

Gyan Mandir Public School
E-Block, Naraina Vihar, New Delhi – 110028
Session: 2026-2027

Name of Department: MATHS

Month: MAY

Name of Club: MATHS CLUB

Classes	I A & I B
Title of Activity	Role Play (Addition)
Total No. of Students	52
Total No. of Submissions	48
Date	9.5.2026
Mode	offline
Art Integration / Gamification / Experiential Learning	Experiential Learning
Skills Developed	Coordination, confidence
Learning Objectives	Students will be able learn about adding and subtracting the money
Conducted by	Ms. Saloni
Any Other	

Description of the Activity: Students will learn how to:

- Identify coins and notes
- Add money while buying items
- Subtract money while giving balance/change
- Improve speaking and teamwork skills

Learning Outcomes:

- Identify and visually differentiate between various coins and currency notes.
- Perform basic addition and subtraction accurately in the real-world context of purchasing items and calculating correct change/balance.
- Understand the basic concept of financial transactions (buying and selling) through hands-on role-playing.
- Exhibit improved verbal communication, teamwork, and peer-to-peer coordination.

Glimpses of the activity



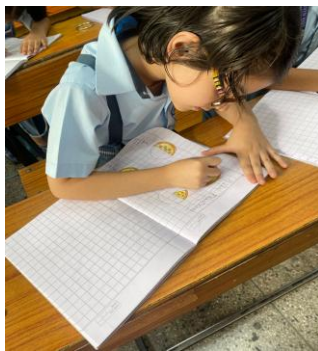
Classes	II A & II B
Title of Activity :	Fraction
Total No. of Students	53
Total No. of Submissions	48
Date	11.5.2026
Mode	Offline
Art Integration / Gamification / Experiential Learning	Experiential Learning
Skills Developed	Concentration, coordination
Learning Objectives	Understand fractions as equal parts of a whole
Conducted by	Ms. Saloni
Any Other	

- **Description of the Activity:** Give each student a paper pizza template.
- Ask students to fold or cut the pizza into equal parts:
- 2 parts = halves
- 4 parts = quarters
- 8 parts = eighths
- Students decorate their pizza slices with toppings.
- Teacher calls out fractions:
- “Show me $\frac{1}{2}$ pizza!”
- “Show me $\frac{3}{4}$ pizza!”
- Students arrange or color the correct number of slices.
- Students explain their fractions to the class.

Learning Outcomes: Students will be able to:

- Recognize basic fractions
- Divide shapes into equal parts
- Use fraction vocabulary confidently
- Relate fractions to real-life situations

Glimpses Of The Activity:



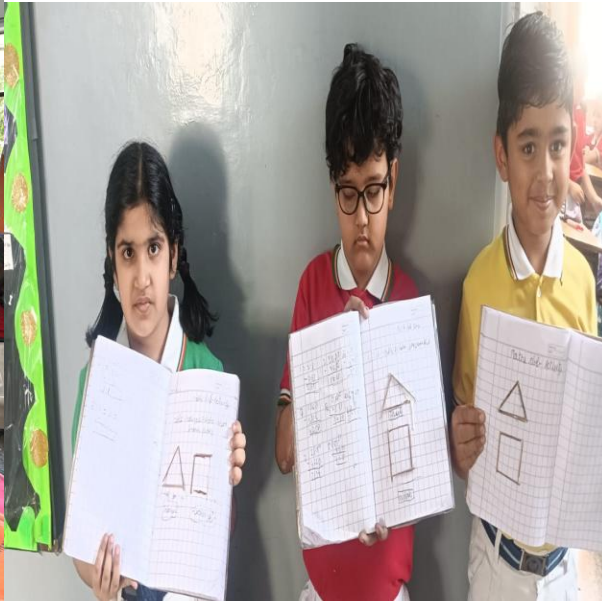
Classes	III A & III B
Title of Activity :	BROOMSTICKS PATTERNS
Total No. of Students	105
Total No. of Submissions	95
Date	9.5.2026
Mode	offline
Art Integration / Gamification / Experiential Learning	Art integration
Skills Developed	
Learning Objectives	1. To learn about types of shapes and patterns and their properties. 2. To learn to utilise mental ability.
Conducted by	Ms. Anchal and Ms. Nisha
Any Other	----

Description of the Activity: The students with the help of broom sticks will construct different 2D and 3D geometrical shapes and patterns in the class by sticking together the sticks using fevicol.

Learning Outcomes:

1. The students understood about 2d shapes.
2. The students enjoyed well while drawing shapes with the help of broom sticks.

