This document entails a brief on the initiatives taken by students to sensitize community members on dominating issue of COVID-19. This compendium of success stories contains details about 25 best practices and case studies implemented by students on managing health risk during COVID-19. These stories have been chosen on the basis of the projects implemented by the students with an objective to motivate their linked communities to prepare them against the health disaster in advance.
1. Name: Heena Sharma

Age: 13
Class: 9
Gender: Female
School: Doon Public School, B-2 Paschim Vihar, New Delhi - 110063
Purpose: Importance of Vaccination
Solution: Website - http://61d8236aca9be.site123.me/

Details about the solution:

Heena Sharma, a student of class 9C in Doon Public School, who is 13 years old, has created a website named B WARRIOR. It is an informative website that provides all the basic and additional information regarding the queries that arise in general people’s minds. Further, this website creates the required public awareness about the COVID-19 pandemic. Though she has tried to provide complete information on the website, other important suggestions/views are solicited from the general public to make the website more viable.

How did the student try to bring a change?

A meeting with community members, including friends and family, was scheduled on the zoom platform with the motive meeting to spread awareness about the COVID-19 vaccination program for 15-18 age groups. Participants above 15 years of age attended the session and decided to get vaccinated at the earliest. Other older participants, who also participated in the session, were influenced to be vaccinated.
2. Name: Aadit Kumar

Age: 13
Class: 9
Gender: Male

School: Mount Abu Public School, POCKET B8, Pocket 10, Sir Chotu Ram Marg, Sector 5, Rohini, Delhi, 110085

Purpose: Preparedness for the third wave of COVID 19
Solution: Newsletter

Details about the solution:
Adit Kumar, a student of class 9 of Mount Abu Public School, Rohini, Delhi, aged 13, has created this product to explain how the government and the citizens are prepared for the 3rd Wave of COVID-19. This product also talks about how we, the people of India, have suffered from COVID-19 for the past two years. It also explains three things: Testing, Treatment, and Vaccination. Furthermore, it uses various graphics to connect people through visual aids, which would help them envisage the concerned topics/agendas. The main motive of this product is to inculcate learning about the COVID-19 and measures to eradicate it.

How did the student try to bring a change?
Various astounding sessions were conducted before creating this newsletter. These sessions were conducted to understand people’s situation during the COVID-19 pandemic. All sessions conducted were exciting and with the aim to provide logical learning. Sessions were conducted on 5, 6, 10 January 2022 with nearly 5 participants. Participants from each of these workshops helped the students visualize things, which enabled him to conduct secondary research on the topic. Along with the teachers from Mount Abu Public School, Rohini, Delhi, he was able to bring out this product and sensitize his neighbors about being prepared for the third wave.
3. Name: Aditya Banerjee

Age: 12
Class: 8
Gender: Male
School: Mount Abu Public School, Pocket B-8, Sector-5, Rohini, Delhi

Purpose: Importance of Vaccination
Solution: Game

Details about the solution:

Aditya Banerjee of class 8, Mount Abu Public School, Rohini, Delhi, aged 12, has created a game analogous to the famous “Snakes And Ladders.” The name of the game is “Viruses And Saviours.” Dice will be needed for the game along with a board, and many players can play this game. The numbers on the dice faces will be 1, 2, 3, 5, 10, and 15. There are rewards (jumps) for COVID appropriate behavior (mask, social distancing, pranayam, and nutritious food) and shortcuts for fully vaccinated ones. There is a demotion for breaking the COVID protocols. The final destination has 50 points, and the person who reaches the finish first wins. The game is perfect for creating awareness on avoiding the risk of viruses and the importance of Vaccination.

How did the student try to bring a change?

