Estd: 2008

code:2430



## GOVERNMENT DEGREE COLLEGE MANUGURU



College

An ISO 9001:2015 Certified Institution & Affiliated to Kakatiya University, Warangal

Samithi singaram, Besides Bus Depot Manuguru, Manuguru (M), Bhadradri Kothagudem (Dt), Telangana-507117, email:
qdcmanuguru@gmail.com.

Subject: Collegiate Education-Telangana State Innovation Cell (TSIC)- Observation of World Creativity and Innovation Day on 21April- Conducting Essay Writing

Competition-Reg

Respected Sir/ Madam,

The United Nations designated 21st of April as World Creativity and Innovation Day to raise awareness of the role of creativity and innovation in All aspects of human development. At, TSIC with a vision and mandate to build and nurture the culture of innovation in the state of Telangana from a young age we intend to leverage this day as an opportunity to spread awareness of innovation among students of Telangana.

To promote awareness around the culture of innovation and innovation ecosystem in Telangana, TSIC in collaboration with the Inqui-lab Foundation had designed "An Hour For Innovation" with the support from Department of Collegiate Education. The session consists of basic Information, hands-on activity, an inspiring story and a short essay writing. Requesting active participation from all the teachers and students to Foster the culture of innovation in the state of Telangana.

With a vision and mandate to build and nurture the culture of innovation in the state of Telangana from young age TSIC intend to leverage this day as an opportunity to spread awareness on innovation in all the Government Degree Colleges of Telangana.

The program is designed to be a teacher-led engaging session with the aim to inspire students towards learning and innovation. The details of the awareness session are as follows:

In view of the above, all the Principals are hereby directed to assign the ED Cell Coordinator or one of the Members of ED Cell shall conduct this one hour session based on the information provided thorough attachment with this mail.

The ED Cell coordinators/members will be provided material for the session delivery for smooth conduct of the session.

#### Instructions to be followed:

Each college is requested to appoint a teacher/s for facilitating this session for the students on 21st April, 2022.

One class slot is to be reserved for the facilitation of sessions. Session can be completed in 45-60 minutes.

Material given with this mail may be used for conducting for smooth and successful conducting of a session

Further, as part of the innovation idea creation among the students, The TSIC is conducting an Essay writing Competitions

among the College Students on the Topic of "Modern problems require modern solutions: Need for innovations"

In this regard, all the students shall be encouraged to Write an Essay on the given topic up to 200-300 word essay

Essays may be written in any language. - 15 mins is the time given to finish this activity.

After completing the essay writing competitions, the concerned teacher has to evaluate the essays and select the best essay from each College and the name of the winner shall be sent to <a href="mailto:apoorva.tsic@telangana.gov.in">apoorva.tsic@telangana.gov.in</a> & <a href="mailto:tskc-ce@telangana.gov.in">tskc-ce@telangana.gov.in</a> along with few photographs of programme/essay writing competitions.

Communicated by the CCE.



Govt. Degree College, Manuguru Bhadradri Kothagudem Dist. Telangana State

#### NEWS PAPER CLIPPING ON

Observation of World Creativity and Innovation Day on 21April- Conducting Essay Writing Competition

# మణుగూరు ప్రభుత్వ డిగ్రీ కళాశాలలో వ్యాసరచన పాేటీలు



సినపాక నియోజక వర్గం ఏట్రిల్ 21 (జనం సాక్షి): ప్రపంచ ఇన్నోవేషన్ దే నందర్భంగా మణుగూరు ప్రభుత్వ

డిగ్రీ కళాశాలలో నూతన అవిష్కరణలు, ఆధునిక సమాజం ఎదుర్కొంటున్న సవాళ్లు పరిష్కార మార్గాలు అనే అంశంపై వ్యాసరచన పోటీలు నిర్వహించారు. ఈ సందర్భంగా కాలేజీ ఏర్పాటు చేసిన కార్యక్రమానికి ముఖ్య అతిథిగా హాజరైన కళాశాల ట్రిన్సిపాల్ డాక్టర్ బి. (శ్రీనివాస్ మాట్లాడుతూ, విద్యార్థులలో అపర విజ్ఞాన శక్తి దాగి ఉంటుందని విద్యార్థి దశలో దాన్ని వెలికి తీసి నూతన అవిష్కరణలు సృష్టించి ఈ సమాజానికి అంకితం చేయాలని సూచించారు. అనంతరం విజేతలను అభినందించారు. ఈ పోటీలో మొదటి బహుమతి బీకాం తృతీయ సంవత్సరం విద్యార్థి సాయిని ట్రవళిక , ద్వితీయ బహుమతి బీకాం తృతీయ సంవత్సరం విద్యార్థి మీనుగ భవాని, తృతీయ బహుమతి బీకాం ద్వితీయ సంవత్సరం విద్యార్థి మీనుగ భవాని, తృతీయ బహుమతి బీకాం ద్వితీయ సంవత్సరం విద్యార్థి రేపుడి డెన్నీ తిరుమల లు గెలుచుకున్నారు. ఈ కార్యక్రమంలో కళాశాల ట్రిన్సిపాల్ డాక్టర్ బి (శ్రీనివాస్, వైస్ ట్రిన్సిపాల్ జూపుడి అనిల్ కుమార్, ఐ క్వె ఎ సి నిర్వాహకులు, రామ తిరుపతి, కామర్స్ అధ్యాపకులు సిద్దెల రవి, టి ఎస్ కే సి మెంబర్ శరణ్య , తదితరులు పాల్గొన్నారు.



