

# KALEIDOSCOPE

Feb

Issue #69

**The various hues of Deepanam**

**Craft Mugam**

**Regional Frisbee  
Tournament**

**Finding Freedom Through  
Art (Podcast)**

**Interview with an  
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# FOPES OPINION

## I Watched Emma (1998) and Emma (2020) – Here's What Changed Over Those 22 Years

Emma is a love story that takes place in Highbury, England near London, in the 19 hundreds.

### 1998 Version

In the 1998 version the setting was directly told to the viewer rather than them glimpsing through the dialogues of the characters which some may not appreciate, but in a setting where each dialogue carries important information if you miss it you'd be left scratching your head and wondering. The sets were much more outdoors and they didn't do too much with the camera, but I felt that they put more focus on important dialogues which made following the story much easier. But I felt like the character of Emma felt much less empathetic and more self conserved, but her feelings were also displayed to the audience better thanks to them using her diary as a way for us to see her true feelings. The costumes were also much less drastic and felt more simple than the remakes.

### 2020 Version

The remake of the movie in 2020, the sets were much more complex and the confession scene felt much more endearing, but the subtleties felt lost, even so much that me as the audience was mostly unaware of the true feelings of the characters. The costumes felt like what you'd expect from that time period, frilly and overly done, which I think is an addition and a detail which makes the movie more pleasing to the eye.

### Conclusion

I think that the remake, while still a decent movie, falls short of the original because the characters feelings were harder to understand and it felt more distant than the 1998 version

-Raaya



# Cycles over the years

Known as the penny-farthing, it had a very big front wheel and a small rear wheel and was dangerous

- Hard to mount and dismount
- Very low maintenance

## 1885 – The Safety Bicycle

Developed by John Kemp Starley, this design introduced:

- Two same sized wheels
- Chain-driven rear wheel
- Lower center of gravity

This is the basic design still used today.



## Pneumatic Tires (1888)

Introduced by John Boyd Dunlop, air-filled tires made cycling much smoother and more practical. This period led to a cycling boom and expanded mobility

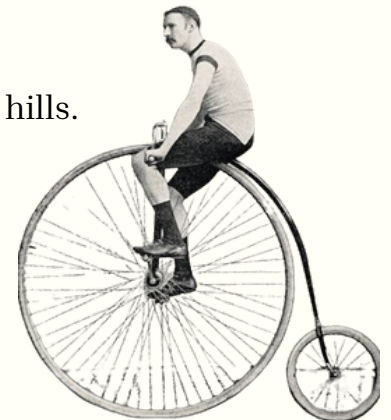
## 20th Century Innovations

### Gears & Derailleurs

Allowed riders to shift speeds efficiently, improving performance on hills.

### Racing Bikes

Events like the Tour de France pushed technological development.



## 1970s–80s: Mountain Bikes & BMX

- Mountain bikes for off-road trails
- BMX for tricks and racing

Cycling diversified into sport, recreation, and transportation.

## Modern Era (2000s–Today)

### Advanced Materials

- Aluminum
- Carbon fiber
- Titanium



### Electric Bikes (E-Bikes)

Battery-powered assistance makes cycling accessible to more people and supports urban commuting.

### Smart Technology

- GPS tracking
- Electronic shifting
- Performance monitoring



-Milo

# THE EVOLUTION OF MUSIC

*Music has evolved a lot over the years. Today we can listen to any song with a single click, but it wasn't always this way.*

Can you imagine that, 150 years ago, the only way to listen to music was to go to the theater? Do you also realize that nowadays we get annoyed if a song takes more than 5 seconds to load?

The first way to listen to music other than with an orchestra was with a phonograph, in 1880s. After that, in 1950, vinyl records became fashionable. Cassettes appeared in 1970 and 10 years later (1982), CDs arrived.

In the 2000s, music went digital, the MP3 format made it possible to download hundreds of songs in a single small device.

Today almost the entire world listens to music on streaming platforms like Spotify or Deezer, which offer many more songs faster, cheaper and a lot easier than before.

vinyl record have not gone out of fashion, many people still buy them to collect them or simply for there vintage appeal.

