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SNAPSHOTS OF

Creya'tors @ Work

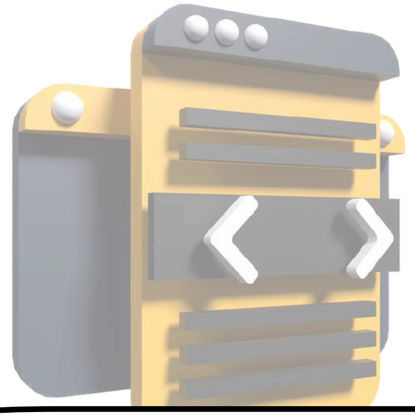
NLK Academy

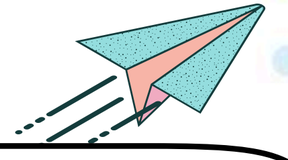
Session : 2025-26

CODING

App and Game Development

ENGINEERING DESIGN





#Mindfulness

#21st_Century_Skills

#Design_Thinking

#Experiential_Learning

#Exploration

#Creya'tor

#Innovation

Grade 6

Module 1 – Dragon Tome

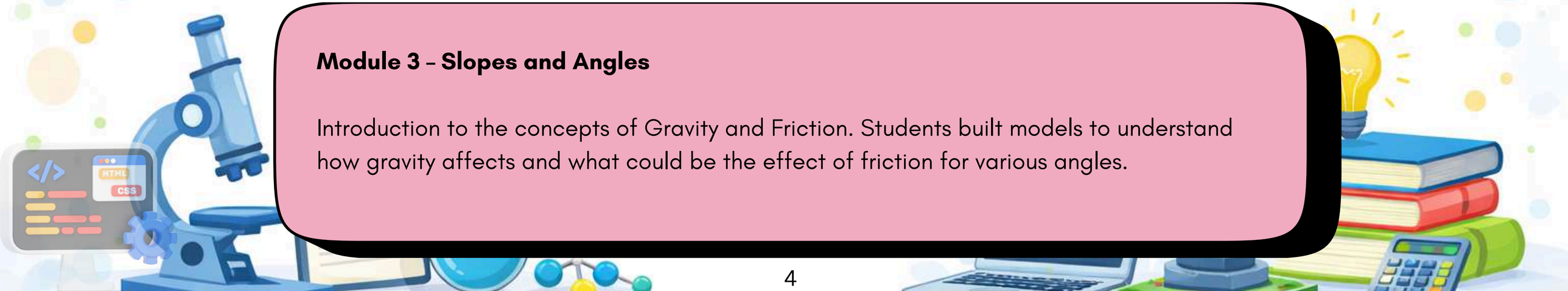
Students explored the world of coding and game design using Tynker. They learned core programming concepts such as loops, conditionals, and variables while developing an interactive adventure game.

Module 2 – Levers

Students were introduced to the concepts of force and work. Students were led to understand that simple machines are basic tools that make work easier by changing the magnitude or direction of force. They built models and in the process further their knowledge of the mechanical advantage and real-life applications of the lever.

Module 3 – Slopes and Angles

Introduction to the concepts of Gravity and Friction. Students built models to understand how gravity affects and what could be the effect of friction for various angles.



Grade 7

Module 1 – Think Productive

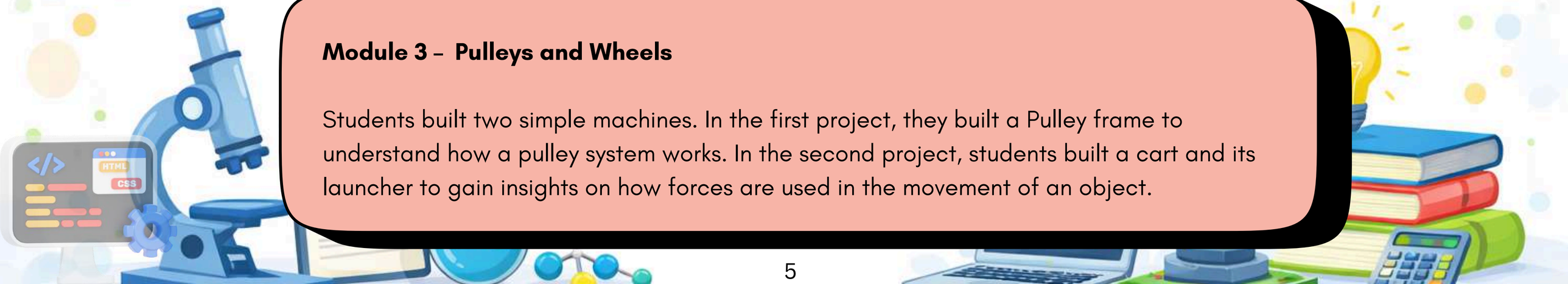
In this module, students developed productivity applications such as an Event Reminder and an Attendance App, designed to save and notify users about scheduled events. They further applied their learning to address and solve a real-world challenge scenario.

