment at the grassroots.



DIGITAL LITERACY PROGRAM

Online Summer Camp at DSET Public School



From 21 to 30 May 2025, an Online STEAM Summer Camp was conducted with students from DSET Public School. The camp focused on delivering engaging digital learning experiences to rural students through remote teaching.

A total of 20 students participated in daily online sessions covering app development, 3D design using Tinkercad, basic coding, robotics, and drone concepts. Interactive challenges, mentor support, and peer collaboration made the sessions lively and practical.

This initiative proved that quality digital education can effectively reach students in rural areas when guided with structure and support.

DIGITAL LITERACY PROGRAM

Hybrid STEAM Summer Camp – Nai Disha Educational and Cultural Society (9–20 June 2025)



From 9 to 20 June 2025, a hybrid STEAM summer camp was organized at Nai Disha Educational and Cultural Society, combining both online and offline learning methods.

A total of 18 students participated in hands-on sessions covering coding, 3D modeling, app development using MIT App Inventor, robotics with EV3 kits, and drone flying. The program provided personalized mentorship and real-time demonstrations to foster creativity, teamwork, and digital confidence.

This camp highlighted how blended learning can enhance student engagement and expand access to modern education for children from underprivileged communities.

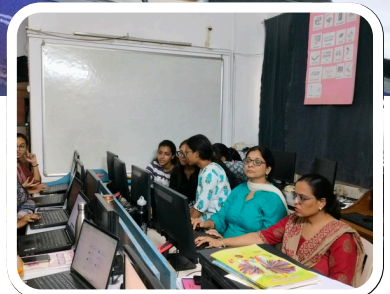
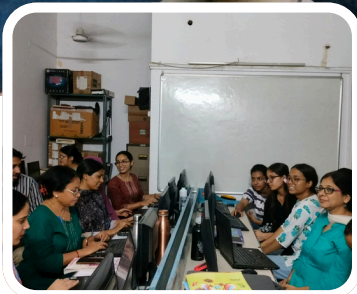
DIGITAL LITERACY PROGRAM

AI Tools Workshop for Teachers – Nai Disha Educational and Cultural Society

AI Tools Workshop was organized at Nai Disha Educational and Cultural Society to introduce teachers to emerging technologies that can enhance classroom learning.

During the workshop, teachers learned to use various AI-based tools for content creation, assessment design, voice-to-text conversion, presentation building, and student engagement. The session focused on making technology approachable and practical for day-to-day teaching.

The initiative empowered teachers to integrate 21st-century digital tools into their pedagogy, making learning more interactive, personalized, and future-ready.



WORKSHOP ON AI TOOLS

सम्पूर्ण विश्व के कल्याण का मंत्र

ॐ सर्वे भवन्तु सुखिनः ।
सर्वे सन्तु निरामयाः ।
सर्वे भद्राणि पश्यन्तु ।
मा कश्चित् दुःख भाग्भवेत् ॥
ॐ शान्तिः शान्तिः शान्तिः॥

हिन्दी भावार्थ:

सभी सुखी हों, सभी रोगमुक्त रहें, सभी का जीवन मंगलमय बनें और कोई भी दुःख का भागी न बने। हे भगवन हमें ऐसा वर दो!

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