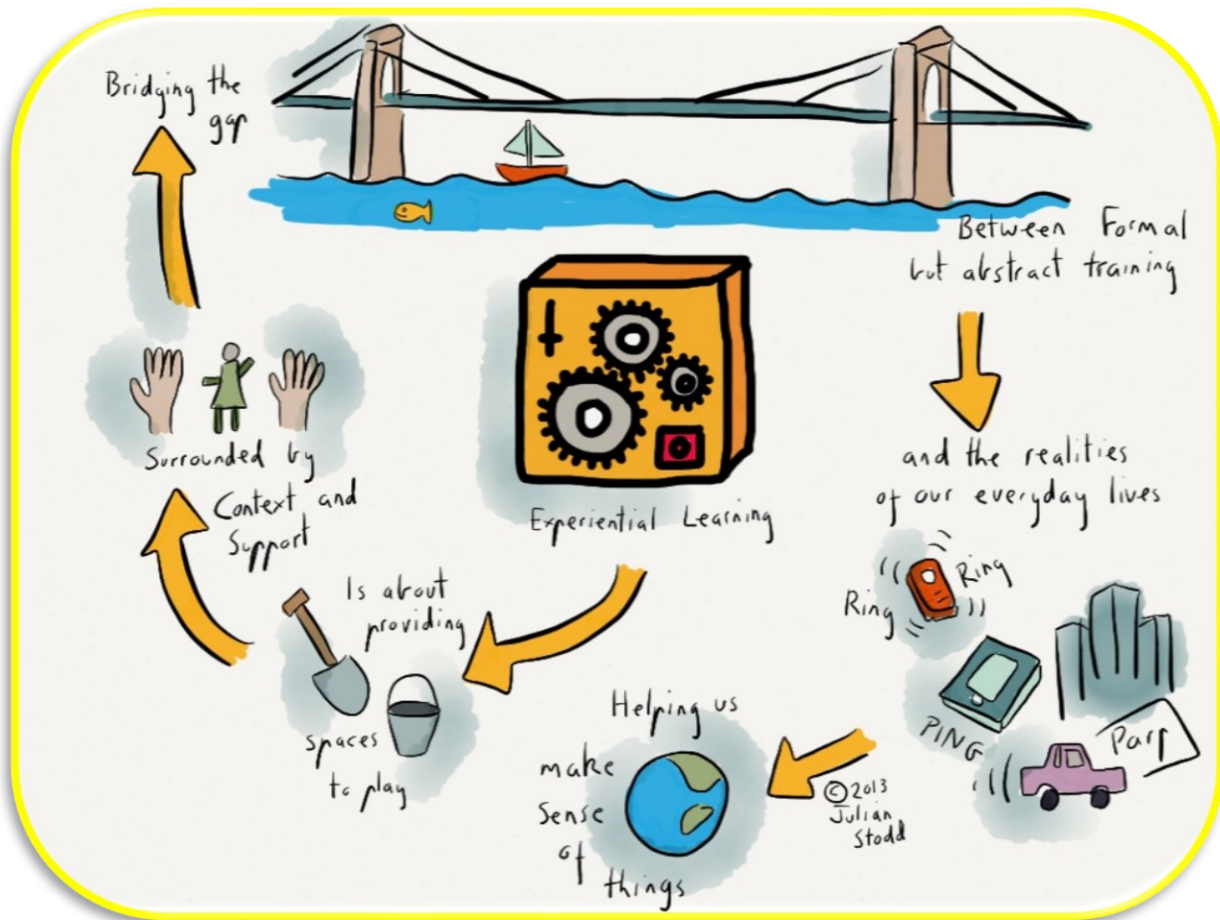


# RALLI INTERNATIONAL SCHOOL

SESSION: 2024-25

MONTH: AUGUST

## EXPERIENTIAL LEARNING ACTIVITIES



*There is an intimate and necessary relation between the process of actual experience and education. - John Dewey*

