RALLI INTERNATIONAL SCHOOL
SESSION: 2024-25
CLASS 1
ENGLISH

ACTIVITY: NAMING WORDS WITH NATURE WALK

The activity "Naming Words on a Nature Walk" was conducted for the students of Grade I. The activity "Naming Words with Nature Walk" is a fun and educational way to teach children about different nouns related to nature. The students were encouraged to observe their surroundings closely and identify different objects, plants, animals, or other natural features. This activity heped the students to learn new words and understand how they relate to nature. This activity combined learning with the enjoyment of being in nature, making it a dynamic way to enrich vocabulary and observational skills.

HINDI

विषय - मात्रा लगाएँ, शब्द बनाएँ – 'इ' की मात्रा

इस गतिविधि के अंतर्गत शिक्षिका ने पहले 'इ' की मात्रा के महत्व और उपयोग पर संक्षेप में चर्चा की।श्याम पट्ट पर बिना मात्रा वाले शब्द लिखे गए।प्रत्येक विद्यार्थी को एक स्टिक कठपुतली दी गई, जिस पर 'इ' की मात्रा लगी हुई थी। विद्यार्थियों को इन शब्दों में सही जगह पर 'इ' की मात्रा लगाने के लिए कहा गया। सही मात्रा लगाने के बाद, विद्यार्थियों ने उन शब्दों का सही उच्चारण किया।

विद्यार्थियों की प्रतिक्रिया: विद्यार्थियों ने उत्साहपूर्वक इस गतिविधि में भाग लिया। कठपुतली के माध्यम से शब्दों में मात्रा लगाना उनके लिए एक मनोरंजक और सीखने योग्य

अनुभव था। अधिकतर विद्यार्थियों ने सही ढंग से मात्रा का उपयोग किया और उन्होंने अपने उच्चारण में भी सुधार दिखाया।

निष्कर्ष: इस गतिविधि ने विद्यार्थियों को न केवल इ की मात्रा का सही प्रयोग सिखाया, बल्कि उनके उच्चारण और शब्दावली में भी सुधार किया। इस प्रकार की गतिविधियाँ बच्चों की भाषा समझ और लेखन क्षमता को बढ़ाने में सहायक होती हैं।

MATH

ACTIVITY: GROUP AND INDIVIDUAL ACTIVITY

(KINESTHETIC LEARNING)

The class was divided into three teams, each assigned to a row. Each team will accumulate points towards a running total, with the goal of reaching 10 points. Students from each row will take turns throwing smiley balls into a bucket from a set distance. Each successful throw earns the team 1 point, while an unsuccessful throw earns 0 points. The first team to achieve a total of 10 points will be declared the winner and will receive stars or smiley stickers as recognition

EVS

ACTIVITY- BOOKMARK MAKING

'Family- where life begins and love never ends'

Students were excited to create bookmarks for their family members. During the activity, they shared which family member they intended

to give their bookmark to. After writing a heartfelt message, students enjoyed decorating their bookmarks with various stickers and smileys. This activity not only allowed them to express themselves but also enhanced their creativity.

Students were able to understand the significance of family members and love of their family.

CLASS 2

ENGLISH

ACTIVITY- MY NOUNS LIST

Nouns are fundamental building blocks of language. In this activity, the teacher distributed sheets and chits with letters written on them. The students were divided into groups of four. Each group selected a chit and then wrote all the nouns they could think of that started with the letter on their chit.

HINDI

विषय - मेरा परिचय

आत्म-परिचय अन्य लोगों को आपकी पहचान, व्यक्तित्व और जुड़ी अन्य आवश्यक चीजों के बारे में जानने में मदद करता है।

गतिविधि के अंत में छात्र एक अच्छे आत्म-परिचय में अपने सभी पहलुओं को शामिल करना सीख पाएंगे, जिससे वह उनके भविष्य में बेहतर संबंध बनाने के लिए दुसरों पर सकारात्मक प्रभाव डालेगा।

MATHS

ACTIVITY- JUMPING IN THE POND

Understanding Place Value is Fundamental to mastering mathematics, particularly in early education. It encourages mathematical communication. Through the activity- "Jumping In The Pond", students created a clear picture about place value and the correct place of digit in hundreds, tens and ones. This activity enabled students to brainstorm the concept of place value through interactive and hands-on method .

EVS

ACTIVITY- BOOK MARK

It's crucial to follow safety rules to ensure better health and well-being. To help students understand the importance of safety rules while also encouraging their creativity, a bookmark activity was conducted in class. In this activity, students created colorful bookmarks and wrote one important safety rule they had learned from the chapter.