22 Apr 2022 | Page 20 epaper.janamsakshi.org



## **T-Innovation Mahotsavam**

## World Innovation Day - 21st April 2022

**Topic:** Introduction to Innovation and Telangana Innovation Ecosystem

#### **AGENDA**

5 min	What is Innovation	
15 min	Design Challenge	
10 min	Stories of Change - Padma Shri C. Mallesham gaaru	
15 min	Write an Essay - Write an essay on a prompt "Importance of Innovation in today's life"	
10 min	Understand about the ecosystem to support innovations of youth in Telangana (TSIC, T HUB, Y HUB etc.)	
5 min	Overview on "Youth for Social Impact" program, an opportunity to students to foster innovation	

## Session plan with Instructions

## 5 Minutes - Understanding Innovation

Instructions to teacher:

- Start with generic questions such as "What is innovation?", "When can something be called as Innovation?"
- Give a general overview of innovation.
- Now, ask questions like, "When can an innovation be called as Social Innovation?", "What is Social Innovation?" and take some examples from students.
- Then talk about terms like Innovation, Social Innovation and the need to build more innovations

Innovation is to create new ideas, processes or products. Anything which is merely novel or new cannot be innovative. It has to be positive and effective when implemented to be called innovative.

Social innovation is the application of a new idea, product, service, or process, or an improvement

to an existing solution that benefits a community by addressing its unmet needs. Innovation which solves the problems of large communities, and society and helps the environment.

To be considered innovative, a social innovation solution should:





- Be new (to the user, the context, or in its application)
- Be better than the existing reality (more efficient, effective, sustainable, or just)
- Add value to a large number of people in the community, or even the whole population

Example of social Innovation can be "Wikipedia", an information platform. As it is free to use, anyone can contribute to it and everyone can benefit from it.

## 10 Minutes - Design Challenge

**Challenge:** Design a mobile stand for yourself using paper.

Instructions to the teacher:

- Firstly ask the students "Now that you know what an innovation is, are you all ready to make an innovation?" and wait for the students to respond.
- Divide the class into teams of 2-3 and distribute the materials given to each team equally.
- Instruct the students that with the materials given they are to make a mobile stand that can hold mobiles both vertically and horizontally.
- Instruct the students that each team will be given 5 minutes of time to do the activity and also extra 5 minutes to test the prototype.
- Ask the students to have discussions while doing the activity and raise hands in case of help is needed.
- Communicate the purpose of the task by saying that anyone can be an innovator even with the simplest material they have in hand.

Innovation is a mindset that everyone can possess. Making or building the simplest things from our everyday materials is a begging way to develop innovative thinking. There is no right or wrong way here and hence having an open mind is critical.

**Resources:** 1. Each team will be given 2 newspaper sheets.

2. Glue (optional)



Instructions: (For teacher's reference. Not to be revealed to the students)





- 1. Each team will get a set of sheets of newspaper.
- 2. Each team will be given 5 minutes for making and 5 minutes for testing the prototype.
- 3. Take the newspaper and cut it to 6X6 inches
- 4. Fold the square in half with the coloured side facing down.
- 5. Open back out
- 6. Rotate 90 degrees and fold in half again
- 7. Open back out
- 8. Fold the bottom edge to meet the centre crease
- 9. Take the top edge and fold it down to meet the centre as well.
- 10. Fold the bottom right corner up to the middle crease.
- 11. Unfold and fold the top right corner down to the bottom middle of the paper.
- 12. Open back out to reveal a cross on one half of your folded paper.
- 13. Repeat steps 8 to 12 but this time on the other side.
- 14. You should now have 2 crosses on your paper that meet in the middle.
- 15. Rotate your paper 90 degrees.
- 16. Take the left corner and fold it in to make a small triangular pocket.
- 17. Pinch the 2 corners in and crease. The paper should naturally fold into itself.
- 18. Rotate 180 degrees and repeat on the opposite side.
- 19. This time when you pinch in the corners and crease, you want to open up the left-hand side where the small triangular pocket is.
- 20. Take hold of the centrepiece and tuck it under the pocket on the right-hand side.
- 21. Repeat on the other side.
- 22. Pinch and crease the centrefold to make it crisp.
- 23. Flip it over to reveal your finished phone stand.