Aditya Banerjee conducted an awareness session with classmates to explain the game on 7 January, Friday at 11:30 am. There were a total of 43 Participants. An explanation was provided regarding the game, its rules, and the importance of COVID appropriate behavior, including Vaccination. Participants were also requested to play the game with their respective families.
**4. Name: Taneesha Sen**

*Age:* 10  
*Class:* 6  
*Gender:* Female  
*School:* Kendriya Vidyalaya No-1, Salt Lake, Sector-I, Labony, Kolkata-700064, West Bengal

**Purpose:** Importance of Vaccination  
**Solution:** Game

**Details about the solution:**
Taneesha Sen of class 6, Kendriya Vidyalaya No-1, Salt Lake, Labony, Kolkata, West Bengal, aged ten, has created a simple electric circuit using a battery, LED light, and wires. This product has a set of unorganized questions and answers that are connected through cables. In this game when pointers are placed on questions and correct answers while playing this game, the circuit completes and the LED light glows.

**How did the student try to bring a change?**

Taneesha conducted a session to spread awareness about the usage and benefits of using Suraksha Box to prepare the third wave of COVID 19. There was participation from around 40 participants, including people of all age groups. It was conducted on 4 January 2022 and was of a 1-hour duration, including the Q&A session.

The participants were informed about the rising number of COVID cases in the country. They were also told that germs and bacteria could live on the surfaces around us for 28 days, and thus ‘Suraksha Box’ is a need of the hour.
5. Name: Advika Senthil Kumar

Age: 10
Class: 4
Gender: Female

School: National Academy For Learning, Basveshwara Nagar, Bangalore, Karnataka

Purpose: Importance of Vaccination

Solution: Game in scratch coding, Vac-Man similar to Pac-Man

https://scratch.mit.edu/projects/404057626/fullscreen/

Details about the solution:

Advika Senthil Kumar of class 4, aged ten from National Academy for learning, Basweshwara Nagar, has created a game similar to the Pac-Man game, which shows virus mutations in different colors. When the VAC-MAN wears the masks or takes the vaccine, the virus does not affect the VAC-MAN. The fruit, which resembles good food for immunity, gives extra two lives for the VAC-Man. The goal of the VAC-Man is to go where ever they want while being protected with masks and vaccines and attain their goal and eat all yellow dots. Without the masks and Vaccination, the COVID viruses and their mutations eat the VAC-MAN.

How did the student try to bring a change?

Advika conducted an awareness session, where she mentioned the game she created. During the session, she also apprised the participants that she learned to make such games through udemy.
6. Name: Manya Aggarwal

Age: 12
Class: 8
Gender: Female
School: Amity International School Vasundhara Sector-6 Ghaziabad Uttar Pradesh 201012
Purpose: Preparedness for the third wave of COVID 19
Solution: App

Details about the solution:

Manya Aggarwal of class 8 from Amity International School, Vasundhara, aged 12 has created an app known as ‘Healing Equilibrium’ that states the Balance between Health and Life. It contains 11 features that define the pre, present, and post period of COVID-19 for a positive patient.

- 1st feature -Answer to your questions
  - In this section the users and doctors can interact with each other. Doctors can answer users’ questions on this platform in 15 to 20 minutes only. Questions can be added when the plus button is clicked. For users’ benefit, image and flagging features are also there in the input of the question.

- 2nd feature -Appointment and Inquiry
  - In this feature, for the user’s ease, there are two sections, the first section is for an appointment with the doctor and the second one is for any inquiry that the user has.

- 3rd Feature -Custom Doctors
  - After COVID recovery, many patients face problems e.g., hair problems, eyesight issues, insomnia, thyroid, diabetes, etc. Hence, this feature was added as a post-period feature.

- 4th feature -Pharmacies you can use
  - The app has been connected with India's top 9 online pharmacies, including google maps if the user wants to buy medicines physically.

- 5th feature -About COVID
  - In this feature, daily statistics of COVID cases are uploaded and updated with information about different variants of COVID-19.

- 6th Feature -Ambulance at need
  - Eight online ambulances available in India's regions easily at urgent needs have been added to the application.

- 7th Feature –Pathology
  - For some patients who recovered from COVID with some old diseases, pathology is a must afterward. Hence, this feature was added in which there is
a list of pathology centers all over India and appointment sites of top diagnostic centers in India.

- 8th feature - Home care facilities
  - For people living in remote areas, senior citizens living alone-this feature is made for them. They can quickly call/book home care facilities for themselves from this feature.

