

GYAN MANDIR PUBLIC SCHOOL

SESSION 2026 – 2027

PRE-PRIMARY DEPARTMENT

MONTH – JULY

VALUE EDUCATION CLUB

TITLE OF THE ACTIVITY: - EMOTION SORTING GAME

Classes	Balvatika-1 & Pre-Primary
Total No. of Students	205
Total No. of Submissions	184
Date	Tuesday,14.07.2026
Mode	Offline - Interactive Game in Classroom
Art Integration / Gamification / Experiential Learning	Experiential Learning / Gamification
Skills Developed	Emotional Intelligence, Social Skills, Communication Skills, Empathy, Self-Awareness
Learning Objectives	➤ To help children recognize different emotions - happy, sad, angry, kind. ➤ To develop the ability to name and express feelings appropriately. ➤ To teach children how to respond kindly to themselves and others. ➤ To build empathy and emotional regulation from an early age.
Conducted by	Balvatika-1 & Pre-Primary Class Teachers

DESCRIPTION OF THE ACTIVITY:

An "Emotion Sorting Game" was conducted for Pre-School and Pre-Primary classes to help children understand feelings. Teachers showed emotion cards such as happy, sad, angry, and kind. Students were encouraged to act out each emotion through facial expressions and body language. After acting, a discussion was held on how we can respond kindly in each situation. For example, "What can we do when a friend is sad?" or "How do we show kindness?" Children participated enthusiastically, shared examples from daily life, and practiced responding with care and understanding. The game made learning about emotions fun and relatable.

LEARNING OUTCOMES:

- ❖ Students were able to identify and name basic emotions correctly.
- ❖ Students expressed emotions through actions and facial expressions.
- ❖ Students understood the importance of responding with kindness.
- ❖ Students developed empathy and learned to support peers.
- ❖ Students became more aware of their own feelings and how to manage them.

ACTIVITIES AT A GLANCE: -



Signature: Club-Incharge

School Coordinator

Principal

GYAN MANDIR PUBLIC SCHOOL

SESSION 2026 – 2027

PRIMARY

MONTH – JULY

VALUE EDUCATION CLUB

TITLE OF THE ACTIVITY: - MY SUPER POWER VALUE BADGE

Classes	I , II , III, IV, V
Total No. of Students	526
Total No. of Submissions	484
Date	Wednesday , 15 July 2026
Mode	Offline – Creativity in Classroom
Art Integration / Gamification / Experiential Learning	Experiential Learning / Art Integrated
Skills Developed	Emotional Intelligence, Social Skills, Communication Skills, Empathy, Self-Awareness
Learning Objectives	➤ To help children identify core values like kindness, honesty, respect, sharing, helping. ➤ To develop the ability to name and express feelings appropriately. ➤ To teach children how to respond kindly to themselves and others. ➤ To build empathy and emotional regulation from an early age.
Conducted by	Primary Department

DESCRIPTION OF THE ACTIVITY:

A Badge Making Activity was conducted in Classes I and II. The teacher showcased 6 Superpower Value Badges – Kindness, Honesty, Respect, Sharing, Helping and Truthfulness – through an engaging short story and later each child prepared a badge based on these values for each other acknowledging that each person is good in its own way, The fun part was followed by a felicitation ceremony in the class. Motto: “My values are my superpower – I will use them every day

Students of III and IV expressed values clearly through values quotes poster making and V experienced them by planting the seeds of value. It was beautiful to witness how students displayed their creativity in making posters and tagged seeds with chosen values, symbolically nurturing them by putting them into practice in daily life.

LEARNING OUTCOMES:

- ❖ Students were able to identify and name basic emotions correctly.
- ❖ Students expressed emotions through badge making.
- ❖ Students understood the importance of responding with kindness.
- ❖ Students developed empathy and learned to support peers.

- ❖ Students became more aware of their own feelings and how to manage them.

ACTIVITIES AT A GLANCE: -



GYAN MANDIR PUBLIC SCHOOL

SESSION 2026 – 2027

MIDDLE DEPARTMENT

MONTH – JULY

VALUE EDUCATION CLUB

Classes	VI, VII, VIII
Total No. of Students	310
Total No. of Submissions	290
Date	14.7.2026
Mode	Offline
Art Integration / Gamification / Experiential Learning	Art Integration and Experiential Learning
Skills Developed	Emotional Intelligence, Social Skills, Communication Skills, Empathy, Self-Awareness and Creative Expression
Learning Objectives	- To promote creativity and self expression. - To encourage experiential learning. - To develop empathy and respect towards nature and human beings.
Conducted by	Teachers of the Middle Department

DESCRIPTION OF THE ACTIVITY:

The activity for Class VI as “Planting the Seeds of Values” beautifully connected nature with character building. Each student planted a seed in a paper cup and tagged it with a value of their choice, such as patience, kindness, honesty, empathy and responsibility.

The activity helped students to understand that responsible behaviour begins with small, consistent actions. Their little plants became living reminders of personal promises, inspiring them to practise and strengthen their chosen values in everyday life.