## **Testing Criteria:**

- 1. The paper phone stand should be able to hold the phone in both vertical and horizontal positions.
- 2. The phone stand needs to be strongly built.





## 10 Minutes - Story of an innovator

Instructions to teachers:

- Below is a story of a renowned grassroots innovator from Telangana, Sri C, Mallesham.
- Before sharing this story, ask for any innovators that students know.
- Ask questions like, "have you heard of the name "Mr Mallesham" or "watched the movie "Mallesham"
- Communicate the purpose of this story, everyone and anyone can be an innovator

## Story of Mallesham

Sri Mallesham comes from a low-income weaver family. With a looming financial burden, he was forced to leave his studies in 6th class and started helping his family with handloom weaving. However, he was persistent with his education and was able to pass his 10th class.



Traditionally a job done by women, the silk thread has to be woven into patterns in a specific way and this is done manually. Each saree takes 5 hours to be made. So in a day, only 2 sarees could be made. For one metre of cloth to be woven, the thread needs to be taken around the weaving machine 9000 times. This causes severe pain in the shoulder of women and can cause negative long term impacts on their physical health.

He noticed that his mother too was facing great pain while weaving the Pochampally traditional silk sarees. She explained the fact that working manually on asu for two looms will not be possible for her. Her agony made Mallesham determined to help. He decided to make a machine that would reduce her suffering.

"When questioned: why should we stop weaving sarees for the sake of the asu process? Moreover, what other skills I would have to cultivate for other vocational activities? I felt that if I could find an automated method for the asu process, I can reduce my mother's pain, can continue the family tradition and might earn a better living. This thought became the genesis for the asu machine.

He would observe the function of various machinery and would approach teachers and professors with questions that he had regarding the machine building. He would conduct lots of trial and error. He also used a Telugu to English dictionary to translate complicated concepts





from engineering textbooks.

8 years later, the Asu Machine as we know it was produced. It automated the process of weaving, both increasing the amount of sarees that could be woven in a day and reducing the pain that each woman weaver would feel.

"A majority of the weavers giving up weaving do so because there are very few asu workers willing to take up the hard work of manual asu. Mallesham's asu machine brought a ray of hope to all these weavers. The weavers who were financially well off, bought the machine and it provided livelihood to many. Many increased their loom strength from four to 40 in three years."



"Single women have set up 'Asu Machine Centers' and have started supplying asu to cotton sari weavers as well. One woman, Lingamma, set up such a centre in 2001 in her house and earns almost Rs 300 per day. She has now bought a house, cleared the loan for it and both her daughters' studied engineering over the last 15 years. The revival of sari production took place with the arrival of the asu machine. With the sale of over 750 asu machines, over 10,000 looms got work."

Asu machine has been recognized as the best grassroots innovation which impacted the society the most by NIF-India and MIT, USA by including in Forbes List during 2011. The President of India awarded first prize to Mallesham in 2009. He was conferred with "Padma Shri" on the occasion of Republic day 2017. But more than the award itself, he is grateful for the recognition it has brought to the weavers of the Pochampally Ikat tradition.







## Here is another story of a young innovator from Telangana



Srija is a 9th standard student from Zilla Parishad High School, Chintalkunta, Gadwal district. Every year she participates in an annual sapling planting drive conducted by her school. These seedlings are planted around the school and are usually grown in plastic bags.

In March 2020, Srija was digging the soil to plant a sapling but she then noticed a plastic bag a few feet away in the underground. She realised that it is from the earlier drives and made up her mind to stop using plastic and think of a sustainable solution to raise seedlings.

Srija knew that groundnut cultivation is prevalent in Gadwal district and the shells are referred to as agro-waste. With research, she found that when shells are ground to powder they can be used as manure and she also learned that these shells are rich in calcium and phosphorus.

She learnt that groundnuts grow on the uppermost layer of the soil, it can retain water and





disintegrate slowly. By the end of April Srija started putting her theory to practice.