CLASS 3

ENGLISH

ACTIVITY- ROLE PLAY

Role-playing is an interactive and immersive learning experience where individuals assume fictional roles and engage in simulated scenarios to explore real-life situations, challenges, and emotions in a safe and controlled environment. It is a powerful tool for developing empathy, communication skills, and problem-solving abilities.

In this role-play activity, the emphasis was on the importance of effective communication. The students' participation in the activity fostered creativity and imagination, while their impressive presentations contributed to the development of their cognitive and language skills. The students took part with great enthusiasm and zeal, making the experience enjoyable and enriching for everyone involved.

HINDI

गतिविधि - संक्षिप्त शिक्षाप्रद कहानी वाचन

कहानी-वाचन से नई शब्दावली, वाक्यांशों और भाषा संरचनाओं को जानने का मौका मिलता है, जिससे बोलने और लिखने की संवाद क्षमताएँ बढ़ती हैं | यह विद्यार्थियों में तार्किक समझ व कल्पनाशीलता का विकास करती है | कहानी द्वारा उनमें साहित्य के प्रति रुचि विकसित होती है | यह उन्हें आनंद और

मनोरंजन प्रदान करने में भी सहायक है | कहानी-वाचन के द्वारा विद्यार्थी भाषाई कौशलों को सुगमता से ग्रहण करते हैं | इन्हीं उद्देश्यों को पूरा करने के लिए जुलाई माह में कक्षा तीन के विद्यार्थियों को **'संक्षिप्त शिक्षाप्रद कहानी वाचन गतिविधि'** (विषय संवर्धन गतिविधि) करवाई गई, जिसमें विद्यार्थियों ने अपनी कहानी को संक्षिप्त रूप में प्रस्तुत किया | उन्होंने कहानी से मिलने वाली नैतिक शिक्षा भी बताई | इस गतिविधि के द्वारा विद्यार्थियों का आत्मविश्वास-वर्धन हुआ और उनकी शब्दावली, कल्पनाशक्ति, वाचन व श्रवण कौशल का विकास हुआ |
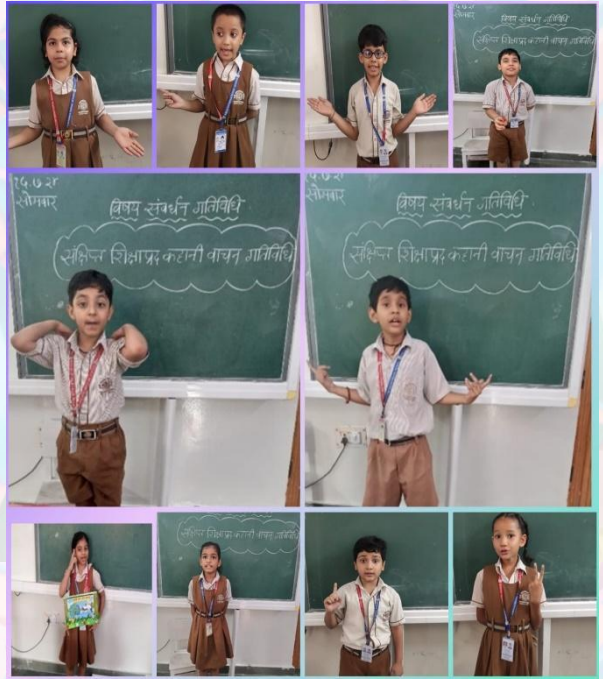
MATH

ACTIVITY – RACE UPTO 1000

The "Race to 1000" three-digit card game is a mathematical strategy game designed to engage students in numerical reasoning and critical thinking. Players aimed to form and add three-digit numbers to get as close to a sum of 1000 as possible.

The class was divided into three teams. Each team had two players who drew three cards, used them to create two three-digit numbers, and then added those numbers together. The team with the sum closest to 1000 won the round.

Students enjoyed a fun and educational experience with the "Race to
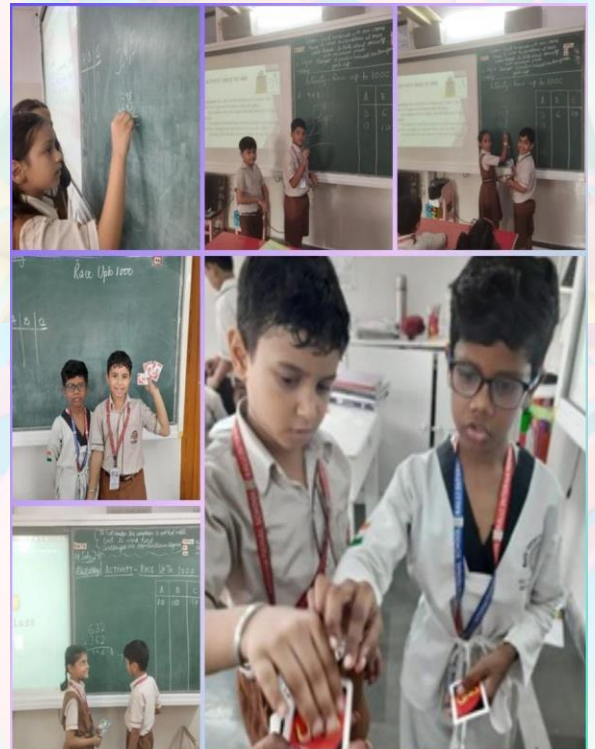
1000" game, which combined strategy and arithmetic. It provided an excellent opportunity for practicing addition and number manipulation in an engaging and competitive setting.