Module 2 – Power Transfer

Students built upon their knowledge of power transfer mechanisms. They built models that integrate different forms of power transfer, including power transfer across right angles and power transfer that occurs intermittently.

Module 3 – Pulleys and Wheels

Students built two simple machines. In the first project, they built a Pulley frame to understand how a pulley system works. In the second project, students built a cart and its launcher to gain insights on how forces are used in the movement of an object.



Grade 8

Module 1 - Communication Made Easy

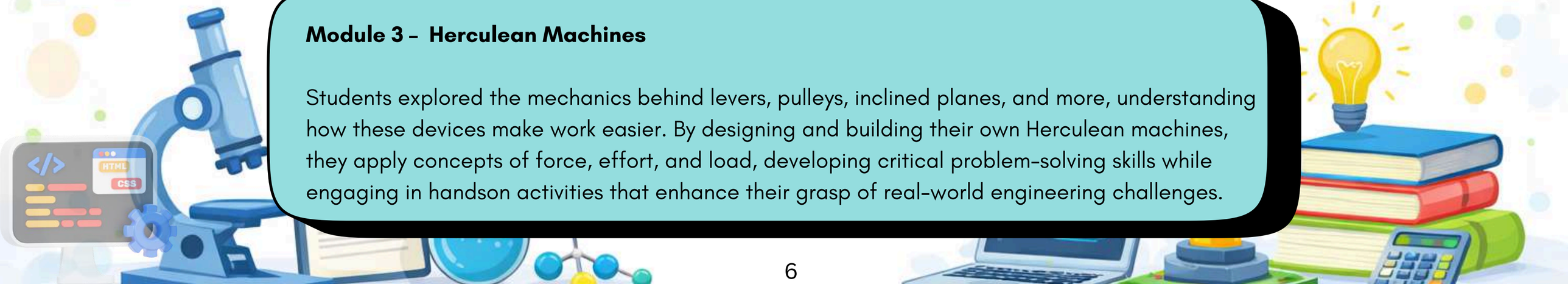
This module encourages students to think critically about real-world communication challenges and build practical solutions, strengthening their skills in coding, creativity, and user-centered app design.