Certain collectible vinyl records can be very expensive: the Beatles' White Album, for example, is estimated at over \$600,000.

**THE EVOLUTION OF Music Formats**  
Pat Powers & Fair

**1877 Phonograph**  
The inventor of the Phonograph was Thomas Edison. This made Edison the first to create a device to reproduce recorded sound. When Edison started how to use the device he asked a visitor to turn the crank. To everyone's surprise he said: "Good morning. How do you do? How do you like the phonograph?"

**IN COMPARISON**  
Phonographs manufactured from 1896-1904  
Average # of songs downloaded per day = **6.5 BILLION**

**1920s Radio**  
The radio was originally developed for military use during WWI. Soon families gathered around their radios for night time entertainment. Listening to sports, musical concerts, and news on the radio became a regular past time for Americans through this time period. Also, the first commercial broadcast of a commercial radio station was on November 2, 1920 airing reports on the Harding-Cox presidential election results.

The Grand Ole Opry was transmitted on the radio from Nashville in 1925. A commercial radio network could run \$50-\$75.

**2/3** of American homes had at least one radio.  
**60%** of American families purchased radios between 1923 and 1930.  
**600** radio stations had sprung up around the United States by 1923.  
**3 million** Americans owned radios by 1923.

**1948 Vinyl Records**  
The vinyl record was first released by Columbia Records. A standard record has about 20 min of music on each side. Black and clear colored vinyl have a difference in sound. While clear colored vinyl usually have more pop and crackle (surface noise) over time.

**1960s 8-Track**  
William P. Lear, leader of Learjet aircraft company, created the 8-track in order to deliver soothing music to passengers on planes. In 1965 Ford offered the 8-track as a feature on some automobiles. In just two years after its introduction to the market there were already 2.4 million players being sold.

**Best of the Beatles \$1250**  
Price of Popular 8 Tracks today  
Jimi Hendrix: Smash Hits \$30  
Rolling Stones: Exile on Main Street \$80

**1970s CASSETTE TAPES**  
Today's Storage War: The new cassette vs. Apple's iPod  
**35 terabytes**

**THE WALKMAN**  
By 1986 the word "Walkman" entered the Oxford English Dictionary. The new device prompted an aerobic craze and from 1987-1997 the number of people who walked for exercise increased by 30%.

**1982 CDS**  
The optical digital recording and playback processes and materials were created in 1965, by James T. Bensen. On March 2, 1982, CD players and discs (16 titles from SBC Records) were released in North America. In 1988, 400 million CDs were manufactured by 50 pressing plants around the world.

**Top 5 Selling Albums of all time (millions)**  
Eagles: Greatest Hits (42+)  
AC/DC: Back in Black (43+)  
Michael Jackson: Thriller (100+)

**1998 MP3**  
The German company Fraunhofer-Gesellschaft developed MP3 technology. In 1998, the first portable solid state digital audio player MPMan, developed by Saehan Information Systems in Seoul, South Korea, was released.

**The Piracy Problem**  
U.S. Internet users annually consume between \$7 and \$20 billion worth of digitally protected music.

**Drop in Music sales in the last ten years (billions)**  
47% decrease

**21ST CENTURY**  
**START DATES**  
Pandora: Oakland, CA, 2000  
iPod: January 9, 2001  
Spotify: 2006 Sweden  
iShaker radio: March 15, 2007  
SoundCloud: 2007 (Berlin, Germany)

**NUMBER OF USERS**  
2012 Revenue: 2 mill, 4 mill, 274 mill, 500 mill  
400 million, 1.9 billion

**KEY**  
iShaker Radio  
SoundCloud  
Spotify  
Pandora  
iPod  
iTunes

**Today the majority of music is all online. Above are just some of the most popular ways to get music.**

**The Future**  
Today, storage devices are getting smaller in size and are able to hold incredible amounts of data. The possibilities for music are endless. Maybe one day we'll all walk around with microchips in our ears programmed to play our favorite tunes on voice command. Add what if contact lenses could project our iTunes library in front of us? Picking out a specific song could be as easy as looking with your eyes to the song you want and selecting it by verbal command. Eye movements and verbal speech could have the ability to control our music.

