SCHOOL EVENT DATA PROJECT

Objective

Create a digital project where students collect and analyse data related to a school event using Excel and present logical results using simple Python programs.

Session 1: Collecting and Organising Event Data Using Excel

Activities

1. **Creating a Data Sheet**

   Students will create an Excel worksheet to record data about a school event such as sports day participation or competition results. They will enter information like student names, house names and scores.

2. **Sorting and Filtering Data**

   Students will organise the data by using sorting and filtering to find the highest scores, lowest scores or participation details.

Outcome for Session 1

A well-organised Excel worksheet containing event data.

Session 2: Analysing Data and Creating Charts

Activities

1. **Applying Conditional Formatting**

   Students will highlight important values such as highest score or top performers using conditional formatting.

2. **Creating Charts to Visualise Data**

   Students will create charts such as bar charts or pie charts to represent the results of the school event.

Outcome for Session 2

A visual representation of the event data using charts.

Session 3: Writing Python Programs Based on the Data

Activities

1. **Writing a Python Program to Display Results**

   Students will write a Python program that prints the event name, student name and score details using print statements and variables.

2. **Writing a Python Program for Simple Calculations**

   Students will write a Python program to calculate results such as total marks or identifying the highest score.

Outcome for Session 3

Python programs that display and calculate information related to the event data.

Final Deliverables

Tick (✓) the box if submitted:

- ◆ Excel worksheet containing event data
- ◆ Charts created from the data
- ◆ Python program displaying event information
- ◆ Python program performing calculations

Final Presentation Statement

This capstone project connects data organisation, data analysis and programming into one continuous learning experience where students collect, analyse and present information using digital tools.