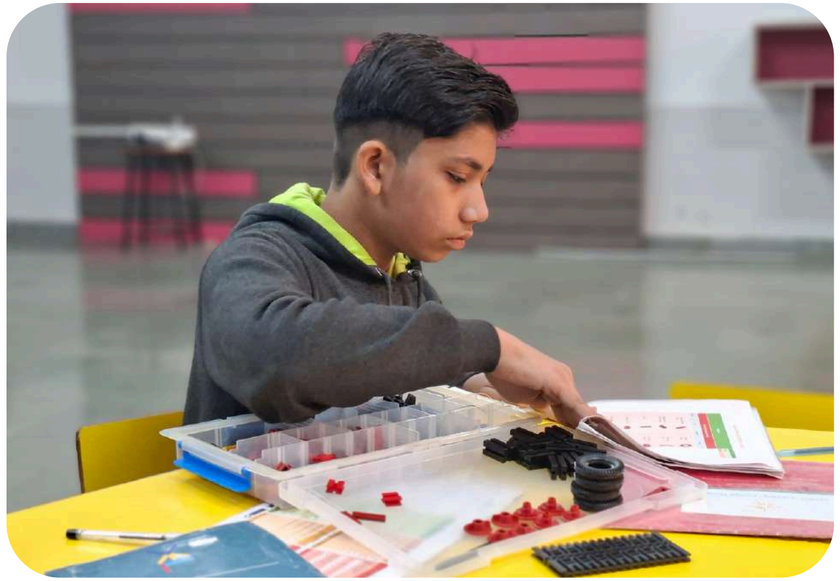
Module 2 - Gear Ratios

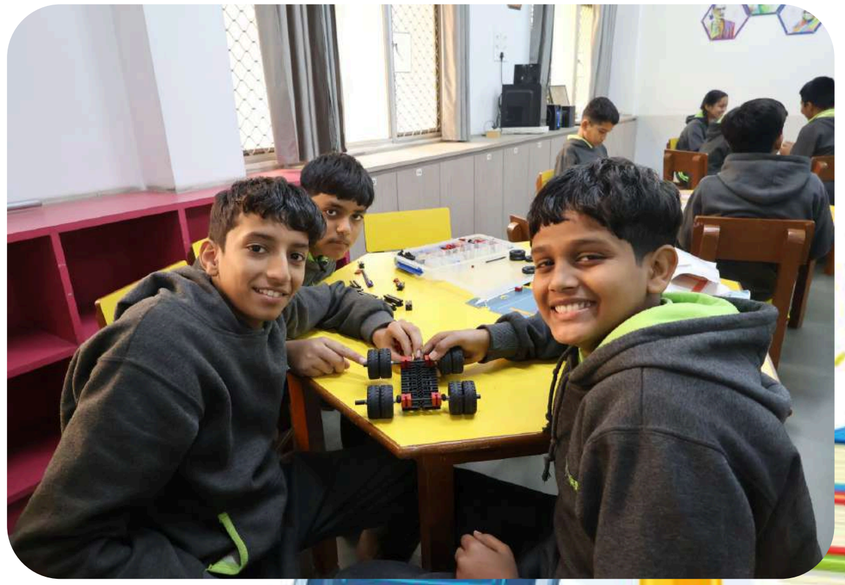
Students were introduced to Different type of Gears. They build projects which further their knowledge about gear pair, gear reductions, gear train, torque and power ratio.