**SO NOW YOU KNOW...THE FUTURE OF MUSIC IS UP TO YOU!**

**Sources**



# The design of gaming consoles Throughout the years



Can you imagine the very first game consoles from the 1970s? They were pretty simple—boxy shapes, basic knobs, and switches. Think of the Magnavox Odyssey or Atari 2600, mostly functional with some wood-grain accents to add a touch of style.

Fast forward to the 1980s and early 90s, did you notice how consoles started to look sleeker and more colorful? Controllers shifted from simple joysticks to game pads packed with buttons. Classic examples like the Nintendo Entertainment System and Sega Genesis really caught the eye with their design and branding.

By the late 90s and 2000s, consoles got bigger and more powerful. Controllers became ergonomic, with analog sticks and vibration to make game play more immersive. Remember the first PlayStation or the original Xbox? They balanced futuristic looks with user comfort.

Now, in today's world, consoles are all about minimalism and efficiency. Sleek shapes, wireless controllers with advanced sensors, and designs focused on cooling and performance, like the PlayStation 5 or Xbox Series X. It's amazing how much has changed, isn't it?

So, from simple boxes to high-tech hubs of entertainment, console designs have evolved to match both technology and player needs. Does any era stand out to you as your favorite?

-Ennio

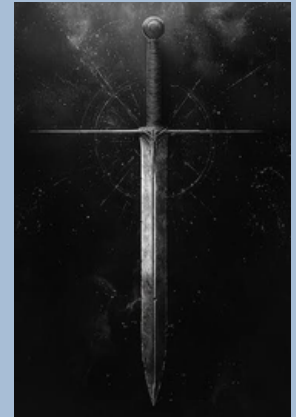
# BLADES

If you see a sword as just a weapon, you're missing the heartbeat under the metal. It's the most one of the most intimate technology ever forged—a perfect balance of brutal physics and artistic grace.

## The Ancient Soul: Cathedrals of Steel

Early blades were the "Gothic Cathedrals" of their time, built on sacred geometry.

- The Geometry of Power: The Roman Gladius was a stone fortress in hand—short, thick, and punishing.
- The Temper of Authority: To hold a Katana or Claymore was to hold law. The heavy pommel wasn't just a weight; it was the "seal" of a lineage's soul—rigid, formal, and awe-inspiring.



## The Physics of the Perfect Balance

A bad sword feels like a crowbar; a masterwork feels like an extension of your arm. The secret is mass distribution, not just weight.

- The Pommel (The Anchor): This is the "brain" of the sword. It counter-balances the blade, bringing the Point of Balance to the hilt so the steel "pivots" like it's weightless.
- Distal Taper (The Hidden Magic): A master smith thins the blade toward the tip. This "mechanical heartbeat" ensures the steel is flexible enough to absorb a strike but stiff enough to drive a lethal thrust.

## The Modern Evolution: High-Performance Art

We've moved from the "Awe-Inspiring Executioner" to the "Refining Tool."

- The Minimalist Shift: Modern HEMA trainers and tactical katanas strip away the gold for raw performance. We use aerospace steels because we value the functional partnership over the decoration.
- The Versatile Edge: Today, the sword is a mirror. We no longer bow to the blade; we grow with it through sport.

## My conclusion

A sword is a paradox: a rigid piece of steel that must act like liquid in motion. When distal taper, balance, and temper achieve harmony, it's no longer a weapon—it's a masterpiece of human engineering that no modern tool has ever surpassed.

-Vaiibhavi



# THE CHANGE OF CHURCH DESIGNS OVER THE YEARS.

Churches from approximately **100 years ago** (circa 1920s) often featured Gothic Revival or Neo-Romanesque architecture, characterized by stone construction, pointed arches, stained glass, and tall steeples.



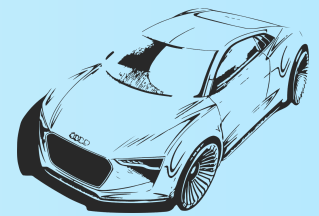
**The modern-day church** is characterized by a significant shift in architecture, worship style, and community engagement, moving away from traditional formalities toward more accessible and versatile expressions of faith, minimalist Interiors: Clean lines and open spaces often utilize wood and concrete to create a meditative yet contemporary atmosphere.