<div align="center">**EVS**</div>

ACTIVITY- PUPPET FAMILY TALES

Learning through play is essential to children's education, leading to enhanced learning experiences. The Puppet Family Tales role-play activity helped the students stimulate their imagination, encourage creative play, enhance speaking skills, and boost their confidence.

In this activity, students were asked to choose their favourite family member. They created beautiful finger or stick puppets representing this family member and then spoke a few lines about them.

The children thoroughly enjoyed the activity and participated with great enthusiasm. This engaging role-play exercise was excellent for developing language skills and expressing their feelings towards their family members.

COMPUTER

ACTIVITY- PICTURESQUE SCENERY-MS PAINT

Students were assigned the task of creating a scene using different mathematical shapes in the MS Paint application. They were guided through the various tools and features, including brushes and shapes, to help them become familiar with the program. The aim of the activity was to enhance their understanding of MS Paint's functionalities while encouraging creativity. Students used their imagination to craft beautiful scenes and found the activity both enjoyable and engaging.
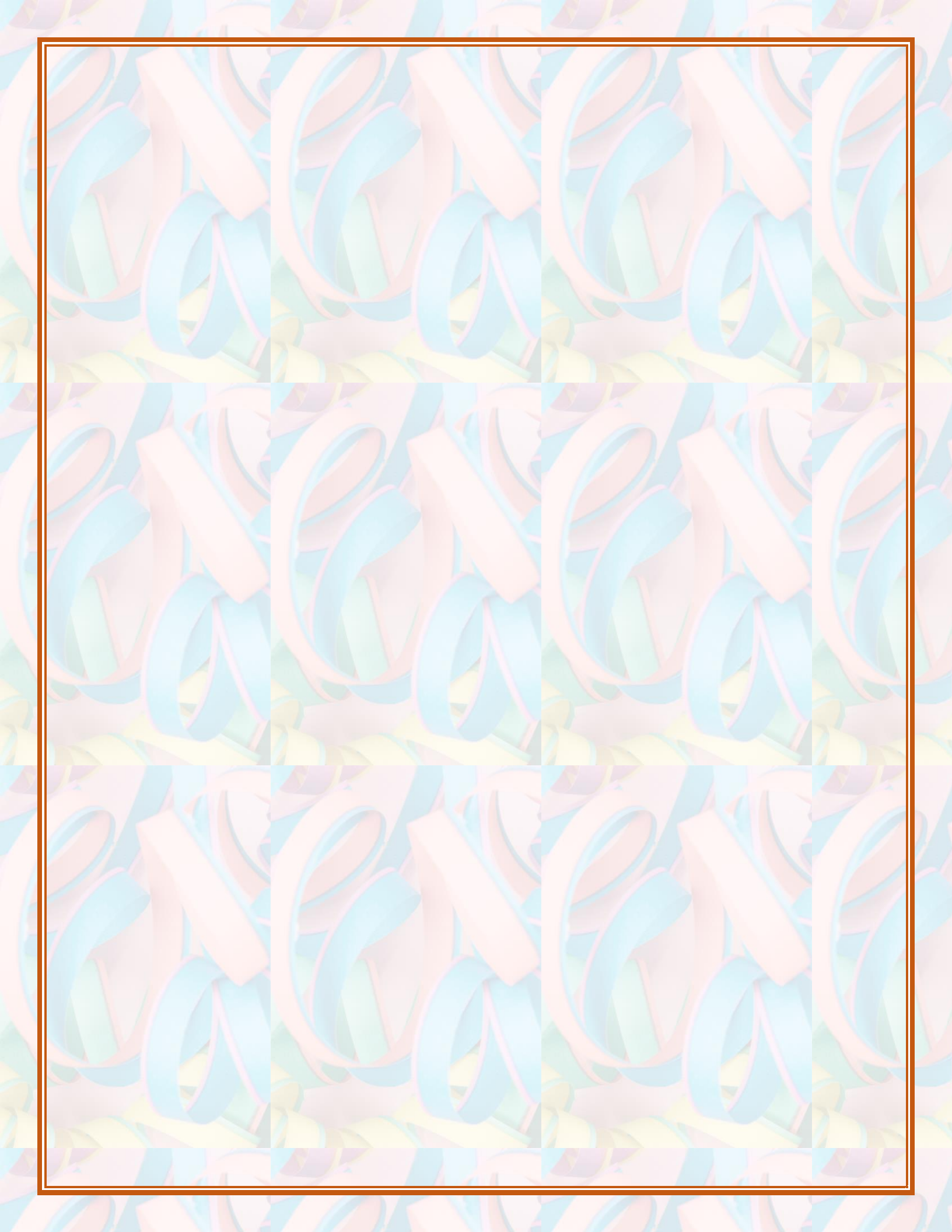
CLASS-IV