- 9th Feature - Exercise for kids
  - Considering that kids are unable to go out for sports and physical activities, this feature has been added. Here, there are several playlists on different kinds of exercises.

- 10th feature - Yoga for all ages
  - This feature has been added particularly for adults and senior citizens, considering that if they cannot practice exercises, they can choose to practice YOGA.

- 11th feature - Video Conference
  - The video conference feature is connected with the appointment with doctor feature. In this feature, there are set options of a number of patients per meeting and time limit per patient for the doctor’s ease as well.

Furthermore, the application also has a query chatbot. If the user wants to connect with the founders, this feature can be used. Also, there is a login and signup feature in the app, along with prospects regarding the application.

**How did the student try to bring a change?**

This project was started along with a classmate in Mid-June. At least 20-35 meetings were held for this project through Skype.
7. Name: Aditya Agarwal

Age: 12
Class: 7
Gender: Male
School: Amity International School, Sector 6, Vasundhara, Ghaziabad, Uttar Pradesh

Purpose: Preparedness for the third wave of COVID 19
Solution: Model

Details about the solution:

This model represents a Bluetooth-controlled rover to monitor climate and social distancing in a classroom. Research shows that there are more COVID-19 cases as temperature and humidity fall. Recent severe cases are found in cold and dry weather. This device will monitor the classroom climate and based on that, it will alert students that social distancing is not being followed in the classroom. Daily climate data can also be stored, and classroom activities can also be planned accordingly and assure social distancing by broadcasting alert messages.

How did the student try to bring a change?

An awareness session on COVID 19 was conducted with mentor Mrs. Suniti Gupta, teacher, Amity International School, Sector 6, Vasundhara, Ghaziabad, Uttar Pradesh, and peers during work ex class in December 2021. Discussions about the impact of temperature and humidity on COVID 19 virus was held, and the attendees were shown how the product would function.
8. Name: Parneet Singh

Age: 13
Class: 9
Gender: Male
School: Mount Abu Publish School, Sector-5 Rohini, New Delhi
Purpose: Preparedness for the third wave of COVID 19
Solution: Model

Details about the solution:

Parneet Singh of class 9 from Mount Abu School, Rohini, aged 13, has started a project named AuTemp. This project was mainly created to prevent COVID-19 more efficiently. AuTemp is a contact-less temperature measuring device that can also work with solar energy. It is different from the thermal gun as while using a thermal gun, and we cannot perform social distancing as the range of the thermal gun depends on the size of the hand of a person who is operating it. And secondly, a thermal gun needs a person to operate, but AuTemp range is better and more extensive than the thermal gun and doesn't need anyone to operate it.

How did the student try to bring a change?

A session with around 50 participants was conducted to share about the model. It was also informed that the concept is just as a very initial stage, and Parneet will try to take it ahead as he gets an opportunity.
9. Name: Anunay Murali

Age: 17
Class: 12
Gender: Male
School: East Point School, FC-26, DALLUPURA, Vasundhara Enclave, Delhi, Pin-110096

Purpose: Preparedness for the third wave of COVID 19

Solution: Crossword puzzle

Details about the solution:
Anunay Murali of class 12 from East Point School, Dallapura, aged 17 has created a crossword puzzle consisting of all essential information related to COVID-19 that most people are unaware. It is made with an objective to sensitize people of the basic precautions that should be taken in this prevailing situation (like practicing COVID appropriate behavior). It majorly includes words associated with COVID such as- lockdown, social distance, vaccination, contagious, pandemic, epidemic, PPE, antibodies, asymptomatic, quarantine, oximeters etc.