In my opinion, the transition from churches of the 1920s to those of the 2020s is important to talk about, because the change reflects a move from formal, awe-inspiring sanctuaries to functional, community-centric spaces. This physical shift mirrors a deeper mental change: a transition from viewing the church as a sacred, unwavering authority to viewing it as a flexible partner in personal and social life.

-Leoni



# Car Evolution



Cars have been on earth for a long time, and for the time that they've been there, they have evolved a lot. A few hundred years ago cars weren't powered by an engine they were moved by a horse, the build used to be pretty simple, a structure to sit on, wheels, a roof, and a horse. The average speed of a horse drawn carriage was about eight to thirteen kilometers per hour, which is basically the speed we go with a cycle. And the average cost for a carriage was about twenty- five dollars to fifty dollars, which if you're in a fancy restaurant could cost you a meal. And after years, and a lot of thinking, and inventing, the first ever car moved by an engine was made on January 29, 1886 by Karl Benz. It was a three wheeled vehicle which was called the Benz Patent-Motorwagen, which was basically a tricycle for adults. And after looking and discovering how Karl Benz made the first motor vehicle, Gottlieb Daimler and Wilhelm Maybach took the idea and made the first ever four wheeled, four seater motor vehicle/car in March 1886, which is called Daimler-Maybach motorwagen is the one that we use today! And so because of that bad carriage that was moved by horse we got our million dollar lambo`s, buggati`s and soon the flying cars that we might use in the future

-Yam

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## BOOK REVIEW

Caraval by Stephanie Garber, is a fantasy book about a girl called Scarlett Dragna, who has spent all her life dreaming of the legendary and magical Caraval, an interactive performance where nothing is quite as it seems. When Scarlett and her younger sister Tella, get invited to the show by the mysterious Master of Caraval, their father refuses to let them go. Scarlett escapes hoping to win that year's prize of a wish, and to rescue her sister Tella, who gets kidnapped into the game. Inside the game Scarlett must navigate through traps, tricky riddles, and illusions. She joins forces with a skilled sailor, Julian, whom she suspects at first, becomes an ally. As Scarlett searches for Tella, she struggles to tell the truth from trickery, as choices have very real consequences and the line between performance and reality blurs. This book brings to a dramatic ending about who can be trusted and who can be not, and what sacrifices Scarlett must make for her sister.



I think that Caraval is a very intriguing book, it describes the characters and the places in the book quite vividly, as if you are in that scene. There are many twists and turns inside, something you might think is true one page, and the next page it might not be true. There are four books in the series as far as I know, the second one is called Legendary, the third is called Finale, and the fourth is called Spectacular.

And that is my book review on Caraval.

# REGIONAL FRISBEE TOURNAMENT AT GAIA FIELD AROUVILLE

## WE WON SECOND PLACE!

On Saturday morning we had to be on the field by 7:00 am.

So we had time to stretch, put on our shoes, put on a LOT of sunscreen and do some drills before our game at 8:45. Before our match, the other half of our team, The Crash, had a match.

So we were on the sidelines motivating them and bringing them water with electrolytes. When it was our match time, we were all very excited but also a little nervous. We were playing against the Callahans. We won our first match of the day and the points were 10 to 9.

We were all feeling very happy and a little shocked with ourselves and we think that it pushed us more than any electrolytes or food could. After our match we were exhausted and super proud of each other. In between our next match which was at 12:45, we laid down, had a little "picnic", stayed super hydrated and reapplied our sunscreen.

When it was match time, it was SUPER hot because it was the middle of the day. And that was a big obstacle that we had to overcome and weren't really prepared for, since playing and running in the sun is a lot. So the sidelines had umbrellas and water/electrolytes and our parents which we love very much, brought us some lemonade from home which was super sweet.

And that match we won again and the points were 10 to 11. During that match, one of us (Aditi) hurt her foot and couldn't play the next and last match of the day. She really wanted to play and was so annoyed that she couldn't play anymore matches. Before the last match we were all super nervous because that was our last match of that day. We won AGAIN against our other half of our team, The Crash. The points were 13 to 9. We won all the matches that we played on Saturday.