ENGLISH

ROLE PLAY

"*Children are excellent imitators; give them something great to imitate.*"

Through role-playing activities based on our curriculum, students had the opportunity to portray various characters. This allowed them to gain valuable experience, showcase their speaking and presentation skills, and discover their personal aptitudes. The excitement among our young performers was palpable as they eagerly awaited their turn. They embraced their roles with conviction and confidence, using various props such as puppets, handouts, and placards. The experience proved to be a valuable learning opportunity for all the students.

हिंदी

" हिन्दी है भारत की आशा, हिन्दी है भारत की भाषा | "

अनुभव आधारित गतिविधि विद्यार्थियों को नए अनुभवों को तलाश करने, सीखने में रुचि पैदा करने तथा शब्दावली का विकास करने में सहायक होती हैं | इस गतिविधि के द्वारा विद्यार्थियों को स्थाई ज्ञान प्राप्त होता है | इसी उद्देश्य द्वारा कक्षा चार के विद्यार्थियों द्वारा अनुभव आधारित गतिविधि **विषय संवर्धन गतिविधि (वाचन कौशल)** करवाई गई |

विद्यार्थियों ने उत्साहपूर्वक इस गतिविधी में भाग लिया | इस गतिविधि में विद्यार्थियों द्वारा अपने - अपने अनुक्रमांक के अनुसार दिए गए विषय पर सुनाया | विद्यार्थियों द्वारा **समय का महत्त्व ,अनुशासन का महत्त्व ,पर्यावरण सुरक्षा तथा कश्मीर धरती का स्वर्ग** पर सुंदर शब्दों में अपने विचार प्रस्तुत किए | इस गतिविधि के द्वारा विद्यार्थी विभिन्न साहित्यिक शब्दों से भली - भाँति परिचित हुए,आत्मविश्वास में वृद्धि हुई तथा उनकी मौखिक अभिव्यक्ति का विकास हुआ |

MATHEMATICS

## MULTIPLICATION POSTER

Activity – Exploring Different Multiplication Strategies

 Students were asked to select their own multiplication sentences and were then guided to discover various strategies to achieve the same product. Through this activity, they explored different multiplication methods such as equal grouping, arrays, repeated addition, and skip counting. This exercise allowed them to combine creativity with mental calculations, enhancing their understanding of multiplication in diverse and innovative ways.