Glimpses Of The Activity:



Classes	IV A & IV B
Title of Activity :	Kangaroo Jump (Fractions)
Total No. of Students	101
Total No. of Submissions	92
Date	9.5.2026
Mode	offline
Art Integration / Gamification / Experiential Learning	Experiential learning and art integration
Skills Developed	
Learning Objectives	1. To learn about Types of Fractions . 2. To learn about addition & subtraction of fractions
Conducted by	Ms. Aditi and Ms. Anchal
Any Other	

Description of the Activity: The students will be taken to the ground and divided into two groups. All of them will be given numbers as Numerator and Denominator. Then the teacher will ask to make a Unit Fraction ,Proper Fractions & Improper Fractions. The students will ask each other their numbers and make the pair of required fraction. The pairs which make Fractions as required quickly will win and other will lose the game. Then next group will be called.

Learning Outcomes:

1. The students understood about types of fractions
2. The students enjoyed well while getting the concept through kangroo jump.

Glimpses Of The Activity:



Classes	V A & V B
Title of Activity :	LAVA WALK (Factors)
Total No. of Students	105
Total No. of Submissions	90
Date	9.5.2026
Mode	offline
Art Integration / Gamification / Experiential Learning	Experiential learning
Skills Developed	
Learning Objectives	1. To learn, find the factors of different numbers. 2. To learn the difference between prime and composite numbers.
Conducted by	Ms. Aditi & Ms. Anchal
Any Other	

Description of the Activity: This engaging and innovative classroom game requires index cards that have prime numbers imprinted on them and index cards with composite numbers. On the other hand, the composite number index cards should be made in a way that the composite numbers can be factored into the prime number cards that have been made previously.

Divide the class of students into groups of four or more. The students should stand on one side of the room and face the other side of the room. This is because the prime index cards will be present before them.

Next, when one member has finished crossing the lava river, the other members of the team can follow behind using the same rule. The first group that gets all members across the lava river (or the playing field) without losing out wins the game.

Glimpses Of The Activity:





Learning Outcomes:

1. The students understood about types of factors of the numbers.
2. The students enjoyed well while getting the concept through lava walk activity.

Classes	VI A & VI B
Title of Activity :	THE INTEGER GAME
Total No. of Students	106
Total No. of Submissions	89
Date	05.05.2026
Mode	Offline
Art Integration / Gamification / Experiential Learning	Gamification Experiential learning
Skills Developed	Problem-solving
Learning Objectives	To understand the signs of integers Addition and subtraction of integers
Conducted by	Ms. Aditi Rai Ms. Geetanjli Patiar
Any Other	-

Description of the Activity: This integer card game uses playing cards / stickers to practice adding and subtracting integers.

The rules:

One colour cards/ stickers are negative and other color are positive

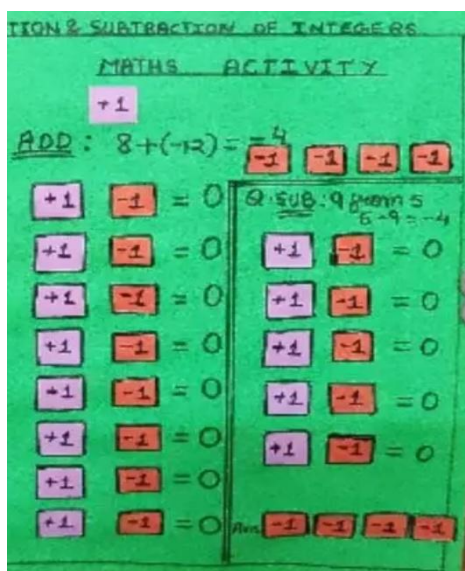
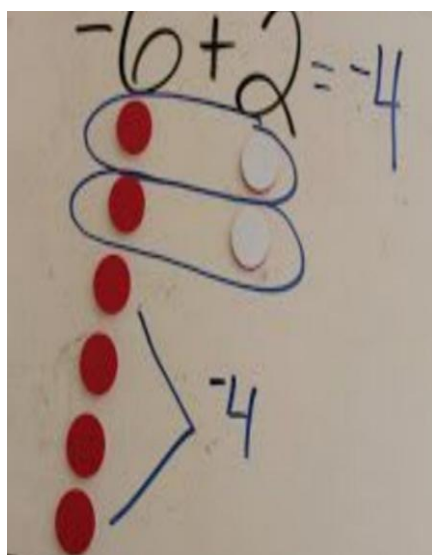
Each team is deals with 6 cards.

The rest of the collection is placed in the center of the table.

Each player tries to make a combination of stickers that equal that number. Everyone that make a combination that works gets a point. Then, they discard the stickers they used in pairs and get the results.