The next day we had to be on field by 6:50 am since we had a match at 7:30 against The Crash. We won that match which made us happy inside, the points were 13 to 5.

Our next match at 4:15 in the afternoon against The Callahans. So we had a lot of time to chill, eat, go home and stretch of course. But we lost this match by just one point (12-13). But overall we were so proud of ourselves to have come this far in our first tournament. And we were also super proud and happy that The Callahans ( the team we played against) won 1st place since we really bonded with them and cheered them on in their matches with other teams. They even showed us their own cheer which is super fun to do.

After that we handed out medals and trophies and took group pictures.

Then we helped clean up everything and went home and slept so well.



-Aditi & Romaya

Romaya:

The frisbee tournament for me was a really fun experience for me because I only did individual sports so moving into a team environment was really joyful. All the love and bonding moments I had were really warming. I love my coaches so much, they're funny and caring but they still push you to your limits.

The tournament was so so fun to be a part of (:

Aditi:

For me, the frisbee Tournament was super fun because being in a team is such an exciting thing. In the past I've only did individual sports so this was a really good experience I really loved it because the entire team helped and looked out for each other which I found so sweet and comforting. One thing that I didn't like is that I couldn't play some of the last matches because I hurt my foot, but it was overall so fun to watch and play. I really loved and appreciated how the sidelines were so supportive even if they were exhausted. I loved it so much. :D

# Interviewing an architect - Ganesh

**Q: What made you want to become an architect?** G: I didn't originally aim to be an architect—I wanted to be an artist living in a city. My dad suggested architecture as a way to mix creativity and practicality, saying I could still paint on the side. I agreed, started studying architecture, and quickly grew to love it. Now I see myself as both an architect and an artist.

**Q: How did you become an architect, especially in Auroville?** G: The architecture course in India is five years, plus a six-month internship, which I did in Auroville. I'd known Auroville since school and always wanted to return. After my internship, I worked for Dominique, an architect who did several projects in Auroville. I learned a lot from him while working on projects like Inge's house. Later, Dominique moved to Bangalore, and I started working with David and Bhaskar on projects in Auroville. We became a team, and that's how my journey in Auroville began.

**Q: What is the most challenging part about being an architect?** G: I don't find it challenging because I enjoy it so much. Each stage is exciting, from the initial design ideas to making detailed drawings and then visiting the site during construction. There are always surprises and changes during building, but problem-solving is part of the fun. Once the project is finished and people move in, you have to let go—it's like your creation goes out into the world.

**Q: What has been your favorite project?** G: One of my favorites was Last School in Auroville. It took several years, as funding came in phases, but it turned out beautifully. What made it special was the collaboration with students and teachers—they contributed ideas, so it felt like a collective project. Another favorite was our first project, the Integral Learning Center (ILC) at Verite. It started as a simple toilet project, but grew into something much bigger as we worked together.

**Q: What skills should students have to become architects?** G: The most basic skill is a love for drawing—not just making things look pretty, but being able to put your ideas on paper. Practice is key, whether it's sketching things you see or learning perspective and volume. Drafting to scale is essential, as is using computers for digital modeling. Making physical models from paper and cardboard is also really helpful for visualizing your ideas. For me, model-making and sketching are at the top of the list.

**Q: What does a typical workday look like for you?** G: Architecture is a 24-hour job because you're always thinking about your projects, even outside the office. The process starts with understanding the client's wishes and the site conditions—like trees, rocks, sun, and wind. You have to consider all the rooms and the budget. Then you start imagining and conceptualizing the design. It's a back-and-forth with the client until it feels right. After that, you prepare detailed work drawings to guide the construction.