Students of Classes VII and VIII participated in the creative activity “Fable Flip: Create Your Own Value Adventure.” The activity aimed to develop reflective thinking, creativity and articulation while helping students explore the deeper messages conveyed through fables. The teacher first narrated a fable to the students. They were then challenged to rewrite its ending by highlighting a different value. For instance, a story originally centred on honesty could be transformed to emphasise courage, while a tale about kindness could be reimagined around teamwork. Students enthusiastically gave familiar stories their own creative twists. They

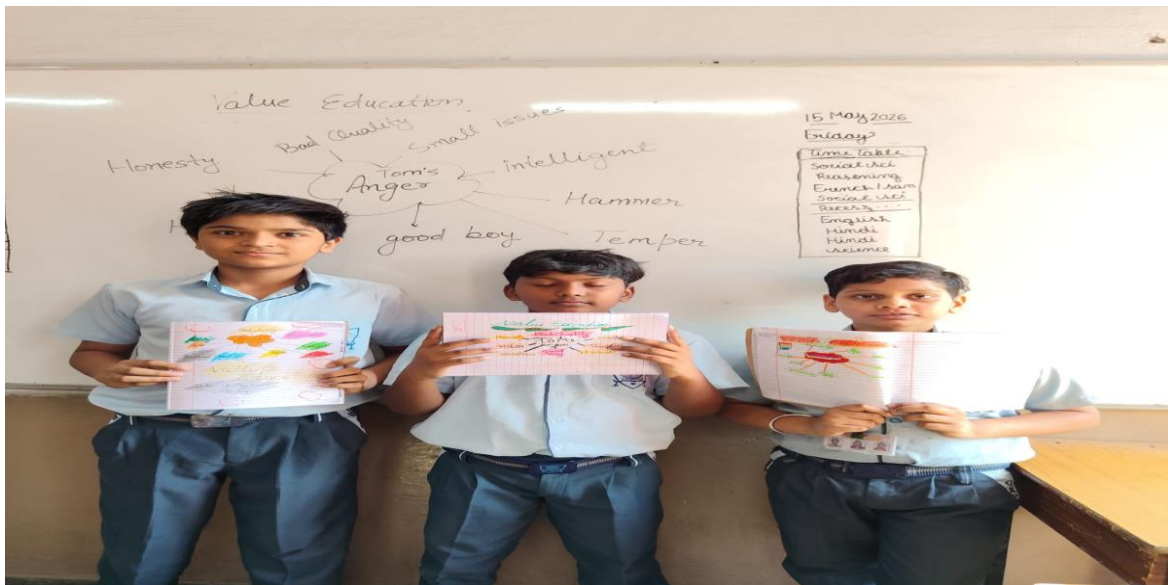
explored how changing a character's choice could change the message and outcome of a story. The newly created endings were subsequently shared aloud, giving students an opportunity to express their ideas confidently and listen to different perspectives. The activity encouraged students to look beyond the obvious moral of a story and recognise that different values can shape different choices and consequences.

LEARNING OUTCOMES:

- Foster responsible behaviour and encourage students to make positive choices in their daily lives.
- Develop and strengthen core values such as kindness, honesty, patience, empathy, courage, teamwork and responsibility.
- Encourage reflective thinking by helping students connect values with their own experiences and actions.
- Develop empathy and respect for different perspectives, choices and experiences.
- Encourage experiential learning, enabling students to understand values through meaningful and practical activities.
- Inspire continuous self-improvement by helping students recognise that positive values, like plants, grow through regular care and practice.

ACTIVITIES AT A GLANCE: -





MONTH JULY

VALUE EDUCATION CLUB

TITLE OF THE ACTIVITY: - ETHICAL CHOICES AND SOCIAL RESPONSIBILITY

Classes	IX,X,XI,XII
Total No. of Students	320
Total No. of Submissions	290
Date	Wednesday, 15, July, 2026
Mode	Offline - Classroom Activity
Art Integration / Gamification / Experiential Learning	Experiential Learning / Art Integration/ Collaborative Learning
Skills Developed	Critical Thinking, Ethical Decision Making, Creativity, Communication, Social Awareness
Learning Objectives	➤ To help students understand how values influence behaviour and everyday choices. ➤ To develop ethical reasoning and responsible decision-making. ➤ To encourage students to analyse real- life social and moral situations. ➤ To enable students to use creativity and communication to promote social values.
Conducted by	

DESCRIPTION OF THE ACTIVITY:

Students of IX-X analysed ethical dilemmas and discussed value based solutions. Students of XI_XII designed social campaigns on issues such as Kindness, digital responsibility, mental well being and climate action, using slogans and creative messages to promote ethical and responsible behaviour.

LEARNING OUTCOMES:

- ❖ Students develop a better understanding of the connection between values, choices and behaviour.
- ❖ Students learned to analyse ethical situations from different perspectives before arriving at a decision.
- ❖ Students strengthened their critical thinking, reasoning and problem solving skills.
- ❖ Students demonstrated creativity and teamwork while designing socially relevant campaigns.

ACTIVITIES AT A GLANCE: -



