



## Koneru Lakshmaiah Education Foundation

(Deemed to be University estd. u/s. 3 of the UGC Act, 1956)

❖ Recognised as Category 1 University by UGC ❖ Approved by AICTE ❖ ISO 21001:2018 Certified

**Campus:** Green Fields, Vaddeswaram - 522 302, Guntur District, Andhra Pradesh, INDIA.

Phone No. +91 8645 - 350 200; [www.kluniversity.in](http://www.kluniversity.in)

**Admin Off:** 29-36-38, Museum Road, Governorpet, Vijayawada - 520 002. Ph: +91 - 866 - 3500122, 2577715, 2576129



## Student Activity Center (SAC)

Interactive art activity and painting competition to the students of Gundimeda village primary school as a part of smart village revolution

25 October 2025

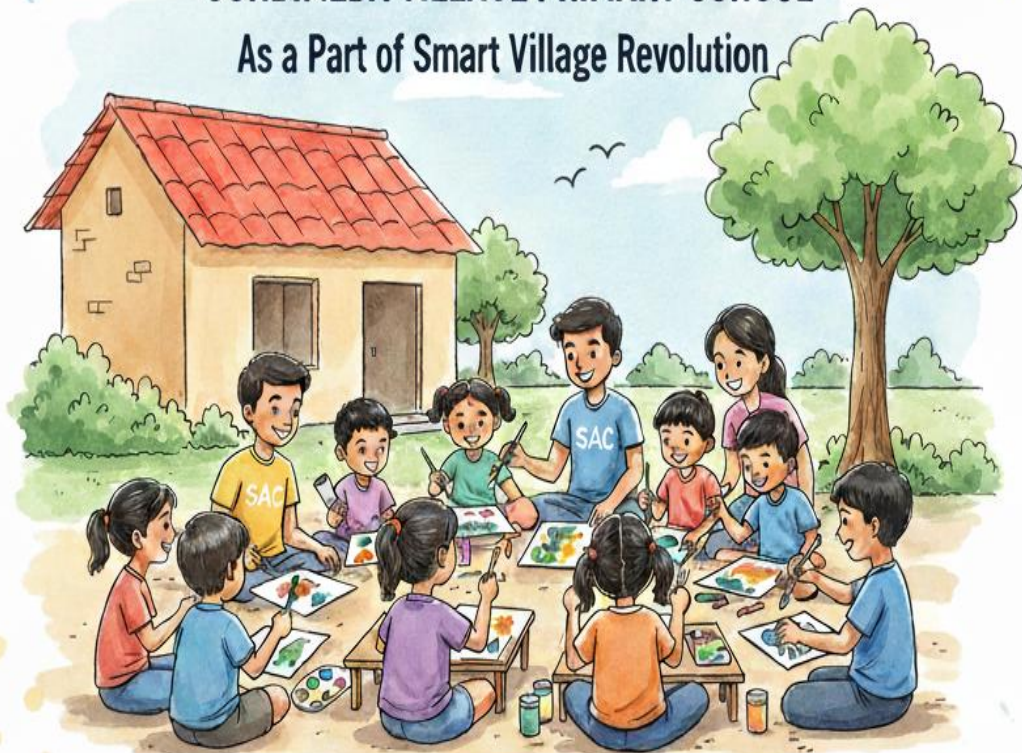
Poster

K L University Campus

# INTERACTIVE ART ACTIVITY & PAINTING COMPETITION

GUNDIMEDA VILLAGE PRIMARY SCHOOL

As a Part of Smart Village Revolution



GUNDIMEDA VILAGE PRMARY SHOOL

25-10-2025

11:00 AM to 3 PM

STUDENT ACTIVITY CENTRE (SAC), PAINTING CLUB CONDUCTS

## Event Particulars

Activity Name	Interactive art activity and painting competition to the students of Gundimeda village primary school as a part of smart village Revolution
Organizing Club/	<b>LIBERAL ARTS – Painting Club</b>
Department Name	Student Activity Center(SAC)
Organized on	<b>25-10-2025</b>
Organized in	2025-2026
Faculty Incharge	JV Sridhar Patnala
Timeslot	10:00 AM-5:00PM
Venue	Gundimeda village primary school
Students Participated	25

# Description

## **Report: Interactive Art Activity and Painting Competition at Gundimedda Village Primary School**

**Date of Event:** October 25, 2025 **Time:** 11:00 AM - 3:00 PM **Venue:** Gundimedda Village Primary School **Organizing Body:** Student Activity Centre (SAC), Painting Club, K L University **Event Context:** As a part of the "Smart Village Revolution" Initiative

**1. Introduction:** As a core component of K L University's "Smart Village Revolution" initiative, the Student Activity Centre (SAC) Painting Club organized an "Interactive Art Activity and Painting Competition" at Gundimedda Village Primary School. This outreach program aimed to foster creativity, encourage artistic expression, and engage young minds in the village, aligning with the broader goal of community development and educational enrichment under the Smart Village Revolution framework. The event provided a platform for primary school children to explore their artistic talents while interacting with university students.

### **2. Objectives:**

To promote artistic expression and creativity among primary school children in Gundimedda Village.

To provide an engaging and interactive learning experience through art.

To foster a connection between K L University students and the local rural community.

To contribute to the educational and cultural development of Gundimedda Village as part of the "Smart Village Revolution."