She managed to make a prototype of the planter by procuring shells from a mill situated near her home. She ground them in a mixer at home, added water to make them into a pulp and moulded it onto a water bottle to form the shape of a cup. Though her first attempt was unsuccessful as the planter was too fragile, with the help of her mentor she was able to add a few natural fertilisers to make it stronger.

And once the planter was sturdy enough she planted it in her school premises and monitored it regularly and noticed that it took 20 days for the planter to disintegrate.



For the work she did, Srija was awarded a Council of Scientific and Industrial Research (CSIR) Innovation award, under the Innovation by School students category, September 2020

Subsequently, her idea was also validated by the T-Works, Telangana, who offered a prototype design for machinery that can help Srija increase production capacity.





## 15 Minutes - Essay Prompt

Instructions to teacher:

- Ask students to take a sheet of paper
- Write the topic clearly on the board.
- Give a brief context about the topic saying "this activity is to get your views or opinions about innovation in general and how can innovation help today's world"
- Encourage all the students to write and submit.
- The best essay per college will be rewarded with an appreciation certificate.
- Write a 200-300 word essay on "Modern problems require modern solutions: Need for innovations"
- The essay can be in any language.
- 15 mins is the time given to finish this activity.

## 5 Minutes - Ecosystem of Innovation, Telangana

*Instructions to teachers* 

- Below are the institutions run by the Government of Telangana to support innovation in our state.
- Give a brief overview of all of them to students and explain the kind of work and opportunities with each of them.
- Motivate the students to leverage the support of the ecosystem to build innovation from scratch to scale it to an enterprise.
- Do ask the students to explore more about these opportunities.



Telangana State Innovation Cell (TSIC) was set up in 2017 to build & nurture the culture of innovation and creativity in the state of Telangana. TSIC was designed and implemented for various initiatives with a major focus on Grassroots and Social Innovation. The objectives of these initiatives can be classified into four categories; Grassroot Stimulation, Ecosystem Enablement, Distribution of Innovation and Innovation in Governance. The primary approach was to achieve the objectives by increasing community participation by mobilising resources of the existing network of ecosystem partners.







T-Works aims to create and nurture a culture of hobbyists, makers and innovators who explore and experiment without the fear of failure. T-Works operates out of a 78000 sq ft facility, being recognised as India's largest platform for prototype development. The state-of-the-art facility provides industry-grade tools and equipment for additive prototyping, electronics workstation, finish shop, laser cutting and engraving, PCB fabrication, pottery, pre-compliance, metal shop, weld shop and woodworking.



Ideate. Implement. Inspire

WE-HUB is India's first and only State led incubator for women entrepreneurs to introduce an Entrepreneurship culture. Initiated as a response to the Global Entrepreneurship Summit (GES) in 2017, the formation of WE-HUB was announced in November 2017 with operations commencing in March 2018. WE-HUB works with an objective to ensure that all women entrepreneurs in the country have access to technical, financial, governmental and policy support required to start-up, sustain and progress according to the current global market.



T-hub is an innovation and business incubator providing state of the art facility to Indian and International startups emphasising providing a better and more beneficial platform with a distinct industry structured environment. It uses the Triple Helix model of innovation which helps in fostering better social and economic development. Incorporated in 2015, it has contributed to over 1100 national and international startups with access to better technology, talent, mentors, customers, corporates, investors and government agencies.







Telangana Academy for Skill and Knowledge(TASK) is a non-profit organisation set up by the state government in 2014 working with the primary objective of making the youth more employable skillfully, thereby fettering the unemployment rate. With a three-pronged approach, it caters to students from diverse academic courses and socio-cultural backgrounds.



An initiative formulated to actively provide a market to the national treasure created by top scientific research institutions in Telangana. The government has identified the gaps in this innovation-entrepreneurship-investment ecosystem, thereby preventing the utilisation of R&D in these institutions. RICH serves as a platform that connects research institutions & academia with industry bodies along with investors.



The Telangana Y-Hub will be India's first innovation hub that caters to the children and youth in India. By creating opportunities that enable, develop and support the problem-solving potential of children and youth in Telangana, the Telangana Y-Hub envisions producing a generation of innovators in every district across the state





## 5 Minutes -Youth For Social Impact

Instructions to teacher:

- Below is a social innovation program offered by Government of Telangana and UNICEF to all college students of Telangana
- Communicate the benefits and exclusive learnings to the students.
- Provide the program website and encourage students to register for the program.



