



Smart Classrooms in Tamil Nadu

Fall 2025

Objective

The goal of this educational initiative is to support a primary school in Nagapattinam, Tamil Nadu, by providing students with access to modern technology, classroom resources, and sports equipment. This project, called **Smart Classrooms** in Tamil Nadu, aims to create more engaging learning opportunities while encouraging physical activity, athletic development, and pathways toward state-level sports training and competition.



Give Earth a Smile

Challenges & Opportunities	<i>Give Earth a Smile</i> acknowledges that many students in underserved communities in Tamil Nadu experience limited access to modern educational technology, classroom resources, and sports equipment. Students can face barriers that limit their opportunities for engaging learning, physical activity, athletic development, and participation in competitive sports. Providing students with improved educational resources and sports equipment creates an opportunity to support both academic learning and physical development while encouraging students to explore their interests and reach their potential. • Limited access to modern educational technology and digital learning resources. • Lack of adequate classroom materials and infrastructure to support interactive learning. • Limited access to quality sports equipment and resources for athletic training. • Students may lack the resources necessary to develop athletic skills and prepare for competitive and state-level sports opportunities. • A powerful opportunity to encourage students to engage in physical activity, teamwork, and sports development from a young age. • Access to technology can create more interactive and engaging learning experiences for students. • Schools can function as centers for education, physical development, and opportunity within their communities.
Proposed Solution	To address these issues, <i>Give Earth a Smile</i> partnered with <i>Pudhiya Shakti</i> to support the development of a technology-enabled learning environment at a primary school in Nagapattinam, Tamil Nadu. The project aims to improve students' access to educational technology and classroom materials while strengthening sports resources to encourage athletic development and create opportunities for students to pursue competitive sports. Our solution includes: • Providing a 75-inch interactive LED display to support technology-enabled and interactive learning. • Providing a 50-inch television and wooden TV stand for educational and classroom use. • Providing two standing tables and a wooden easel board. • Providing additional classroom materials to support student learning. • Donating sports equipment to improve opportunities for athletic development and training. • Providing 48 footballs to encourage participation and support football training. • Providing 12 sets of badminton shuttles. • Providing one chess board to support strategic thinking and recreational learning. • Providing 12 bats/volley footballs for student sports activities and training. • Providing one set of foam numbers for educational and activity-based learning. • Providing one sewing kit to support creative and practical learning activities. • Upgrading the school's sports equipment to help students develop athletic skills and prepare for state-level sports tournaments and training opportunities.
Project Benefits	Students and the school community in Nagapattinam, Tamil Nadu will receive educational, technological, physical, and social benefits through improved access to classroom resources and sports equipment. The project will provide students with a more engaging learning environment while encouraging physical activity, teamwork, and athletic development. By strengthening the school's sports resources, students will have greater opportunities to practice and develop their skills and pursue competitive sports opportunities. The project impacted 150+ students across 4 classes and was made possible through more than ₹90,000 raised for the project. By investing in educational technology, classroom materials, and sports equipment, the project seeks to create lasting opportunities for students to learn, grow, and pursue their interests. The Smart Classrooms in Tamil Nadu project further advances the purpose of Give Earth a Smile: educating and empowering global citizens while creating meaningful and sustainable opportunities for underserved communities.



Project Overview

Give Earth a Smile aims at expanding access to technology-enabled education and extracurricular opportunities for students in underserved communities in India through improved classroom resources and sports equipment.

Format: Support for the development of a technology-enabled learning environment at a primary school in Nagapattinam, Tamil Nadu. The project includes educational technology, classroom materials, and sports equipment designed to improve students' learning environment while supporting physical activity, athletic development, and preparation for competitive sports opportunities.

Objective: To expand students' access to modern educational technology, classroom resources, and sports equipment while creating opportunities for students to engage in interactive learning, develop athletic skills, and pursue state-level sports training and competitions.

Target Groups and Schools

- **Primary Audience:** More than 150 students across 4 classes at a primary school in Nagapattinam, Tamil Nadu.
- **Secondary Audience:** Teachers and school staff who will use the technology, classroom materials, and sports equipment to support student learning and development.
- **School Selection Criteria:**
 - Schools serving underserved communities.
 - Schools with limited access to modern educational technology and classroom resources.
 - Schools with limited access to quality sports equipment and athletic resources.
 - Schools where students can benefit from improved opportunities for physical activity and sports training.
 - Schools where investment in educational and extracurricular resources can create long-term impact for students and the broader community.



