

GYAN MANDIR PUBLIC SCHOOL
UNESCO CLUB
MONTH – AUGUST
SESSION 2026 – 2027
PRE-PRIMARY DEPARTMENT
TITLE: -HANDPRINT WORLD MOBILE

Classes	Balvatika-1 Marigold, Balvatika-1 Lotus, Balvatika-1 Rose
Total No. of Students	101
Total No. of Submissions	64
Date	25.8.2026
Mode	Offline
Art Integration / Gamification / Experiential Learning	Art Integration and Experiential Learning
Skills Developed	Fine Motor Skills, Observation Skills, Creative Skills, Social Skills, Global Awareness
Learning Objectives	1. Develop fine motor skills (painting and gluing). 2. Introduce the concept of continents and global unity in simple terms. 3. Encourage sharing and collaborative display.
Conducted by	Balvatika-1 Teachers

DESCRIPTION OF THE ACTIVITY:

The teacher began with a 2–3-minute picture talk showing children photos of people from different countries in simple language. Teacher demonstrated painting hand and pressing it onto craft paper to make a 'continent' handprint. Students practised on scrap paper first. Each child made 2-3 handprints in different colours and teacher cut them out safely. The cut-out handprints were stuck on the world map outline and tied to the mobile base using string, small stick or paper straw. Mobiles were assembled and hung in the class with the thought 'Many hands make one world.'

LEARNING OUTCOMES:

1. Develop fine motor skills through painting and gluing.
2. Students are introduced to the concept of continents and global unity in simple terms.
3. Encourage sharing and collaborative display.
4. Students learn about unity in diversity and the idea of one world.

ACTIVITIES AT A GLANCE: -



GYAN MANDIR PUBLIC SCHOOL

UNESCO CLUB

PRE-PRIMARY DEPARTMENT

TITLE- SITES & SYMBOLS

Classes	Pre-Primary Sunflower, Pre-Primary Lavender, Pre-Primary Rose
Total No. of Students	105
Total No. of Submissions	43
Date	29.8.2025
Mode	Offline
Art Integration / Gamification / Experiential Learning	Gamification and Experiential Learning
Skills Developed	Observation Skills, Memory Skills, Language Skills, Social Skills, Critical Thinking
Learning Objectives	1. Recognize simple UNESCO sites and symbols. 2. Develop memory and turn-taking skills. 3. Build vocabulary (site names, country names).
Conducted by	Pre-Primary Teachers

DESCRIPTION OF THE ACTIVITY:

The teacher introduced 6-8 picture pairs of famous UNESCO sites and symbols (e.g., Taj Mahal, Pyramids, UNESCO logo) with brief one-line descriptions for each and asked one question after each introduction to ensure understanding. Cards were shuffled and laid face down in a grid on the table. Children took turns to flip two cards; if they matched, they kept the pair and got a small sticker as appreciation. If they did not match, cards were turned back and classmates were encouraged to help by naming the pictures. After the game, the teacher gathered the children and showed each pair again with one simple fact about the site, reinforcing the learning.

LEARNING OUTCOMES:

1. Students learn to recognize simple UNESCO sites and symbols (Taj Mahal, Pyramids, UNESCO logo).
2. Students develop memory power and learn turn-taking skills.
3. Students build vocabulary related to site names and country names.
4. Students learn to observe, match and think critically.
5. Students develop social skills through peer helping and group play.



UNESCO CLUB (2026-27)

MONTH – AUGUST

Title: Family Heritage Collage

Classes	I A & I B
Total No. of Students	107
Total No. of Submissions	92
Date	10.08.26
Mode	Offline
Art Integration / Gamification / Experiential Learning	Experiential Learning / Art Integration
Skills Developed	Identifying and connecting family-related objects, customs, and traditions.
Learning Objectives	Students will learn to identify and appreciate their family's heritage, traditions, and cultural practices . They will express their understanding creatively through a collage while developing creativity, communication skills, and respect for cultural diversity .
Conducted by	Ms. Saloni & Ms. Jasmeet

Description of the Activity:

- Students will explore their **family heritage, traditions, and cultural practices**.
- They will collect or draw pictures of **festivals, food, clothing, customs, and family traditions**.
- Students will create a **Family Heritage Collage** using colours, pictures, and craft materials.
- They will present their collage and **share a few words about their family heritage**.
- Students will learn to **respect and appreciate different cultures and traditions**.

Materials Used:

- Drawing/coloured sheets
- Family photographs or printed pictures
- Crayons, sketch pens, and colour pencils
- Child-safe scissors
- Glue
- Decorative craft materials
- Pencils and erasers
- Chart paper/cardboard for collage base

Learning Outcomes:

- Students **identified and appreciated** their family heritage, traditions, and cultural practices.
- They **developed creativity and fine motor skills** through collage-making.
- They **enhanced their communication and presentation skills** by sharing their collages.
- They **learned to respect and appreciate cultural diversity**.
- They **developed a sense of belonging and pride** in their family heritage.