Learning Outcomes:

- To learn integers
- To learn about negative and positive integers
- Addition and subtraction of integers



Classes	VII A & VII B
Title of Activity :	Linear Equations in One Variable – Equation Relay
Total No. of Students	104
Total No. of Submissions	85
Date	12 May 2026
Mode	offline
Art Integration / Gamification / Experiential Learning	Gamification & Experiential Learning
Skills Developed	Problem-solving, Sequential thinking, Teamwork, Application of algebraic concepts

Learning Objectives	- To solve linear equations in one variable - To understand equations through play-way method
Conducted by	Ms. Geetanjli, Mr. K.K.Pathak
Any Other	--

Description of the Activity: Class VII students participated in “Equation Relay”. Working in groups, they solved a chain of linear equations where each answer became the clue for the next equation. This treasure-hunt style game made algebra engaging and collaborative.

Learning Outcomes:

- Students gained fluency in solving linear equations in one variable.
- Developed logical sequencing and connected problem-solving steps.
- Experienced peer learning and healthy competition.



Classes	VIII A & VIII B
Title of Activity	TOYS FROM TRASH
Total No. of Students	
Total No. of Submissions	96
Date	11.5.2026
Mode	offline
Art Integration / Gamification / Experiential Learning	Art integration and experiential learning
Skills Developed	
Learning Objectives	To understand reflection and rotations in mathematics

Classes	VIII A & VIII B
Title of Activity	TOYS FROM TRASH
	2. To understand patterns and symmetry in mathematics
Conducted by	Ms. Aditi and Ms. Anchal
Any Other	

Description of the Activity: The participant are required to make an innovative working toy from waste material. The participant should make a toy which is based on any one of the following concepts : symmetry, geometry, fractions and measurement.

Learning Outcomes:

1. The students understood understand reflection and rotations in mathematics.
2. The students understood patterns and symmetry in mathematics

Glimpses Of The Activity:



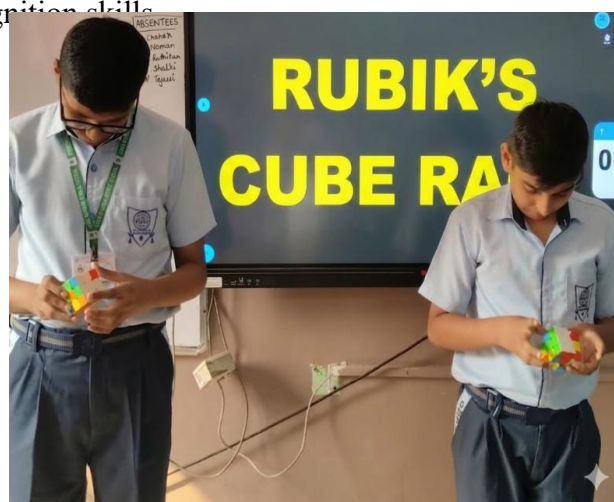


Classes	IX A & IX B
Title of Activity:	Rubik's Cube Race
Total No. of Students	105
Total No. of Submissions	83
Date	12 May 2026
Mode	Offline
Art Integration / Gamification / Experiential Learning	Gamification & Experiential Learning
Skills Developed	Teamwork, Logical reasoning, Time management, Algorithmic thinking, Motor skills
Learning Objectives	• To enhance numerical ability • To increase logical thinking capacity
Conducted by	Ms. Geetanjli, Mr. K.K.Pathak
Any Other	-

Description of the Activity: Class IX students participated in “Rubik’s Cube Race”. Students were divided into teams of 3 and competed in a relay format. Each team solved 3 Rubik’s Cubes of varying levels up to 4×4×4. The activity promoted healthy competition and quick thinking.

Learning Outcomes:

- Students applied logical steps and algorithms to solve problems under time pressure.
- Developed collaboration and communication within teams.



Classes	XI A+B+C
Title of Activity	Real-World Reckoners
Total No. of Students	50
Total No. of Submissions	43
Date	12.05.2026
Mode	Offline / Classroom Group Activity
Art Integration / Gamification / Experiential Learning	Experiential Learning
Skills Developed	Financial literacy, critical thinking, data analysis, and collaborative problem-solving.
Learning Objectives	To enable students to apply mathematical and statistical concepts (like percentages, compound interest, and data handling) to practical, real-life scenarios.
Conducted by	MR. D.S. RAWAT & MR. K.K. PATHAK
Any Other	-

Description of the Activity:

Students were divided into small groups and provided with different real-world case studies (e.g., planning a household budget, calculating the long-term cost of a vehicle loan, or analysing the return on various investment options). They acted as "Reckoners" (calculators/estimators) and had to apply their classroom mathematical

knowledge to analyse the data, calculate costs, and present the most financially viable solution for their specific scenario.

Learning Outcomes:

- Successfully bridge the gap between theoretical mathematics and practical everyday applications.
- Demonstrate proficiency in calculating interest, managing budgets, and interpreting numerical data.
- Make informed, logical decisions based on mathematical estimations and statistical evidence.