# CLASS -9

## PHYSICS

### LAB ACTIVITY: TO DETERMINE THE DENSITY OF SOLIDS USING SPRING BALANCE & MEASURING CYLINDER

A lab activity was conducted in the Physics Lab to evaluate the students' theoretical and practical understanding. The students were organized into groups and tasked with determining the density of solids using tools such as a spring balance, metal bob, and measuring cylinder. The main aim of this exercise was to inspire the students to develop an interest in learning these practical skills. Throughout the activity, students effectively bridged the gap between their theoretical knowledge and its real-world applications. This hands-on experience not only reinforced their understanding of the concepts but also demonstrated how physics principles apply to everyday situations.





# CLASS -9 &10

## SCIENCE

### MAJOR E.L. ACTIVITY: EDUTOPIA (Innovations in Science- related to SDGs)

*“The good thing about science is that it’s true whether or not you believe in it.”- Neil de Grasse Tyson*

To emphasize that science is both fun and engaging, an activity-cum-exhibition was organized for students of Class 9 and 10 on the school premises. The event featured a variety of activities, all linked to the Sustainable Development Goals (SDGs). The students participated in a range of activities, including Science Model Presentations, Science Games, a Quiz, and Poster Making. The Science Games, such as "Drop the Ball in the Maze," Charades, and a Puzzle Game, were a hit among the students. A SPECIAL QUIZ focused on SDGs 6, 7, 13, 14, and 15, where students competed in teams through multiple rounds, including a warm-up, visual and buzzer rounds, and a rapid-fire round. The Poster Making activity showcased students' creativity, with beautifully crafted posters based on the SDG themes. Additionally, students displayed remarkable enthusiasm in preparing and presenting science models related to the SDGs.

The primary goal of this event was to encourage students to explore scientific concepts beyond the traditional classroom setting. It provided a platform for them to present their research and experiments while fostering a love for science and technology. The event was a successful blend of creativity, teamwork, research, and coordination, allowing students to showcase their talents with passion and conviction.











## MATHEMATICS

### MAJOR E.L. ACTIVITY: WHIRL THE TWIRL

*“Mathematics as an expression of the human mind reflects the active will, the contemplative reason, and the desire for aesthetic perfection. Its basic elements are logic and intuition, analysis, generality and individuality.”*

A significant classroom activity titled "Whirl the Twirl" was conducted for Grade 9 and 10 students, centered around the concepts of "Statistics and Probability." The objective of the activity was to enhance the students' conceptual understanding, procedural fluency, and strategic competence in these mathematical areas. As part of the activity, students crafted spinning wheels using recycled materials, which they then used to play an engaging game in class. Students spun the wheel and the number was recorded. Different activities were performed by the students when the wheel stopped at the fun zone; which lie at the black part of the wheel.



The activity was not just about playing the game; it also involved collecting, analyzing, and representing data. The students gathered data from their game outcomes and proceeded to analyze it, presenting their findings in the form of histograms. To further solidify their understanding, the students participated in a quiz based on the data they had generated. This hands-on approach allowed the students to directly apply their theoretical knowledge, making the learning process both interactive and impactful.





# CLASS -12

## BUSINESS STUDIES

### ACTIVITY: QUIZZES

*“Revision is not going back and fussing around, but going forward into the process of creation.”*

To reinforce various concepts in Business Studies and assess students' understanding, an experiential learning activity in the form of a QUIZ was conducted in class. Each student received a laminated sheet on which they were to write the correct option—A, B, C, or D—for each question posed during the quiz. The activity was time-bound, requiring students to read and comprehend the questions, analyze provided images, videos, or cases, and then record their answers.



This engaging activity served multiple purposes. It not only helped students revise key concepts but also taught them to manage time and pressure effectively.

Additionally, it encouraged them to connect classroom learning with real-world scenarios and nurtured a sense of healthy competition. Overall, the quiz was a dynamic way to deepen students' understanding and application of business concepts in a fun and interactive environment.