-Leoni

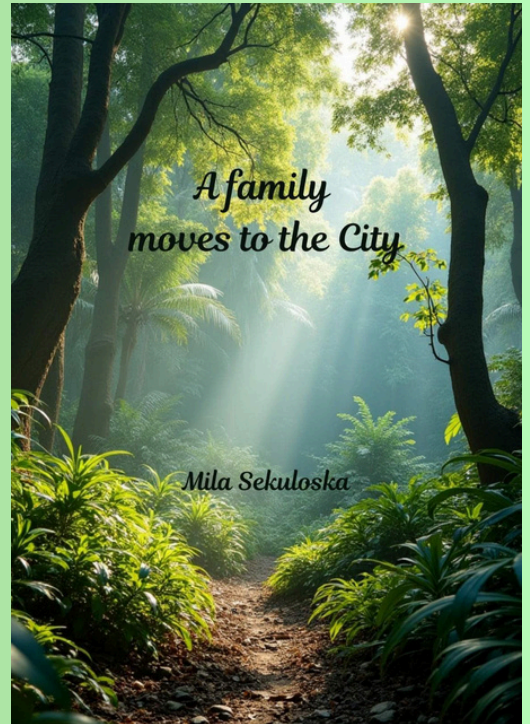
# NANOWRIMO

## Introduction

Once upon a time, in the land far, far away, there were two sisters named Sage and Luna. Sage and Luna are different. They live in the jungle. In the jungle, there were trees with fruits, animals, insects, and a small lake. Sage is 14 years old. Luna is 10 years old.

Sage and Luna are the main characters in this story. They are not the only ones living in the jungle other people lived there too. Their parents are separated, so they only live with their mom.

Their father was nice, but he wasn't ready to be a father, so he left them. And Sashka had to take care of Sage and Luna all by herself, and it wasn't easy for her, but she tried her best to take care of her daughters as much as possible.



## Chapter 1 The storm

One day, Sage and Luna's mom decided to take them to the park.

But Sage did not want to go to the park. But Sage did not tell her mom or her sister that she did not want to go to the park. So she has a plan. Her plan is to get in a fight with her sister, so they can go back home, because Sage hates the park.

Sage and her friends even have a plan to destroy the park.

So Sage went to Luna's favorite spot.

And when Luna saw Sage in her favorite spot, she was very angry.

Luna asks Sage, "Why are you in my favorite spot?"

"Because I want to."

And then Luna says, "You know that's my favorite spot, Sage."

Sage says, "Nope, I don't."

Then Luna says, "I told you a million times."

"No, you didn't. You only told me 10 times."

Luna frowns.

Luna starts attacking Sage.

And then their mom came and yelled at Sage and Luna, "Stop! What's going on?"

Sage explains, "I sat on Luna's favorite spot."

And Luna asked me,

'Why are you sitting in my favorite spot?' I answered, 'Because I want to.'

Luna said, 'I told you a million times.' And I said, 'Nope, you only told me 10 times.'

And then Luna frowned at me and started attacking me."

# Alice in Paris - That was Me

Since I don't know French, it was a huge challenge for me. At first, I did not like the role much but it was too late to change it, so I thought why not.

So that's how it started. Slowly I started to like the character mostly because I was on the bed. And then I found out that I had 49 lines to memorize. I freaked out. That is the reason I stressed out so much. I exaggerated so much that I felt like quitting. But my mother reminded me that I love challenges and that I could do it. So I did and the time had come to perform. Honestly, I feel we needed a lot more time, not just me but the whole class. And we did a really great job in such little time. Before going on stage, I was very nervous. When I was backstage before the play started, I was mostly squeezing my "mother's hand". Now I feel I stressed out for no reason. I think Alice is one of the most chill characters and that is something I have to learn. And sometimes she stretches her emotions in a very childish way. Which I (obviously) couldn't achieve. I like the first two scenes, mostly because I barely have any dialogues. My experience as Alice was stressful, challenging and fun. The feedback I got was helpful and genuine. At one of the practices which were closer to the performance, few kids who knew French told me that I wasn't that audible and not very understandable. So on the day of the performance I tried to be more audible and understandable. And at the end of the play they came to me and said that I have improved. That is the thing I am very proud of myself.

-Krisha



# Finding Freedom Through Art: A Conversation with Cleo by Romaya and Salvador



Cleo, a Finnish artist and teacher at Deepaham School, recently joined us on the Teens Connect podcast to share her creative journey spanning continents and art forms.

