

**HERITAGE CLUB**  
**MONTH – AUGUST**  
**SESSION 2024 – 2025**

**ACTIVITY: DRESS-UP LIKE MAHATMA GANDHI**

**Date: 31<sup>st</sup> August 2024**

**Class: Pre-school Description of Activity:**

Pre-school students participated in a dress-up activity where they impersonated Mahatma Gandhi, India's Father of the Nation. The students wore traditional Indian attire, including dhotis and spectacles, to resemble Gandhi. They then delivered short speeches on Gandhi's principles, such as non-violence, truth, and kindness.

**Learning Outcomes:**

- Students gained basic knowledge about Gandhi's life, values, and contributions to India's freedom struggle.
- Students developed their communication skills by delivering short speeches and expressing their thoughts on Gandhi's principles.
- Students showcased their creativity through dressing up and role-playing, promoting self-expression and confidence.
- Students learned about essential values like non-violence, truth, and kindness, which are crucial for character development.
- Students developed an appreciation for Indian culture and heritage by learning about Gandhi's significance.

**Glimpses of the activity**



## ACTIVITY: MAKING AND DECORATING LORD KRISHNA'S FLUTE

Date: 23<sup>rd</sup> August 2024

Class: Pre-Primary

### Description of Activity:

Students participated in a hands-on activity where they made and decorated their own flutes using craft materials. The activity began with a demonstration on how to make and decorate the flute. Students wore the costume of Radha&Krishna and spoke lines or bhajans on lord Krishna.

### Learning Outcomes:

- Students developed their fine motor skills..
- Students expressed their creativity through decorating their flutes, promoting self-expression and individuality.
- Developed the speaking skills. Glimpses of the activity.

### Glimpses of the activity



## **TITLE: MAKING OF FAMILY TREE**

<b>Classes</b>	<b>I A and B</b>
<b>Total No. of Students</b>	104
<b>Total No. of Submissions</b>	96
<b>Date</b>	6.8.24
<b>Mode</b>	Offline
<b>Art Integration / Gamification / Experiential Learning</b>	Art integration
<b>Skills Developed</b>	Creativity
<b>Learning Objectives</b>	Children will be introduced to history and research tool through family tree as it gives them a personal connection to the information they learn
<b>Conducted by</b>	Ms. Jasmeet and Ms. Manvi

### **Description of the Activity:**

Making of family tree activity was conducted in the class.

The students made family tree according to their family members .

### **Learning Outcomes:**

- Identify their family members
- Learn about their personal family history

### **Glimpses of the activity**





## **TITLE: THUMB PAINTING**

<b>Classes</b>	<b>II A and II B</b>
<b>Total No. of Students</b>	104
<b>Total No. of Submissions</b>	90
<b>Date</b>	6-8-24
<b>Mode</b>	Offline
<b>Art Integration / Gamification / Experiential Learning</b>	Experiential Learning
<b>Skills Developed</b>	Improving fine motor skills
<b>Learning Objectives</b>	Children will get aware about different colour, combination and patterns.
<b>Conducted by</b>	Ms.Sushmaand Ms.AnuradhaSengupta

### **Description of the Activity:**

Thumb Painting activity was conducted in the class. Thumb Painting is a fun and creative activity for students.

The students made paintings according to their art and self-expressions .They use different colours and images to create their creativity.

### **Learning Outcomes:**

- Learned how colors work, especially mixing primary colors.
- Supporting sensory integration.
- Improving fine motor development by strengthening finger and hand muscles.
- Learned about color, shape and spatial relationships.
- Using hearing, touching, and smelling senses.

### **Glimpses of the activity**



## **TITLE: BLOCK PRINTING**

<b>Classes</b>	<b>III A and IIIB</b>
<b>Total No. of Students</b>	103
<b>Total No. of Submissions</b>	95
<b>Date</b>	6-8-24
<b>Mode</b>	Offline
<b>Art Integration / Gamification / Experiential Learning</b>	Experiential Learning
<b>Skills Developed</b>	Creativity
<b>Learning Objectives</b>	Students will learn the importance of traditional way of painting. The creative process of block printing allows students to make their own designs and patterns.
<b>Conducted by</b>	Ms. Komal and Ms. Vibha

### **Description of the Activity:**

- Students can bring wooden block, a white cotton cloth, fabric colour and a brush to school.
- Apply the colour on the wooden block with the help of brush and gently press it on the fabric.