EVS-I
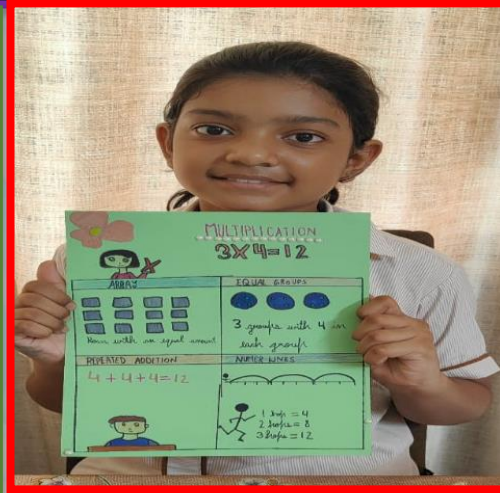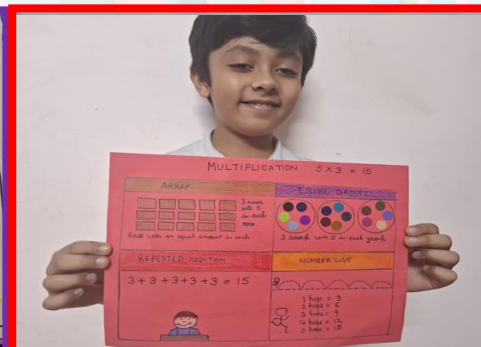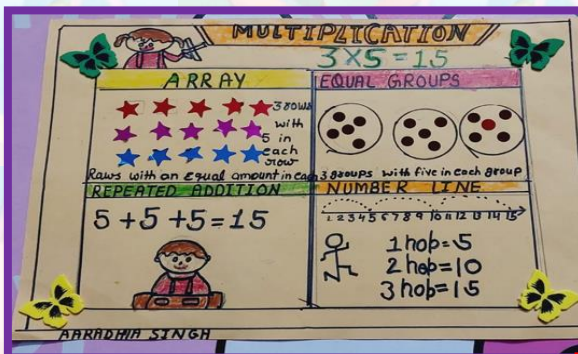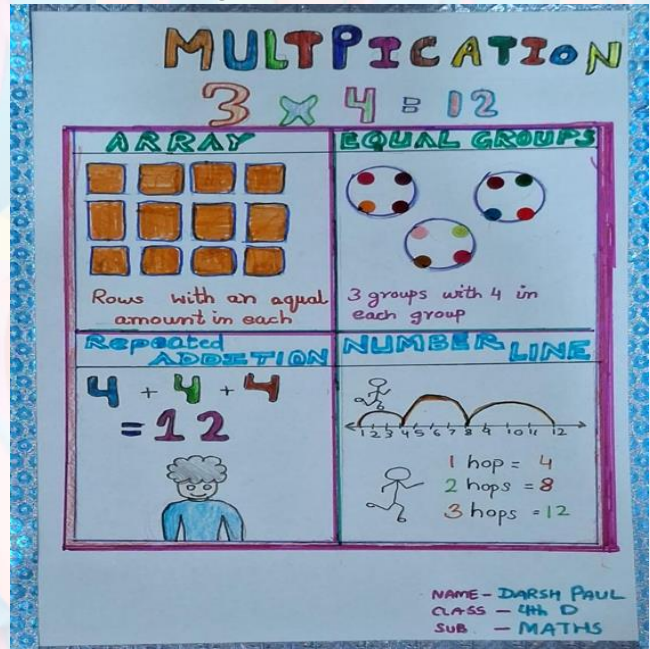
BUTTERFLY LIFE CYCLE

In this EL activity, students explored the life cycle of a butterfly using recycled materials such as cotton, foil paper, bindis, and pasta. This hands-on approach provided a deeper understanding of the stages of metamorphosis while highlighting the importance of reusing waste materials. Through this activity, children not only learned about biology but also gained insight into environmental stewardship.
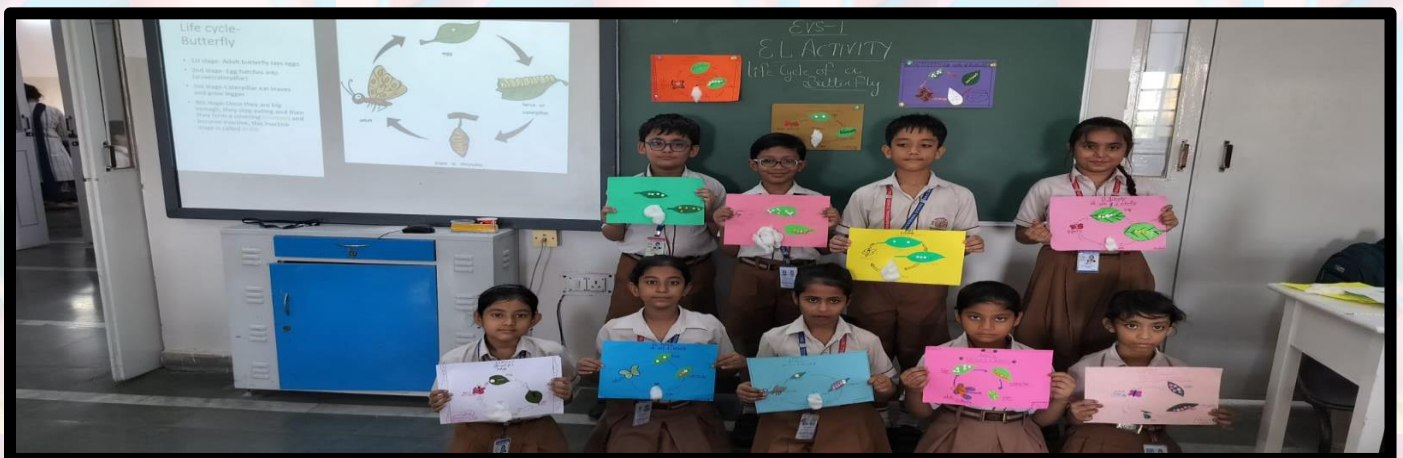
संस्कृत

अकारांत पुल्लिंग शब्दा:

अकारान्त पुल्लिंग संज्ञा शब्द :वह शब्द जिन शब्दों का उच्चारण करने पर अंत में 'अ' की ध्वनि आती है। उन्हें अकारांत पुल्लिंग शब्द कहते हैं। जिनके अंत में 'अ' स्वर आता है परंतु जब उन्हें संस्कृत में लिखा जाता है तो शब्द के बाद विस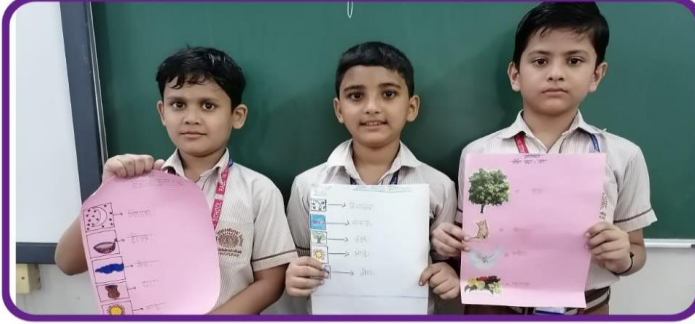र्ग (ः) लगाए जाते हैं। जैसे-देवः, छात्रः ,वृक्षः ,शुकः, घटः,गजः,श्रमिकः,मेघः,शिक्षकः 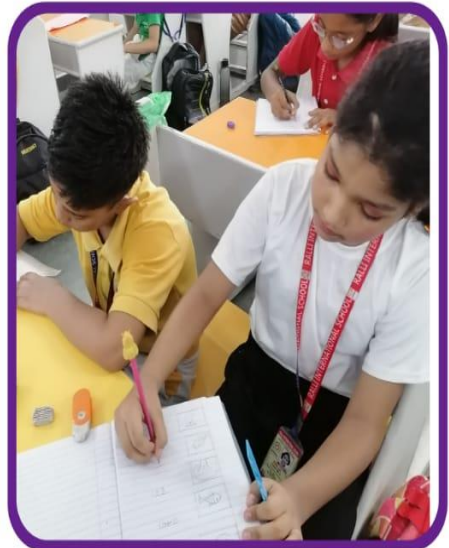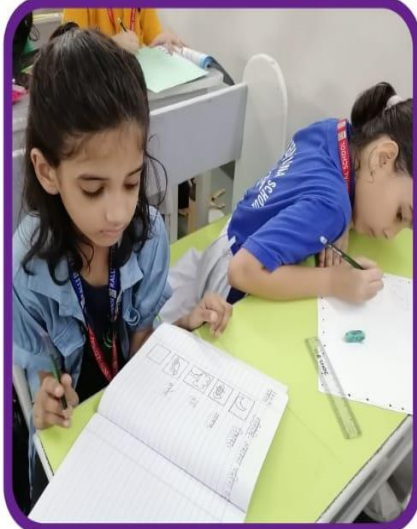आदि। छात्रों की रुचि को ध्यान में रखते हुए कक्षा चतुर्थी के छात्रों को कक्षा में A4 शीट पर या संचिका अकारान्त पुल्लिंग पर आधारित सुंदर चित्र बनाकर या चिपकाकर संस्कृत में शब्द रचना कारवाई गयी। यह गतिविधि छात्रों के बौद्धिक विकास के लिए उपयोगी होती हैं। छात्रों ने इस गतिविधि में उत्साहपूर्वक भाग लिया तथा अपने कला कौशलों का प्रदर्शन किया ।

FRENCH

ALPHABETS

An experiential learning activity on the topic of "Les Alphabets" was assigned to the students of Class IV. The primary goal of this activity was to learn the French alphabet and its pronunciation. Each student participated individually, writing the names of French greetings that start with each letter of the alphabet and drawing and coloring the letters in their notebooks. This activity helped enhance their vocabulary and provided a practical understanding of French letters and their pronunciations.

CLASS-V

ENGLISH

Story Review & Role Play

Students of Class V participated in story review and role-play activities. Students presented a review of the story "Whistles and Shaving Bristles" and performed a role play based on the drama "Little Women." They demonstrated excellent preparation, summarizing the story with clarity and beautifully enacting their favorite characters. This fun-filled learning experience was a valuable Subject Enrichment Activity, allowing students to engage deeply with the material and enhance their understanding through creative expression.