## **From Finland to Auroville**

Growing up in Finland, Cleo's artistic path was inspired by watching her father paint and play guitar. "I saw how happy he was when he was doing creative things instead of his actual job," she recalls. This early observation sparked her dream to become what she calls a "free artist." Her formal training began at Artsa, an artisan school in Finland, where she initially enrolled to study weaving but soon found herself splitting nights between graphic design and ceramics classes. Over the years, her focus has shifted from weaving to ceramics, and currently to painting—each medium holding a special place in her creative evolution.

## **The Healing Power of Mandalas**

Cleo's connection to mandala art began during a challenging period in Auroville. A friend, Rosalpa, invited her to a mandala class as a form of therapy. "I decided to join just to go through some grief and sadness," she explains. After studying with Rosalpa for over five years, Cleo began teaching mandala classes herself, eventually bringing this practice to Deepenham School. For Cleo, mandalas offer a unique form of expression—one that can follow strict traditional rules or flow freely as personal expression. "It's a wonderful way for children and adults to express on paper without words," she says.

## **Life Across Cultures**

Having lived in Finland, Denmark, and India, Cleo has navigated significant cultural differences. She fondly recalls Denmark as home, though she currently feels most at home in Auroville. The energy and freedom of Auroville, combined with its connection to Matrimandir, drew her to stay. The contrasts are striking: from Finland's minus-20-degree winters to India's heat, from Nordic punctuality to India's more flexible approach to time. Yet she's learned to embrace these differences, appreciating what each culture offers.

## **Teaching as Learning**

What Cleo loves most about teaching—whether yoga or arts and crafts—is the continuous learning it provides. "I learn so much myself in the process," she notes. At Deepanam School, she particularly appreciates how students add their own creative twist to projects rather than simply copying instructions.

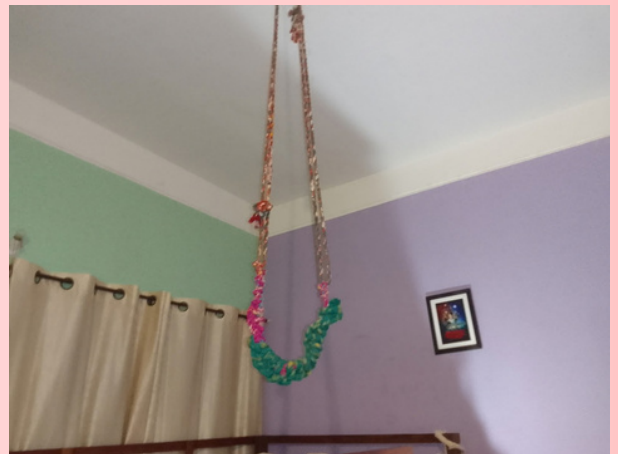
## **Advice for Young Artists**

Cleo's message to aspiring artists is clear: trust your own vision. "Not everybody understands what you put out on paper or how your vision is," she acknowledges, "but it's not always for everybody else to understand. Stay true to yourself." She also reminds students that interests naturally evolve and that there are no mistakes in art—everything can either be transformed or started fresh. Today, when she's not teaching, Cleo can be found meditating in Matrimandir's crystal garden, walking her dogs through the Pitchandikulam forest, or working on her next creative project—perhaps one day combining her love of mandalas with pottery.

# CRAFT MUGAM

This craft mugam was fun and I really enjoyed it . For the people that don't know what craft mugam is , so basically you go to this place called arambam (a school) and there are a bunch of crafts (mostly endangered) but there are also normal crafts . For 6 days and you go there from 9:00am to 4:00pm with snack break 2× and lunch break. All of the things you make for the 6 days gets displayed on the last day and it's basically a fair with the craftsmen also selling their stuff and food stalls . My personal favourite craft was wood work , basically making things out of wood and you can carve out names and make spoons,bowels,forks ect . Honestly I think it would be kind of sad if some of these crafts disappeared because some of these crafts are (not necessarily fun to make) but what you get out of it is so cool. Like I made rope from waste cloth (curtains and other long cloths) and I have a hook from before in my room and I tied it and now it's a swing . I also made a water bottle holder in macrame (you basically tie a bunch of knots together) and it's very useful .

- Ellora



# Cultural program