### **Learning Outcomes:**

- Creativity and self-expression: Block printing encourages students to explore their creativity and bring their ideas to life.
- Understanding of pattern and texture: Students learn about repeating patterns, texture, and design elements.
- Understanding of art history and culture: Students learn about the origins and cultural significance of block printing.

### **Glimpses of the activity**



## **TITLE: ECO FRIENDLY GANESHA MAKING**

<b>Classes</b>	<b>IV A and IV B</b>
<b>Total No. of Students</b>	106
<b>Total No. of Submissions</b>	100
<b>Date</b>	6.8.24
<b>Mode</b>	Offline
<b>Art Integration / Gamification / Experiential Learning</b>	Art integration
<b>Skills Developed</b>	Creativity and Innovation
<b>Learning Objectives</b>	<ul style="list-style-type: none"> <li>➤ This activity will help them provide a better understanding of our culture and warmth of bond between a devotee and god.</li> <li>➤ This will help them increase their level of creativity.</li> </ul>
<b>Conducted by</b>	Ms.Paridhi and Ms.Madhumita

### **Description of the Activity:**

Making of Ganesha with leaves was done in the class.

Students were asked to bring leaves and decorative materials.

### **Learning Outcomes:**

- **Environmental Awareness:** Students gained a deeper understanding of environmental issues.
- **Creative Problem- Solving:** Crafting with leaves encourages innovation and creativity in design.





#### IV-B

### **TITLE: SPINNING WHEEL CRAFT ACTIVITY**

<b>Classes</b>	<b>V A and V B</b>
<b>Total No. of Students</b>	105
<b>Total No. of Submissions</b>	94
<b>Date</b>	6.8.24
<b>Mode</b>	Offline
<b>Art Integration / Gamification / Experiential Learning</b>	Art integration
<b>Skills Developed</b>	Creativity and Innovation
<b>Learning Objectives</b>	<ul style="list-style-type: none"> <li>➤ This activity will help them provide a better understanding of our culture and warmth of bond between a devotee and god.</li> <li>➤ This will help them increase their level of creativity.</li> </ul>
<b>Conducted by</b>	Ms.Anchal Chauhan and Mr.Sudhakar Shastri



### Description of the Activity:

Making spinning wheel craft activity was done in the class.

Students were asked to bring ice cream sticks ,tooth picks and decorative materials.

### Learning Outcomes:

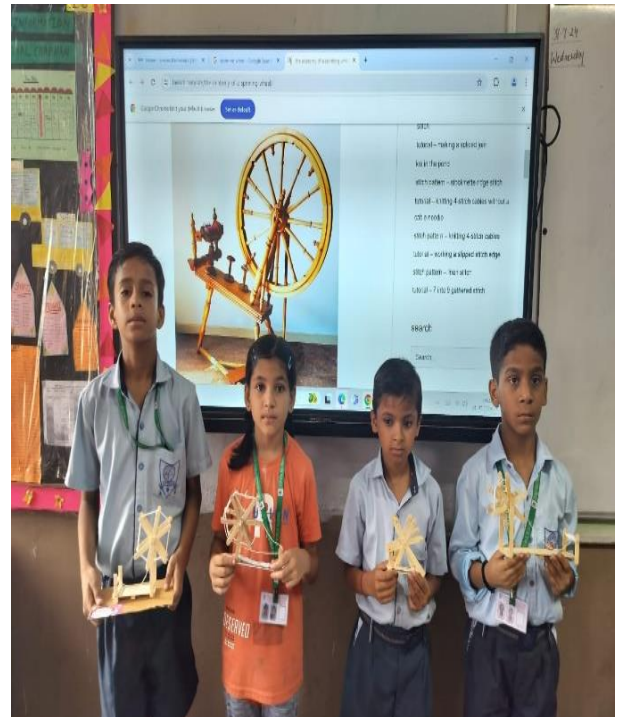
- **Environmental Awareness:** Students gained a deeper understanding of environmental issues.
- **Creative Problem- Solving:** Crafting with spinningwheel encourages innovation and creativity in design.