Story Review and Role Play
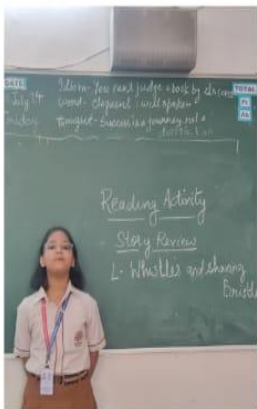
हिंदी

वाचन कौशल

मौखिक भाषा ही अभिव्यक्ति का सहज व सरलतम माध्यम है। इस अभिव्यक्ति में अनुकरण और अभ्यास के अवसर बराबर मिलते रहते हैं। इसके द्वारा विचारों के आदान-प्रदान से नई-नई जानकारियाँ मिलती हैं। आधुनिक जनतांत्रिक युग में जीवन की सफलता के लिए मौखिक भाव-प्रकाशन या वाणी

अत्यधिक आवश्यक और अनिवार्य है |जीवन के प्रत्येक क्षेत्र में व्यक्ति को प्रतिपल मौखिक आत्माभिव्यक्ति की शरण लेनी पड़ती है। इसी उद्देश्य के पूर्ण करने हेतु विद्यार्थियों को विभिन्न विषय दिए गए जिन पर उन्होंने अपने विचार कक्षा में पूर्ण आत्मविश्वास के साथ प्रस्तुत करने का भरसक प्रयास किया |
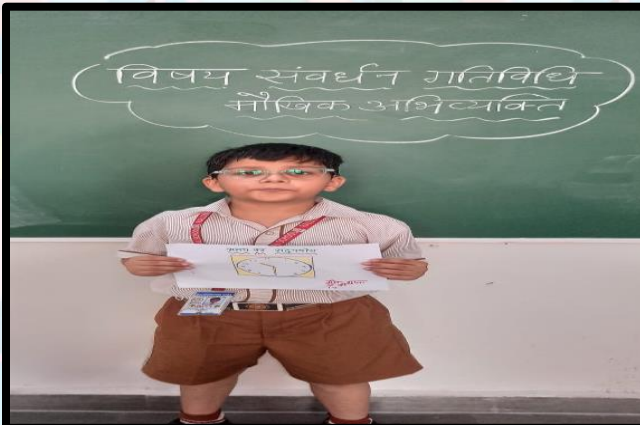
MATHEMATICS

## PRIME NUMBERS: SIEVE OF ERATOSTHENES ACTIVITY

The Sieve of Eratosthenes activity was an excellent way to introduce fifth-grade students to the concepts of prime and composite numbers. The objective was to reinforce their understanding of these concepts in an engaging and interactive manner.

The Sieve of Eratosthenes is an ancient algorithm used to find all prime numbers up to a specified integer. It is a highly efficient method based on the principle of eliminating the multiples of each prime number starting from 2. In this activity, students wrote the numbers 1 to 100 in ten rows. They crossed out 1, as it is neither prime nor composite, and then crossed out the multiples of the

numbers 2, 3, 5, 7, and so on.

The students then circled the numbers that were not crossed out. These circled numbers represent the prime numbers less than 100.