How did the student try to bring a change?
This product was made with the involvement of the participant's biology teacher. Both have tried to include all the terms and information related COVID-19 in a very innovative way. The readers will find crossword puzzle bit tricky and interesting. A session was conducted online on 8 January 2022 at 5:30 pm to apprise peers and family members about the puzzle. It was an informative and interesting session and included all the basic COVID-19 information that some people were unaware.
Name: Adite Sharma

Age: 14
Class: 9
Gender: Female
School: Amity International School, Sector 6, Vasundhara, Ghaziabad, Uttar Pradesh
Purpose: Preparedness for the third wave of COVID 19
Solution: Model

Details about the solution:

Adite Sharma of class 9 Amity International School, Vasundhara, aged 14, has created a device that can sanitize and sterilize various items. Amid the rise of the third wave of COVID-19, people have been a challenge in identifying methods to sterilize the things brought from outside. Well, household warriors have been using various techniques to fix these things, but traditional disinfection methods are not good enough. Therefore, the Suraksha Box can be used which is a UV-C Sterilization system that can kill 99% of germs and viruses from everyday items. It primarily works by using special bulbs that can emit the right amount of UV-C light that is needed to kill bacteria and viruses.

How did the student try to bring a change?

A session was conducted with the aim of spreading awareness about the usage and benefits of using Suraksha Box for the preparedness of the third wave of COVID 19. There were around 40 participants, including people of all age groups. It was conducted on 4 January 2022. The webinar was of 1-hour duration, including the Q&A session.
**11. Name: Advik Singh**

Age: 10
Class: 6
Gender: Male
School: Amity International School, Vasundhara, Sector-6, Ghaziabad, Uttar Pradesh

**Purpose:** Preparedness for the third wave of COVID 19

**Solution:** App

**Details about the solution:**

Advik Singh has created an app to support rural development, which could provide a solution to rural people in COVID times in the health sector. It has a feature of health facilities that will help villagers availing different health facilities such as health check-up camps and vaccination booths. There is also the telephone directory with all the important phone numbers, including hospitals. Through the app, they can contact doctors, have an online consultation and buy and get medicines prescribed online during the pandemic time.

**How did the student try to bring a change?**

An awareness session was held on 6 January 2022 at 6 pm. Discussions about the application with juniors, peers, and community members were held. Participants were also sensitized about COVID-19 precautions. The attendees really appreciated it.
12. Name: Vishnupriya S Babu

Age: 10
Class: 5
Gender: Female
School: Nafl Basaveshwaranagar- 3rd Cross, 3rd Block, 3rd Stage, Basaveshwaranagar- Bengaluru, Karnataka

Purpose: Importance of vaccinations
Solution: E-book

Details about the solution:

Vishnupriya S Babu has written an e-book about the importance of Vaccination.

How did the student try to bring a change?

This e-book can find worksheets with games and a few links to games and websites that teach the reader about the importance of vaccinations. The reader will also be given a chance to try some experiments. This book will help the readers gain much knowledge regarding vaccines. An awareness session was organised with peers and family members to apprise them about this initiative and to maximise use of this e-book.
13. Name: Dhruvi Gupta

Age: 15
Class: 10
Gender: Female
School: Amity International School Vasundhara Sector 6 Ghaziabad Uttar Pradesh 201012
Purpose: Preparedness for the third wave of COVID 19
Solution: Model

Details about the solution:

Dhruvi Gupta of class 10 from Amity International School, Vasundhara, aged 15, has presented an interesting replica model of solar sanmi box for sanitization. Sanitization of all materials is very important, especially during this challenging time of the COVID-19 pandemic. This device can effectively sanitize the objects when heated up to a specific temperature. The Solar Sani box contains two chambers, 1st box is the solar-based sanitization unit, and the 2nd is the herbal disinfection unit. Solar Sani Box traps the heat from the sun, and then the box is heated up to 75°C (temp. at which most of the microbes get killed), and this way, it can sanitize all types of materials using solar radiation. When the sun is not present, one can use the battery and the halogen bulb to produce heat, and hence it can be used anytime, even at night. Since Solar Sani Box has an automatic sanitization system, it can be easily used by people of any age, whether young or old. It can be installed for personal and community use and is cost-effective; also, contactless sanitization is possible. Since the box is made up of either recycled or natural products, it is not harmful to the environment and humanity when compared to other current sanitization methods.

How did the student try to bring a change?