To identify and encourage budding artistic talent among the school children.

To expose primary school children to the joy and benefits of art participation.

### **3. Event Details and Activities:**

The K L University team, comprising SAC Painting Club members and SAC representatives, arrived at Gundimedda Village Primary School by 10:30 AM for setup. The event officially began at 11:00 AM.

#### **Welcome and Introduction (11:00 AM - 11:15 AM):**

A brief welcome address was given by a representative from the SAC Painting Club, introducing the K L University team and explaining the purpose of the event within the "Smart Village Revolution" context.

The school headmaster or a senior teacher offered a warm welcome to the university team and expressed gratitude for the initiative.

#### **Interactive Art Activity - "Drawing Our Village" (11:15 AM - 12:30 PM):**

This session was designed to be highly interactive, with K L University students sitting alongside the primary school children.

Children were provided with drawing sheets, crayons, and color pencils. The theme for this activity was "My Village, My Dreams," encouraging them to draw aspects of their village life, local landscapes, or their aspirations for the future.

University students offered guidance, encouragement, and engaged in conversations with the children, helping them visualize and express their ideas. This interaction was crucial for building rapport and making the children feel comfortable.

### **Painting Competition - "Colors of Nature" (12:30 PM - 2:00 PM):**

Following the interactive session, a painting competition was held for different age groups (e.g., Grades 1-3 and Grades 4-5).

Participants were provided with drawing paper and poster paints. The theme for the competition was "Colors of Nature," encouraging them to paint natural elements they observe in and around their village.

SAC Painting Club members served as judges, evaluating artwork based on creativity, color usage, and relevance to the theme.

### **Lunch Break & Refreshments (2:00 PM - 2:30 PM):**

Light refreshments and snacks were provided to all participating children and school staff.

### **Prize Distribution & Closing Remarks (2:30 PM - 3:00 PM):**

The highlight of the event was the prize distribution ceremony, where winners of the painting competition received small art supply kits and certificates. All participants received a participation certificate and a small token of appreciation.

The headmaster and a representative from K L University delivered closing remarks, thanking everyone for their participation and reaffirming the commitment to continued engagement with Gundimeda Village.

**4. Participation:** Approximately 80-100 primary school children from various grades actively participated in both the interactive art activity and the painting competition. Around 15-20 members of the SAC Painting Club, along with 5-7 SAC administrative staff, were involved in organizing and conducting the event.

### **5. Resources Utilized:**

**Personnel:** SAC Painting Club volunteers (artists and mentors), SAC staff (event coordination, logistics), faculty advisor.

**Materials:** Drawing sheets, crayons, color pencils, poster paints, brushes, water containers, palettes, competition certificates, participation certificates, art supply kits (prizes), tokens of appreciation, refreshments.

**Logistics:** Transportation for K L University team and supplies, sound system for announcements, designated areas within the school for activities.

**Coordination:** Close liaison with the Headmaster and staff of Gundimeda Village Primary School.

### **6. Outcomes and Impact:**

**Creative Engagement:** The event successfully sparked creativity and artistic interest among the primary school children, many of whom had limited prior exposure to structured art activities.

**Community Connection:** K L University students gained valuable experience in community outreach and developed a deeper understanding of rural educational needs. The event strengthened the bond between the university and Gundimeda Village.

**Skill Development:** Children demonstrated improved fine motor skills and imaginative thinking during the activities.

**Positive Learning Environment:** The interactive nature of the event created a fun and supportive learning environment, encouraging children to express themselves freely.

**Smart Village Revolution Contribution:** This initiative directly contributed to the "Smart Village Revolution" by enhancing educational opportunities and fostering cultural development at the grassroots level.

**Motivation and Encouragement:** The competition and prize distribution motivated children and instilled a sense of achievement.

### **7. Challenges:**

- Managing a large group of young children with varying attention spans.

Ensuring an adequate supply of art materials for all participants.

Initial shyness from some children, which was overcome through patient interaction by university students.

### **8. Recommendations for Future Events:**

Incorporate storytelling sessions related to art and culture to further engage younger children.

Consider a follow-up visit to conduct a basic art workshop, building on the initial interest generated.

Explore the possibility of creating a permanent art display within the school featuring the children's work.

Engage local artists or community members to share their traditional art forms with the children.

Expand the range of art materials to introduce children to different mediums (e.g., clay modeling, paper crafts).

**9. Conclusion:** The "Interactive Art Activity and Painting Competition" at Gundimeda Village Primary School was a highly successful and impactful event. It not only brought joy and creative stimulation to the children but also served as a meaningful expression of K L University's commitment to social responsibility and the "Smart Village Revolution." The event successfully achieved its objectives of fostering creativity, strengthening community ties, and contributing to the holistic development of the village.

Pictures of the Event:





GPS Map Camera  
Gundimeda, Andhra Pradesh,  
India  
Cjvj+qrw, Gundimeda, Andhra Pradesh 522303, India  
Lat 16.444713° Long 80.631581°  
Saturday, 25/10/2025 02:27 PM GMT +05:30  
Google



GPS Map Camera  
Gundimeda, Andhra Pradesh,  
India  
Cjvj+qrw, Gundimeda, Andhra Pradesh 522303, India  
Lat 16.444713° Long 80.631581°  
Saturday, 25/10/2025 01:07 PM GMT +05:30  
Google