### **Glimpses of the activity**

**V A**



**V-B**





## **TITLE: STATES OF INDIA**

<b>Classes</b>	VI A and VIB
<b>Total No. of Students</b>	104
<b>Total No. of Submissions</b>	95
<b>Date</b>	4-8-24
<b>Mode</b>	Offline
<b>Art Integration / Gamification / Experiential Learning</b>	Experiential Learning
<b>Skills Developed</b>	Knowledge of states
<b>Learning Objectives</b>	<ul style="list-style-type: none"><li>• This activity will help students to think creatively.</li><li>• This will help them to make understand about the culture, dialect, dress up, folk dances, folk songs, agriculture, climate and location of the particular state.</li></ul>
<b>Conducted by</b>	Ms.Komal and Ms. Dimple

### **Description of the Activity:**

Students have to make a power point presentation on the any state of India and will show its culture, dialect, dress up, folk dances, folk songs, agriculture, climate, location and present it in the class. It will help them in creating a broader vision and respect towards their nation.

### **Learning Outcomes:**

- Knowledge of Indian states: Students will gain in-depth knowledge about a specific state in India, including its history, geography, culture, economy, and tourism.
- Research skills: Students will develop research skills by gathering information from credible sources and organizing it in a logical manner.
- Critical thinking: Students will analyze and evaluate information to create a comprehensive and engaging presentation.
- Communication skills: Students will improve their communication skills by presenting their findings in a clear, concise, and visually appealing manner.
- Creativity: Students will express their creativity through the design and layout of their presentation.

### Glimpses of the activity



## **TITLE: VISIT TO HISTORICAL SITE**

<b>Classes</b>	<b>VII A &amp; VII B</b>
<b>Total No. of Students</b>	105
<b>Total No. of Submissions</b>	95
<b>Date</b>	17.8.24
<b>Mode</b>	Offline
<b>Art Integration / Gamification / Experiential Learning</b>	Experiential learning
<b>Skills Developed</b>	Awareness about history of India through firsthand experience.
<b>Learning objectives</b>	<ul style="list-style-type: none"><li>➤ They will get to know about the history of Delhi.</li><li>➤ They will also learn about the architecture used during those periods to build monuments that lasts today as well.</li></ul>
<b>Conducted by</b>	Ms.komal& Ms. Dimple

### **Description of the Activity:**

- They will get to know about the history of Delhi.
- They will also learn about the architecture used during those periods to build monuments that lasts today as well.

### **Learning Outcomes:**

1. Understand the historical significance of the Red Fort as a symbol of Mughal power and architecture.
2. Identify and describe the architectural features of the Red Fort (e.g., walls, gates, palaces, mosques)
3. Appreciate the cultural and artistic heritage of the Mughal Empire (e.g., calligraphy, ornate decorations).
4. Understand the importance of the Red Fort as a UNESCO World Heritage Site.

### **Glimpses of the activity**









## **TITLE: SHORT VIDEO ON THE CULTURE AND HERITAGE OF INDIA**

<b>Classes</b>	VIII A and VIII B
<b>Total No. of Students</b>	104
<b>Total No. of Submissions</b>	95
<b>Date</b>	8-8-24
<b>Mode</b>	Offline
<b>Art Integration / Gamification / Experiential Learning</b>	Experiential Learning
<b>Skills Developed</b>	Aware about different culture and heritage
<b>Learning Objectives</b>	<ul style="list-style-type: none"><li>➤ This activity will help students to know more about the different perspectives of culture in different eras.</li><li>➤ Recognise the multicultural society of the India.</li></ul>
<b>Conducted by</b>	Ms.Amankalsi and Ms.Komalyadav

### **Description of the Activity:**

- Students will make a short video (about 3 to 4 minutes) on the culture and Heritage of India and present it in the class.
- They can choose the famous monuments, sites, temples etc.
- Highlight the location and history of the site and the famous personality associated with it.

### **Learning Outcomes:**

- **Research Skills:** Students will develop research skills as they gather information about the chosen monument, site, or temple, exploring its history, cultural significance, and associated personalities.
- **Understanding of Cultural Heritage:** By focusing on India's diverse cultural and historical sites, students gain a deeper appreciation and understanding of their country's rich heritage and the importance of preserving it.
- **Critical Thinking and Analysis:** Selecting which aspects of a site to highlight and how to present them requires students to think critically and analyze the most significant and relevant information.