Due to COVID-19, small group sessions were conducted at various places. Talks were held with guards, school staff, government school officials, shopkeepers, hospital management team, and many more people, who were asked about their current sanitization methods and made aware of the same. An online session was also conducted for school children about the importance of sanitization and solar energy as an alternate sanitizing method.
Aarushi Singh of class 10 from Amity International School, Vasundhara has created "Immunoboost" product. It is a homemade immunity booster powder. The materials used in this product are readily available in our kitchen, like fennel seeds, coriander seeds, cardamom, peppercorns, cloves, cinnamon, dry ginger powder, and turmeric. These ingredients have antioxidant and anti-inflammatory properties. Cardamom helps in relieving sore throat. Black pepper aids in combating respiratory conditions and rejuvenating the lungs. And most importantly, turmeric is a polyphenol with strong antioxidant, anti-inflammatory, antibacterial and anti-fungal properties. The combination of all these ingredients can play a significant role in protecting us from this deadly virus.

An awareness session was held on 6 January 2022 in the social neighborhood and park. The participants were a few children (10 in number). In the session, the product was introduced to them, and they were told how it helps in boosting immunity. The properties of ingredients used in the product and their benefits and dosage were also discussed during the session. Some samples were also distributed among them. In addition to this, they were also made aware of the importance of wearing masks and using sanitizers in daily life.
15. Name: Jayansh Oberoi

Age: 13
Class: 8
Gender: Male
School: St. Mark’s Senior Secondary Public School, Meera Bagh, New Delhi
Purpose: Importance of Vaccination
Solution: Quiz

Details about the solution:

Jayansh Oberoi of class 8, from St. Mark’s Senior Secondary Public School, Meera Bagh, aged 13, has created an exciting quiz on coronavirus. It is made to spread awareness among the people that how dangerous the virus is. The link to the quiz is given below: https://forms.office.com/Pages/ResponsePage.aspx?id=8Pm7rtoj40mYvzIXGrvJvE-ftTHY84adHmX8FiZC0UeVUOUpNSII1ME8yUTJDUThMSFdTkgxMjlVMVy4u

How did the student try to bring a change?

An awareness session on COVID 19 was conducted, and there were a total of 7 participants in the session. The session was conducted on the zoom meeting platform on 9 January 2022 at 7 pm.
16. Name: Rudra Pratap

Age: 13
Class: 8
Gender: Male
School: APS Delhi Cantt Sadar Bazaar, New Delhi
Purpose: Preparedness for the third wave of COVID 19
Solution: Game

Details about the solution:

Rudra Pratap, of class 8 from APS Delhi Cantt, aged 13 has created a game called Snakes’ n’ Ladders: Do’s And Don'ts during COVID-19. It makes people aware about the precautions and steps that should be followed during the pandemic (Coronavirus) in a fun way. There are many people in the country who are not concerned about these steps. This game can make them conscious about the safety measures that should be taken to be safe from the very next COVID-19 Third Wave. It is very simple to play the game as it is just a refined version of the real Snakes ‘n’ Ladders game. The number boxes having ladder started, will have the do's with picture of the same. The numbers boxes having snakes face, will have the don'ts with pictures. The playing steps are same as in Snakes’ n’ Ladders Game.

How did the student try to bring a change?

A session was conducted on 08 January 2022. It was done in the presence of neighbours and friends. Everyone gave their perspective and views and stated that it would be helpful to a lot of people.
17. Name: Yuvraj Rastogi

Age: 10
Class: 6
Gender: Male
School: Gyan Bharati School, Saket New delhi

Purpose: Preparedness for the third wave of COVID 19
Solution: Game

Details about the solution:

Yuvraj Rastogi of class 6, from Gyan Bharti School, aged 10 has created a game called Corona Tambola, which focusses upon the DOs and DON'Ts of COVID-19. This game spreads awareness in a fun manner, and can be played in groups offline or online.

How did the student try to bring a change?