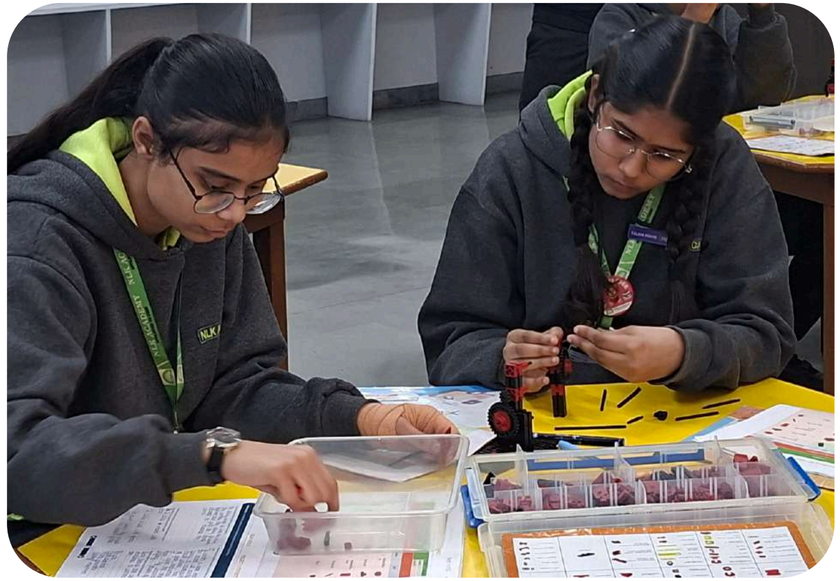
Module 3 - Herculean Machines

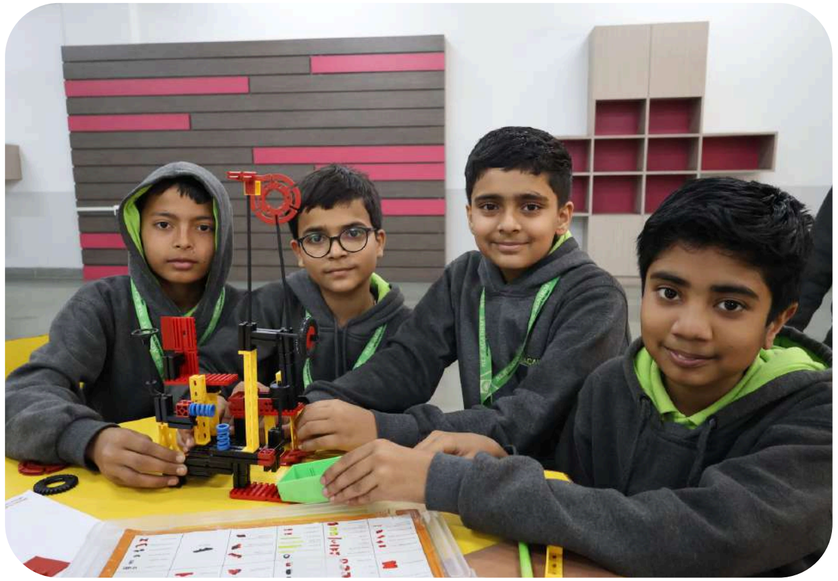
Students explored the mechanics behind levers, pulleys, inclined planes, and more, understanding how these devices make work easier. By designing and building their own Herculean machines, they apply concepts of force, effort, and load, developing critical problem-solving skills while engaging in handson activities that enhance their grasp of real-world engineering challenges.