### Glimpses of the activity



**VIDEO LINK:** <https://drive.google.com/file/d/1Q58qEA-eu3kOwGZ2GfdqGqxxdxVmMNxk/view?usp=drivesdk>

### **TITLE: ODE TO INDIA'S CULTURAL HERITAGE**

<b>Classes</b>	<b>IX A &amp; IX B</b>
<b>Total No. of Students</b>	105
<b>Total No. of Submissions</b>	5 Miniatures
<b>Date</b>	7-8-23
<b>Mode</b>	Offline
<b>Art Integration / Gamification / Experiential Learning</b>	Art Integration
<b>Skills Developed</b>	Knowledge of UNESCO World Heritage Sites
<b>Learning Objectives</b>	Children will get aware about importance of our different culture, heritage, traditions etc.
<b>Conducted by</b>	Ms. Puja Mathur

### **Description of the Activity:**

1. Miniatures of five UNESCO Heritage Sites were prepared by the students.
2. Miniatures of Jaipur city, Chola Temples, Ajanta Caves, Sun Temple at Konark and Sunderbans National Park were prepared by the students.
3. They spoke a few lines about these sites through the miniatures.

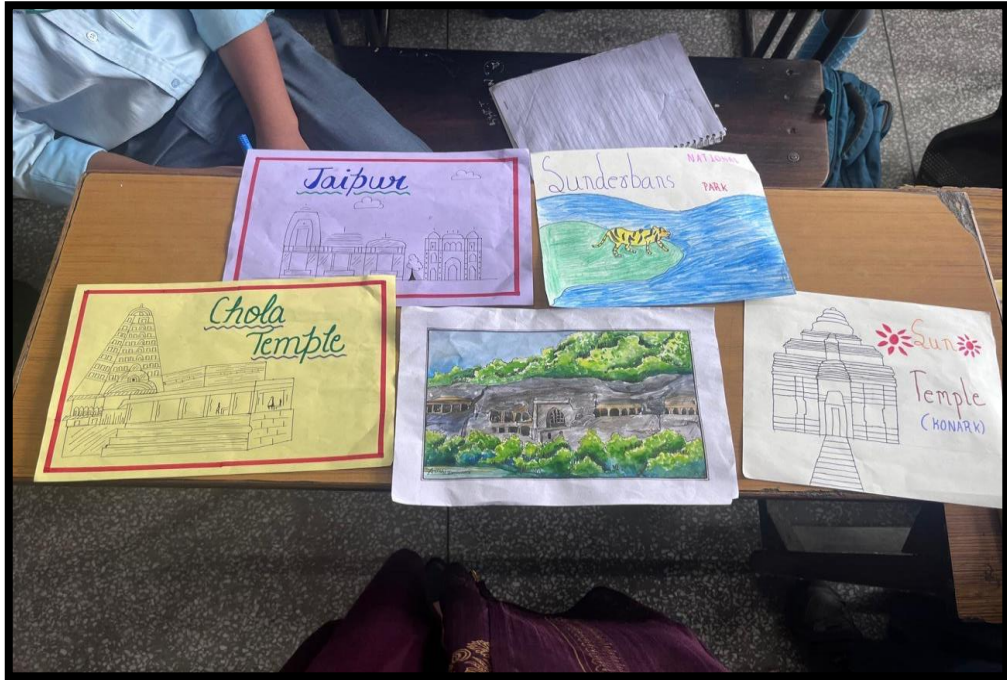
### **Learning Outcomes:**

Students will be able to:

1. Appreciate the monuments of India.
2. Learn about the techniques used to make the monuments.
3. Get a glimpse of our rich cultural heritage.
4. Spread awareness about these monuments and contribute to tourism.

### **ACTIVITIES AT A GLANCE (PICTURES / VIDEOS LINKS / ANY OTHER FORMAT)-**







## **TITLE: BHARAT KI DHAROHAR**

<b>Classes</b>	<b>XI C</b>
<b>Total No. of Students</b>	20
<b>Total No. of Submissions</b>	PPT
<b>Date</b>	7-8-23
<b>Mode</b>	Offline
<b>Art Integration / Gamification / Experiential Learning</b>	Art Integration
<b>Skills Developed</b>	Knowledge of UNESCO World Heritage Sites
<b>Learning Objectives</b>	Children will get aware about importance of our different culture, heritage, traditions etc.
<b>Conducted by</b>	Ms. Puja Mathur

### **Description of the Activity:**

1. A PowerPoint Presentation on UNESCO World Heritage Sites was prepared by the students.
2. Presentation included sites such as the Red Fort, Taj Mahal etc.
3. Pictures of the monuments were also presented.

### **Learning Outcomes:**

Students will be able to:

1. Appreciate the monuments of India.
2. Learn about the techniques used to make the monuments.
3. Get a glimpse of our rich cultural heritage.
4. Spread awareness about these monuments and contribute to tourism