We played this game in our family. The game starts with telling the symptoms as well as precautions. The numbers in the chits are either Red or Green. One of the members of the groups will call random numbers between 1 to 90. The first one to complete all greens is safe and wins while the one cutting all the Red ones is corona positive and needs quarantine.
18. Name: Vrinda Arora

Age: 13
Class: 8
Gender: Female
School: Tagore International School, Vasant Vihar Paschimi Marg, Block C, Vasant Vihar, New Delhi, Delhi 110057
Purpose: Preparedness for the third wave of COVID 19
Solution: App

Details about the solution:

Vrinda Arora, of class 8, from Tagore International School, Vasant Vihar, New Delhi, aged 13, has created an application named “AUSHADH” which is a mobile based app which intends to connect the young adults of a particular district (16-17 years) with people and provide them the right medical assistance through the app. The app will connect students pursuing science in class 11th and 12th with the help of their school and will be trained with the basic knowledge of taking body vitals e.g. blood pressure, sugar, pulse and oxygen rate, etc and accordingly will be assigned small batches or areas for them to collect information and medical data of people wherein creating a bridge between the people who are unaware and lacking the medical support.

How did the student try to bring a change?

Two different sessions were held with two different groups of people, where they were explained the importance of having a complete medical set-up, to prevent a repeat of the rise in cases during the first two waves. Motivation was brought into the attendees for taking up duties to help elders by doing even the smallest things. It was an interactive session, held to make people aware about the app, and how it can help them and the society. Positive feedback was received from the attendees along with some encouragement as well.
19. Name: Aryan Goswami

Age: 15
Class: 9
Gender: Male
School: Gurukul the School, Ghaziabad, Near Dasna, NH-24, Ghaziabad, Uttar Pradesh

Purpose: Preparedness for the third wave of COVID 19
Solution: Game

Details about the solution:
Aryan Goswami, of class 9 developed a game of snake and ladder but with some changes in which ladder depicts all the precautions to be taken up for this pandemic like mask, maintaining social distance and etc. The snake represents things not to be done in this pandemic like not wearing mask, not getting vaccinated etc. The main motive is to spread awareness to follow all the precautions so that they can be prepared to fight the anticipated third wave.

How did the student try to bring a change?
The session was conducted on 10 January 2022 on google meet, where approximately 121 participants interacted and took chance to play the game.
<table>
<thead>
<tr>
<th>Name: Saksham Arora</th>
</tr>
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<tbody>
<tr>
<td>Age: 11</td>
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<tr>
<td>Class: 6</td>
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<tr>
<td>Gender: Male</td>
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<tr>
<td>School: St. Mark's Sr. Sec. Public School, Meera Bagh, New Delhi</td>
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<tr>
<td>Purpose: Preparedness for the third wave of COVID 19</td>
</tr>
<tr>
<td>Solution: Game</td>
</tr>
</tbody>
</table>

**Details about the solution:**

Saksham Arora of class 6, from St. Mark's Sr. Sec. Public School, Meera Bagh, New Delhi aged 11 has created a jigsaw puzzle, which will help in spreading awareness about precautions regarding the virus. People can play the puzzle and come to know about various precautions required to prevent COVID-19.

**How did the student try to bring a change?**

Several sessions on online and offline platform was conducted to apprise the participants about the puzzle and ascertain its efficacy by way of learning about COVID-19.
21. Name: Divyansh Khare

Age: 12
Class: 7
Gender: Male
School: Mira Model School; Address: B-1 Block, Janakpuri, New Delhi

Purpose: Importance of Vaccination
Solution: Model

Details about the solution:

Divyansh Khare, of class 7, from Mira Model School, Janakpuri has created a model called Cov-Pratirakshan, with the slogan "Be wise and get Immunize". The product is a theatre box which has been prepared using old papers. The two puppets designed are social workers which will help in explaining people the importance of vaccination. COVID-19 vaccines have been tested by multiple drug administration authorities in the world. They are proven to be effective in reducing our probability of contracting COVID-19. Once we are vaccinated, our body is much better prepared to shield off more viruses by making our immune system stronger. This message will be conveyed to all through the puppets.

How did the student try to bring a change?