The Sieve of Eratosthenes activity proved to be an effective and enjoyable method for reinforcing students' understanding of prime and composite numbers. By actively participating in this activity, students were able to deepen their grasp of the concept of prime numbers.
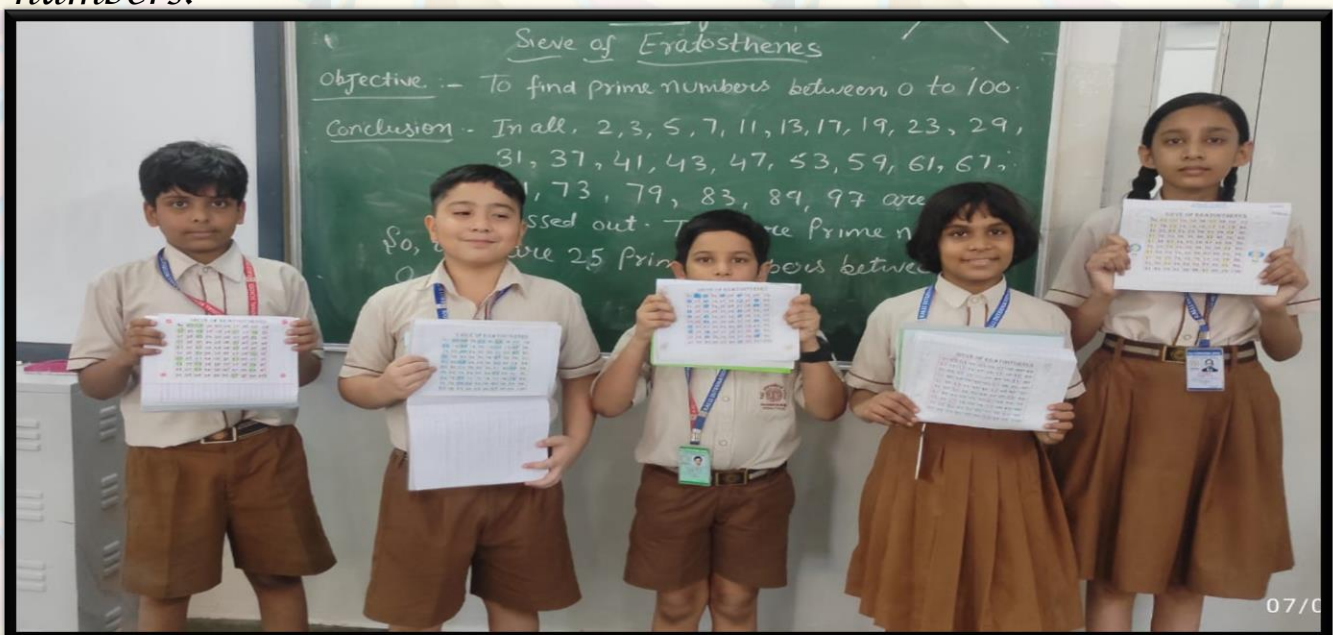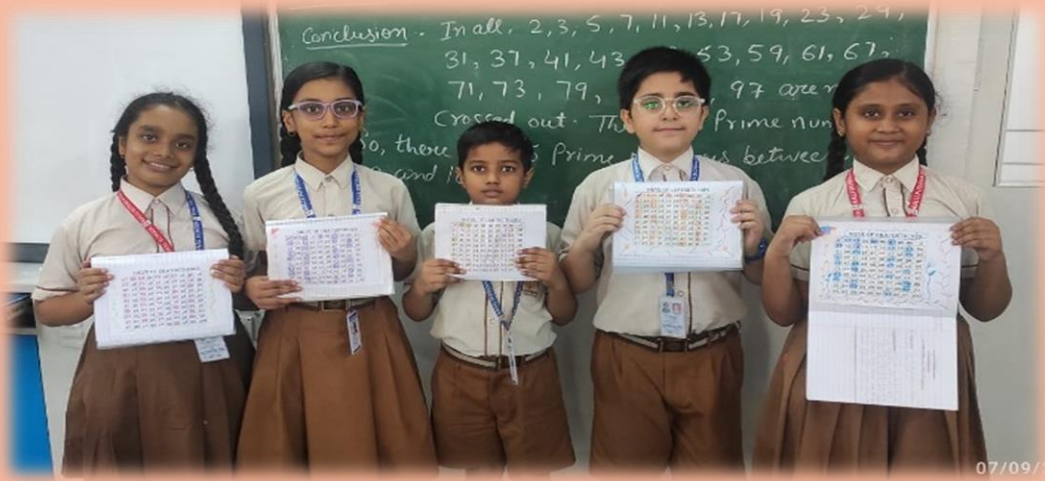
EVS-I

TRANSMISSION OF COMMUNICABLE DISEASES

In our recent experiential learning activity on the transmission of communicable diseases, students took part in an engaging role-play exercise. Divided into groups of 7-8, one student portrayed as a child with a specific disease, describing its symptoms, while the others identified the disease and discussed preventive measures. This hands-on approach enabled students to understand how diseases spread, recognize symptoms, and learn effective prevention strategies.

Through this activity, students gained a practical understanding of disease transmission and prevention. They engaged in critical thinking and collaborative learning, making the experience both educational and memorable. The role play reinforced theoretical knowledge with real-life application, highlighting the importance of health awareness and proactive measures in preventing the spread of communicable diseases.

संस्कृत

संख्यावाची चित्रण

संख्या एक अंकगणितय मान है जिसका उपयोग मात्रा को दर्शाने और गणना करने में प्रयोग किया जाता है । १ ,२ ,३ ,४ ,५ जैसा लिखित प्रतीक जो किसी संख्या को दर्शाता है उसे अंक के रूप में जाना जाता है। संख्या प्रणाली एक तार्किक

तरीके से अंकों या प्रतीकों का उपयोग करके संख्याओं को दर्शाने के लिए एक लेखन प्रणाली है। इसी के ज्ञानवर्धन के लिए कक्षा-पञ्चमी के विद्यार्थियों के लिए जुलाई माह में 'संख्यावाची चित्रण' एकल गतिविधि करवाई गई। विद्यार्थियों ने संख्यावाची चित्रण को A-4 शीट पर या अपनी संचिका में सुंदर चित्रण के साथ सुंदर लेख में लिखकर कला को प्रदर्शित किया । इससे विद्यार्थियों में कलात्मक विकास में वृद्धि हुई। विद्यार्थियों ने इस गतिविधि में उत्साहपूर्वक भाग लिया तथा अपने कौशल का प्रदर्शन किया।

FRENCH

JEU DE RÔLE
(ASKING WELL BEING)

An experiential learning activity on the topic 'Jeu de Rôle' was assigned to the students of Class V. Students were paired up to perform a role play as part of this oral activity. The goal was to build their confidence and improve their speaking skills. During the activity, students asked each other about their names, ages, families, and well-being. They also practiced framing questions and responding appropriately. The students were well-prepared and enthusiastic, making the activity a valuable and engaging learning experience.