Overview of Implementation Phases

Phase 1: Planning and Coordination

Activities:

- Identify the target school
- Establish partnership and coordinate with the school
- Coordinate with Pudhiya Shakti
- Determine classroom and sports equipment requirements
- Develop project budget and fundraising goals

Timeline / Duration:

Planning and coordination prior to project implementation

Responsibility:

- Give Earth a Smile
- Pudhiya Shakti
- School Administration

Phase 2: Fundraising and Project Preparation

Activities:

- Raise funds for the project
- Secure more than ₹90,000 for project implementation
- Determine educational technology and classroom material needs
- Identify sports equipment required by the school
- Procure technology, classroom materials, and sports equipment

Timeline / Duration:

Prior to project implementation

Responsibility:

- Give Earth a Smile
- Pudhiya Shakti
- Project Coordinators
- School Administration

Phase 3: Installation and Distribution

Activities:

- Provide and install the 75-inch interactive LED display
- Provide the 50-inch television and wooden TV stand
- Provide two standing tables
- Provide the wooden easel board
- Provide classroom materials
- Distribute 48 footballs
- Distribute 12 sets of badminton shuttles
- Provide one chess board
- Provide 12 bats/volley footballs
- Provide one set of foam numbers
- Provide one sewing kit
- Upgrade the school's sports equipment to support student training and athletic development

Timeline / Duration:

Project implementation and distribution period

Responsibility:

- Give Earth a Smile
- Pudhiya Shakti
- Local Project Partners
- School Administration

Phase 4: Classroom Use and Future Educational Opportunities

Activities:

- Integrate digital technology into classroom learning
- Use the interactive LED display to support engaging and interactive lessons
- Use classroom materials to support student learning and activities
- Provide students with opportunities to practice and develop athletic skills
- Support students preparing for state-level sports tournaments and training
- Evaluate the long-term educational and extracurricular impact of the project

Timeline / Duration:

Ongoing following completion of the project

Responsibility:

- School Teachers
- School Administration
- Give Earth a Smile
- Pudhiya Shakti
- Sports Coaches and Training Partners



Smart Classroom Project Plan

Activity 1: Establishing the Smart Classroom

- **Objective:** Create a modern and engaging learning environment for students through improved access to educational technology and classroom resources.
- **Description:** Give Earth a Smile and Pudhiya Shakti supported the development of a technology-enabled learning environment at a primary school in Nagapattinam, Tamil Nadu. The project provided a 75-inch interactive LED display, 50-inch television, wooden TV stand, two standing tables, wooden easel board, and additional classroom materials.
- **Outcome:** Students gain access to improved classroom resources and technology that can support interactive, engaging, and visually enriched learning.

Activity 2: Providing Sports Equipment and Opportunities

- **Objective:** Improve students' access to sports equipment and encourage physical activity, teamwork, and athletic development.
- **Description:** The project provided 87 sports and activity equipment pieces and sets, including 48 footballs, 12 sets of badminton shuttles, one chess board, 12 bats/volley footballs, one set of foam numbers, and one sewing kit.
- **Outcome:** Students have greater access to sports and recreational resources that encourage participation, skill development, teamwork, and active lifestyles.

Activity 3: Supporting Competitive Sports Development

- **Objective:** Create greater opportunities for students to develop athletic skills and pursue competitive sports.
- **Description:** The school's sports equipment was upgraded to provide students with improved resources for sports training and development. These resources are intended to help students strengthen their skills and prepare for participation in state-level sports tournaments and training opportunities.
- **Outcome:** Students have improved opportunities to practice, develop, and showcase their athletic abilities while pursuing competitive sports opportunities.

Activity 4: Supporting Holistic Student Development

- **Objective:** Support the academic, physical, creative, and personal development of students.
- **Description:** By combining educational technology, classroom materials, sports equipment, and activity-based resources, the project seeks to create opportunities for students to learn and develop in multiple areas. Students can engage with technology-enabled lessons while also participating in sports, recreational activities, and creative learning.
- **Outcome:** Students are supported in developing knowledge, physical skills, creativity, teamwork, and confidence, helping them grow both inside and outside the classroom.