Cov-Pratirakshan- Be wise and get Immunize: The sessions could not be carried owing due to COVID protocol and safety. However once we are back to normal I would love to carry my theater box to places like park, markets, worship places ,malls, multiplex and school to emphasize COVID Vaccination.
22. Name: Niyati Mahendru

Age: 12
Class: 9
Gender: Female
School: East point school, FC-26, Dallupura, Vasundhara Enclave, Delhi - 110096

Purpose: Importance of Vaccination
Solution: Model

Details about the solution:

Niyati Mahendru, of class 9 from East Point School, Vasundhara Enclave, aged 12 has created a model which has 2 cases. The first case is explaining if we will not take the vaccine and get infected from corona virus than we will not be able to fight against infectious agents as a result of which we will not be able to survive. The second case is explaining if we will take the vaccine and somehow get infected from corona virus, then we will only have mild symptoms like cold and cough.

How did the student try to bring a change?

The model was shown and explained to her peers. The session took place on 27 December and on 10 January. It was an interactive session where all tested the model.
23. Name: Sohum Malhotra

Age: 14  
Class: 9  
Gender: Male  
School: Doon Public School, B-2 Paschim Vihar, New Delhi - 110063

Purpose: Preparedness for the third wave of COVID 19  
Solution: Game - COVID Race

Details about the solution:

Sohum Malhotra of class 9, from Doon Public School, aged 14, has created a game called COVID Race. This game introduces various things on how to be prepared for the third wave of COVID-19. It is a board game that can be played by two or more people. The game is divided into small squares, and on some squares, several "ladders" or "Virus" are drawn connecting them to other squares. 'Ladders' show some protection we need to take during this pandemic and 'Virus' represent Coronavirus along with its consequences which affects the players if they catch the virus.

How did the student try to bring a change?

The game was played by peers and cousins. The players learnt many things, especially how to be prepared, in advance, against COVID-19. The game strives to explain to the players; about face mask and how we need to use it when we are outdoors, vaccination is a must for everyone above 15 years, maintain social distance of 6 Ft. and no handshakes, frequently clean your hands with soap and water, hand sanitization should be done in every 5-6 hours or whenever one goes out or returns and lastly staying at home and minimizing contact with other people is the simplest way to avoid contracting new symptoms of COVID-19.
24. Name: P Rahinishree

Age: 14
Class: 8
Gender: Female
School: National Public School, No.81, 3rd Cross, 60 Feet Road, Dr. Vishnuvardhan Rd, 5th Stage, Banashankari, Bengalore Karnataka

Purpose: Importance of Vaccination
Solution: Model

Details about the solution:

P Rahinishree of class 8, form National Public School, Banashankari has created a model called "VaccON", meaning Vaccination ON or Vaccination to One and All, shows a vaccine injection killing corona virus along with the mask and tablets which are intended as tools to manage the virus. The picture in the background also depicts medical and health professionals pushing Vaccination as a most promising strategy against COVID-19. The model emphasizes the importance of vaccination as a shield to prevent and protect from the current threat the world is facing. So, let's "pull" the vaccine and "push" the corona virus out.

How did the student try to bring a change?

Owing to the current curfew due to COVID 19, a small group session with 7 members as audience was held on 9 January 2022, the Sunday to create an awareness session and educate the importance of administering COVID vaccination. The key points discussed were vaccination types available in India, benefits and other alternative approaches practiced in the management of coronavirus. The session was well received and the participants vouched that they would further spread the take away points from the session to the community.
25. Name: Akalsimarjot Singh

Age: 12
Class: 8
Gender: Male
School: Gyan Bharti School, Saket, New Delhi-110017

Purpose: Importance of Vaccination
Solution: Game

Details about the solution:

Akalsimarjot Singh has created a game related to the awareness of Vaccination of COVID-19 VIRUS and its name is CRONOPOLY. The game is derived from the famous Monopoly game, which helps the player to follow COVID-19 protocols in exchange of currency. The player is entitled to save the currency while following the said protocols.

How did the student try to bring a change?

The prototype was tested by making the peers play the game and an awareness session was conducted for the families that live in the neighbourhood on 14th December 2021.