Youth for Social Impact (YFSI) is an exclusive opportunity to all college students of Telangana created by Telangana State Innovation Cell (TSIC) in collaboration with UNICEF and the Inqui-lab Foundation. YFSI aims to orient and upskill students in areas like Sustainable Development, Design Thinking, Social Innovation and Social Entrepreneurship through a learning course. There will be an assessment on 21st-century skills to test your ability as a problem solver. The top teams will be supported by expert mentors to build an innovation by spending time in the communities, interacting with people and stakeholders and understanding a problem completely. The top-3 innovations will be rewarded and also be provided with support to implement.

What can students gain from this?

- Knowledge in Design thinking, Sustainable living and Social Entrepreneurship.
- Assessing your 21st-century skills
- Exclusive mentorship to build your idea
- Time on-field and grassroots to interact with people and officials to understand perspectives.
- Idea validation from users.
- Pitching the final solution to a jury
- Cash rewards and incubation to top-3

Students can register for this program now on <a href="www.youthforsocialimpact.in">www.youthforsocialimpact.in</a> as a team of 2 to 4. It is open for all college students of Telangana to build skills in problem-solving and create innovations.





## (430) GOVERNMENT DEGREE COLLEGE

MANUGURU - BHADRADRI KOTHAGUDEM (DIST), Telangana, 507101



# Observation of world Creativity and innovation day 21<sup>st</sup> April 2022

## ESSAY WRITING COMPETITION

Topic: "Modern problems require modern solutions: Need for innovations"

CONDUCTED BY ED CELL & IQAC

S.No	NAME OF THE STUDENT	GROUP	POSITION
01	S.Pravalika	III D CON	
		III B.COM	I (FIRST)

ORGANIZER

IQAC COORDINATOR

CPRINCIPAL

## COPY TO

- 1. Coordinator IQAC.
- 2. Coordinator Cultural Committee.



## (430) GOVERNMENT DEGREE COLLEGE

MANUGURU – BHADRADRI KOTHAGUDEM (DIST), Telangana, 507101



## **ESSAY WRITING COMPETITION**

Topic: "Modern problems require modern solutions: Need for innovations"

PHOTO GALLARY













## CERTIFICATE OF ACHIEVEMENT

This certificate is presented to

## Saini Pravalika

from GDC-MANUGURU, for having secured winning position in the

Essay Writing Competition organised by the college as a part of **Hour of Innovation**, on 21st April 2022 to mark World Innovation and Creativity Day. The competition was conducted as a part of state-wide celebrations **"T-Innovation Mahotsavam"** organised by

Telangana State Innovation Cell.

DR. SHANTA THOUTAM

Chief Innovation Officer Government of Telangana













## Vision:

To develop the culture of problem solving and innovation in youth to address ground-level social issues of our society through human-centric designs and develop an entrepreneurial mindset to establish sustainable social innovations.

## **Objectives:**

The focus of the Youth for Social Impact program is

- to drive the ecosystem of social innovation and social entrepreneurship
- up-skilling youth where they can be problem solvers; validate their ideas and innovation, challenge their perspectives through grassroots immersion
- to provide system-level exposure to the youth, by means of interacting with multiple stakeholders







## **Program Overview:**



## Inspire:

The goal of this phase is to reach as many youths and inspire them to be potential changemakers through learning modules. The curriculum goes from defining Social Problems and SDGs performance in India to the value proposition of a social venture while explaining the design thinking process of innovation and the importance of co-creation.

## **Identify:**

The goal of this phase is to scrutinize, assess and finally identify the right fit of participants for the further processes by multiple levels of filtration. The selection process tests students' 21st-century skills. For initial filtration, an assessment of one hour is given to test the learning and literacy skills. The final level of filtration, which tests life skills, consists of submitting a solution to a problem statement







#### **Ideation:**

The goal of this phase is to nurture participants on "how to immerse and identify problems on-ground".

## **Immersion:**

The Objective of this experience is for the student to understand the reality of diverse physical, social and cultural environments and identify the grassroots causes of the problems in the community and co-create the solution with the users.

#### **Iterations:**

This space provides students with time to analyse the feedback from Immersion and design a prototype for the solution they cocreated in the Immersion. This takes place within 1-week after the completion of the immersion phase. In the finale, students showcase their innovations/models by a working prototype and pitch their idea to the Jury members. After all the pitches, the Jury shortlists the top 3 teams and offer a monetary prize.

## Implementation:

The top 3 teams will get all the required resources and support to implement the solution at the ground level and to scale the social enterprise.







## **Participant Journey:**

Register on https://youthforsocialimpact.in/

Create a team of 2 to 4

Learning course on Social Innovation and Entrepreneurship

Skill Assessment

Innovation Proposal Submission

Mentoring support

Grassroot Immersion

Prototype building and pitching