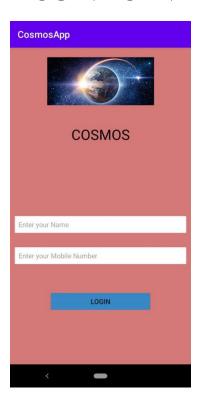
PROJECT TITLE: COSMOS APP

ABSTRACT:

The World Is Becoming Technology driven and we are living in era of Internet. Smartphones having a heavy books Cosmos is an android application which allow the students to read and learn more about space and sky This app contain the massive collection of unknow things of space and which is not even known by students. Cosmos is available in offline for the students To learn and develop this keen knowledge about the planets and sky This android application allows the user or student to login with this name and mobile number that enabled young learner to participate and contribute their learn through physical engagement enhance modern technologies. This project presents a critical discussion about the recent tendencies teaching science to young learners, the rationale for the Cosmos Project, and its main research objectives. It will conclude with evaluation of the pre-performance and post and performance educational activities.

SCREENSHOT LAYOUT:

LOGIN ACTIVITY



MENU ACTIVITY

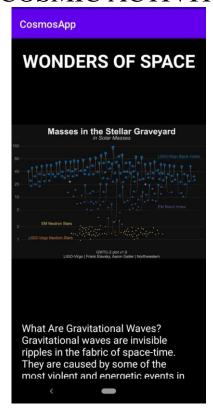


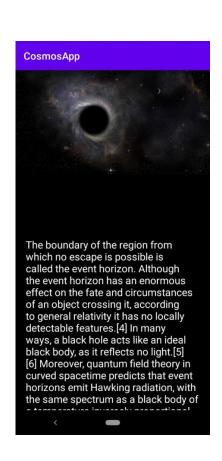
SOLAR ACTIVITY



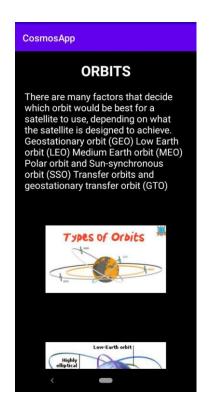
CosmosApp **PROJECT IDEAS** Solar System Poster Students can create a representation of the solar system on a piece of black poster paper. For this project, students will need black poster board or paper and paint for the planets. The student will paint and label the solar system on their poster board to show their knowledge of the solar system. Glow in the Dark Solar System Students can use black fabric and glow in the dark paint to create a unique solar system project. Students will need bowls or other similar items that can be used for tracing. Simply trace the bowl that matches the planet size and paint with glow in the dark paint. Allow to dry and you will have an amazing solar system project that glows in the dark! Shadow Box Using black paint and styrofoam balls, a solar system can be recreated in a shadow box,

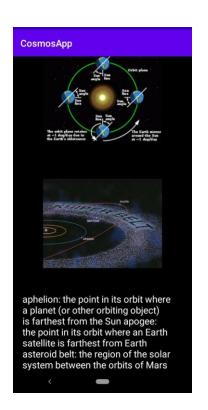
COSMIC ACTIVITY





ORBITS ACTIVITY





NASA ACTIVITY



FACT ACTIVITY



TRAIL ACTIVITY