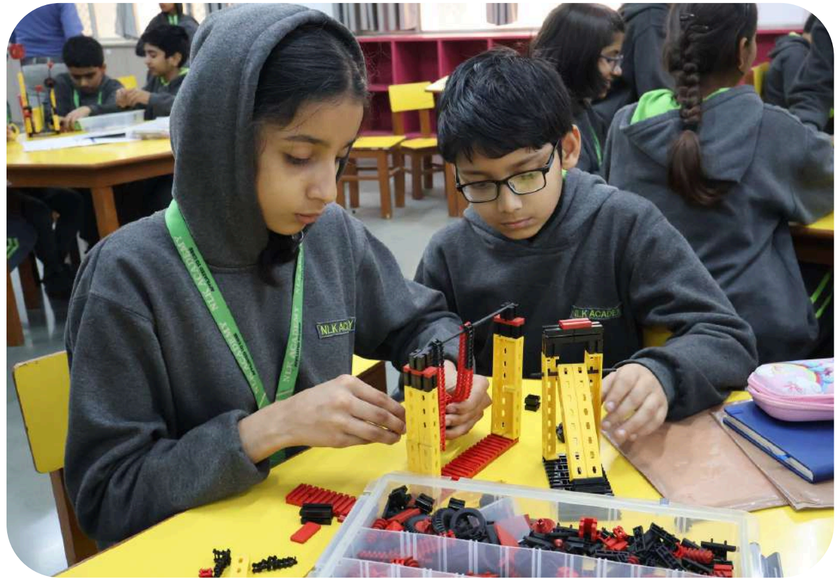


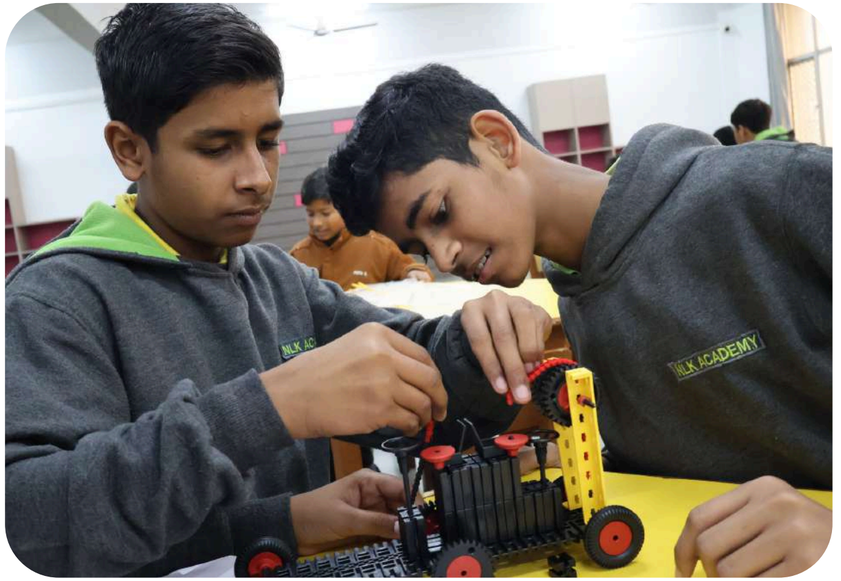


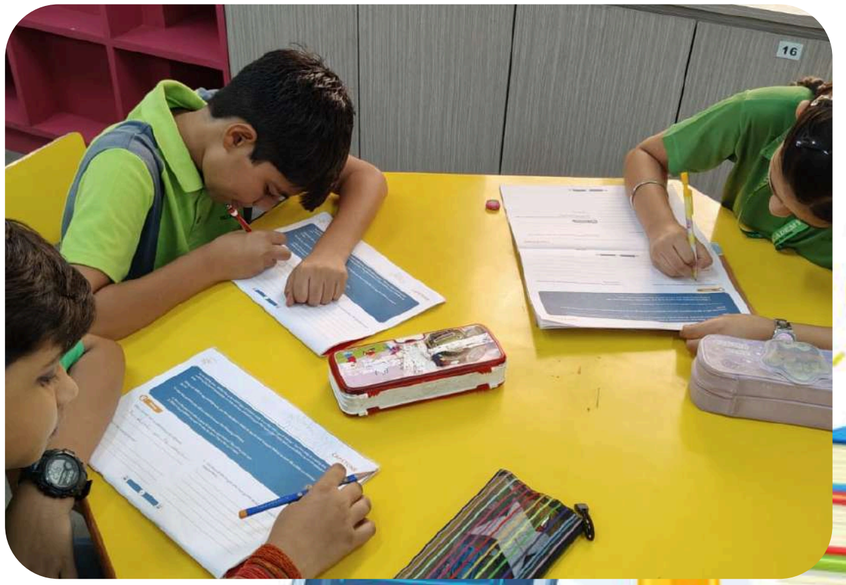









NLK ACADEMY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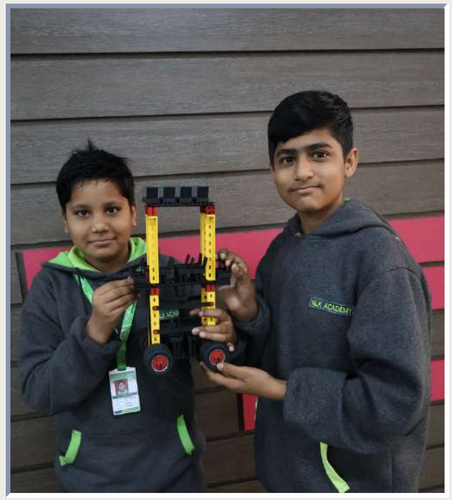

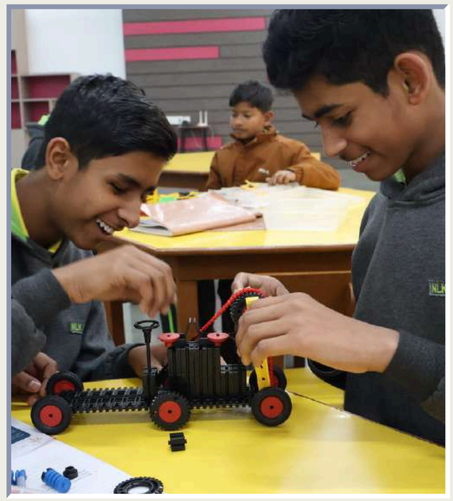

NLK ACADEMY
Chasing dreams with Learning

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