ACTIVITIES AT A GLANCE – COLLAGE



UNESCO CLUB (2026-27)

MONTH – AUGUST

Title: Landmark Puzzle + Fact Card

Classes	II A & II B
Total No. of Students	100
Total No. of Submissions	92
Date	20.08.26
Mode	Offline
Art Integration / Gamification / Experiential Learning	Experiential Learning / Gamification
Skills Developed	Problem-solving, observation, teamwork, factual writing and awareness of UNESCO landmarks.
Learning Objectives	To identify famous UNESCO landmarks and one key fact about each. To practise problem-solving by assembling puzzles. To learn to write one-line factual statements.
Conducted by	Class Teachers – II A & II B

Description of the Activity:

- Students were introduced to 4–6 famous UNESCO landmarks through short, child-friendly facts.
- Puzzle pieces of landmark pictures were distributed, and students worked individually or in pairs to assemble the pictures.
- After completing the puzzles, students pasted them on cards and attached a pre-written or teacher-assisted one-line fact card.
- The completed landmark puzzles and fact cards were displayed on a ‘World Landmarks’ board.

Materials Used:

- A4 printed pictures of 6 landmarks, cut into 6–8 puzzle pieces each.
- Fact card templates for writing one-line facts.
- Glue sticks and coloured border paper.

Learning Outcomes:

1. Students identified and recognised famous UNESCO landmarks.
2. Students developed problem-solving and visual observation skills by assembling picture puzzles.
3. Students learnt to communicate a simple factual statement about a landmark.
4. Students demonstrated cooperation and active participation while completing the activity.

ACTIVITIES AT A GLANCE – COLLAGE



SOCIAL SCIENCE DEPARTMENT

UNESCO CLUB (2026-27)

MONTH – AUGUST 2026

Title: Peace Song Recording (Class Album)

Classes	III A & III B
Total No. of Students	97
Total No. of Submissions	71
Date	20-08-26
Mode	Offline / Digital Recording
Art Integration / Gamification / Experiential Learning	Experiential Learning
Skills Developed	Communication, cooperation, rhythm, creativity, expression and awareness about peace.
Learning objectives	• They will understand the theme and importance of peace and express it through a song. • They will work cooperatively to practise singing, rhythm and group coordination. • They will experience the use of basic recording tools with teacher guidance to create a class audio recording.
Conducted by	Ms. AnuradhaSengupta&Ms.Vaishnavi

Description of the Activity:

- Students will be introduced to the concept of peace through a short story and a simple classroom discussion on what peace means to them.
- A short four-line peace song with a simple chorus will be taught to the students. They will practise the song with clapping and simple rhythm.
- The class will be divided into small groups to sing different lines and practise with simple percussion instruments such as tambourines and rhythm sticks.

The final class performance will be recorded by the teacher using a smartphone, tablet or school recorder and saved as a Class Peace Song Album.

Learning Outcomes:

- Understand the meaning and importance of peace in everyday life.
- Sing and perform cooperatively with confidence, rhythm and coordination.
- Express feelings and ideas about peace through music and group participation.

ACTIVITIES AT A GLANCE (PICTURES / VIDEOS LINKS / CLASS RECORDING LINKS / ANY OTHER FORMAT)-

Class III A – Activity / Recording Link: https://youtu.be/Hc81yuqO6wc?si=H6vNUppmP_nHqz1u

Class III B – Activity / Recording Link:
<https://youtube.com/shorts/fOdJo6s3FO8?si=9VsHbnxlu9zRM7B>

MONTH – AUGUST

Title: Traditional Dresses of India – A Heritage Showcase

Classes	IV A & IV B
Total No. of Students	97
Total No. of Submissions	90
Date	20.08.26
Mode	Offline
Art Integration / Gamification / Experiential Learning	Experiential Learning / Art Integration
Skills Developed	• Awareness about the diverse traditional attire of India. • Appreciation of India's rich cultural heritage. • Creativity, presentation and communication skills.
Learning Objectives	➤ To learn about the traditional dresses worn in different regions of India. ➤ To understand the cultural significance of traditional attire. ➤ To appreciate the diversity and unity reflected through India's traditional clothing.
Conducted by	Ms. Pragati Goyal & Ms. Nisha Gupta

