

GYAN MANDIR PUBLIC SCHOOL

REPORT OF STEAM ACTIVITY

MONTH – NOVEMBER

Classes I & II

Name of the Activity – Make a Pyramid

Learning Outcomes:

1. **Students were able to identify basic 2D and 3D shapes**, recognizing a pyramid shape and its features (faces, edges, and point/vertex).
2. **Students were able to follow step-by-step instructions** to build a pyramid using craft materials (paper, straws, clay, sticks, etc.).
3. **Students were able to participate in teamwork** by sharing materials, discussing ideas, and helping classmates during construction.
4. **Students were able to use creativity and imagination** to decorate and personalize their pyramid.
5. **Students were able to communicate observations** by explaining how they built their pyramid and what materials they used.

Description:

In this hands-on STEAM activity, students explored shapes and structures by building a **3D pyramid model** using simple craft materials such as paper, straws, sticks, or clay. The activity began with a short discussion on 2D and 3D shapes where students identified the triangle and square and learnt how these shapes come together to form a pyramid. Then they made the pyramid enthusiastically.

GLIMPSES OF THE ACTIVITY

IA



I B



II A



II B