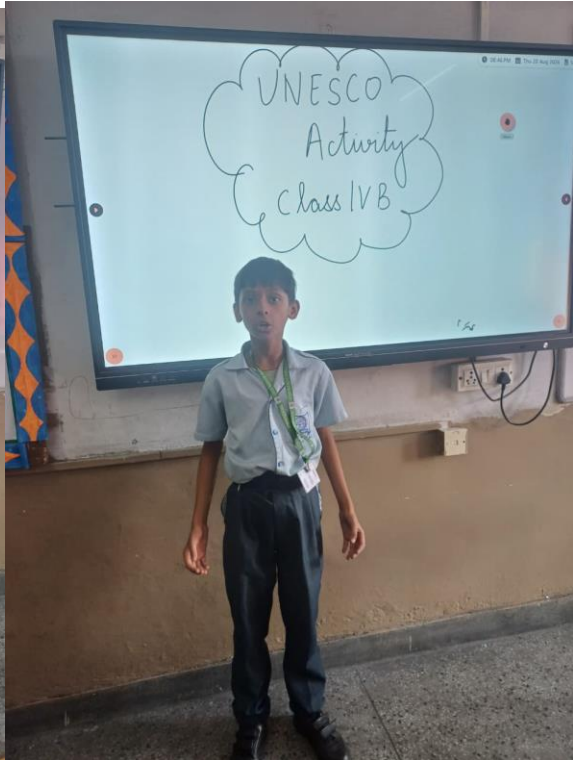
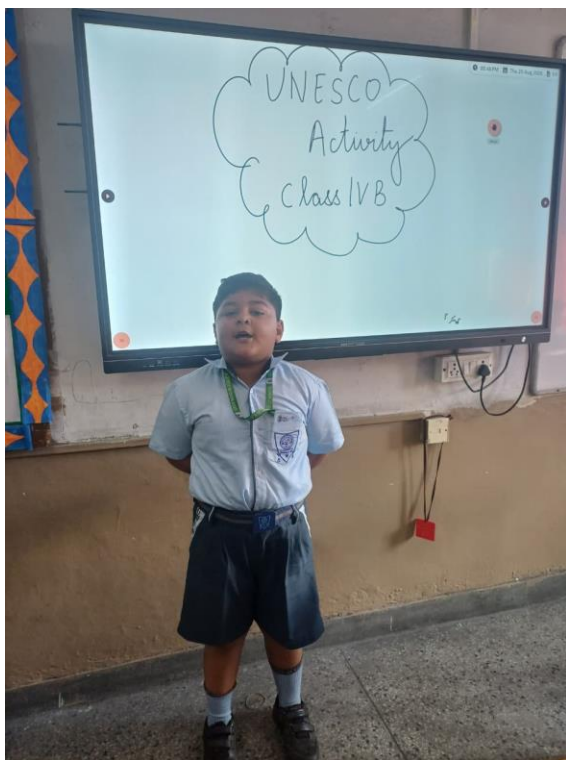
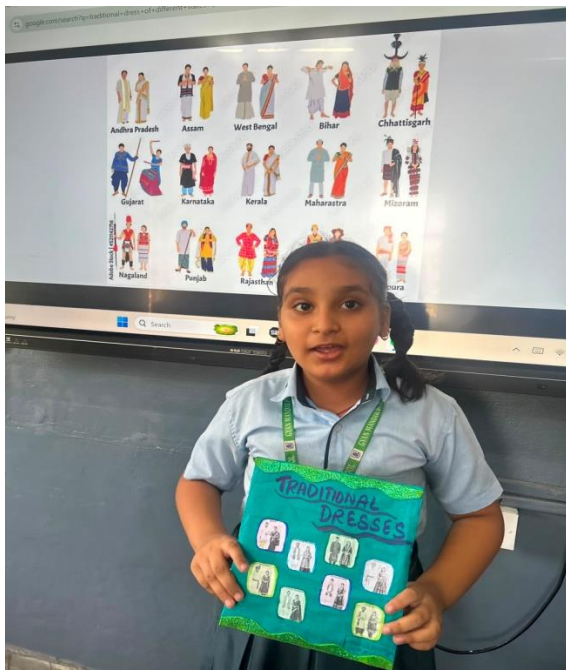
Description of the Activity:

- Students learned about the traditional dresses of different states and regions of India.
- Students dressed up in traditional attire representing different parts of the country.
- They learned about the cultural significance, festivals and traditions associated with the dresses.
- The activity encouraged students to appreciate India's rich cultural diversity.

Learning Outcomes:

1. Students were able to identify traditional dresses associated with different states and regions of India.
2. Students developed an appreciation for India's diverse cultural heritage and traditions.
3. Students confidently presented and spoke about the traditional dress they represented.

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



SOCIAL SCIENCE DEPARTMENT

UNESCO CLUB (2026-27)

MONTH – AUGUST

Title: UNESCO Site Diorama with Feature Labels

Classes	V A & V B
Total No. of Students	105
Total No. of Submissions	96
Date	10.8.2026
Mode	Offline
Art Integration / Gamification / Experiential Learning	Experiential learning
Skills Developed	Awareness about UNESCO site diorama with feature labels through first hand experience.
Learning objectives	1. Develop spatial and artistic skills while building a 3D model. 2. Identify and label at least three important features of a heritage site. 3. Practice teamwork and role division when working in small groups.
Conducted by	Ms.Vibha&Ms.Anchal

Description of the Activity:

- They will get to know about the UNESCO World Heritage Site.
- They will also learn about the architecture used during those periods to build monuments that last today as well.

Learning Outcomes:

1. Understand the historical significance of the UNESCO Site Diorama with feature labels
2. Identify and describe the UNESCO Site (e.g., walls, gates, palaces, mosques)
3. Appreciate the cultural and artistic Heritage .
4. Understand the importance of the UNESCO World Heritage Site.

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

Class V A



