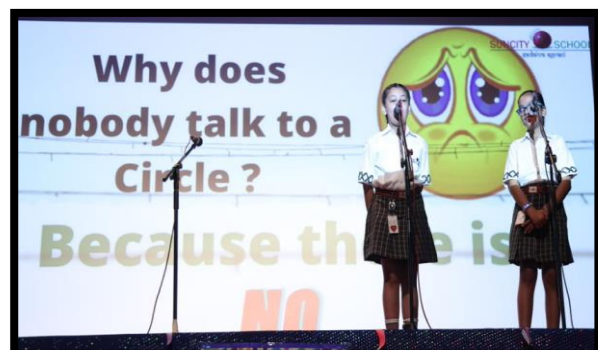
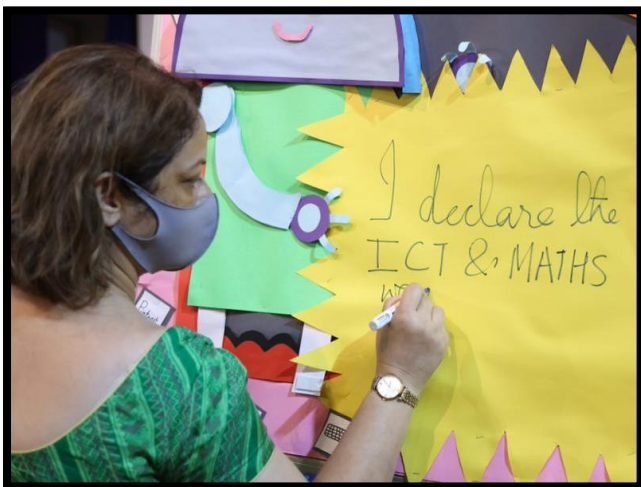


ICT AND Math Week - TECHNOLOGIC

25th July – 30th July 2022

25th July, MONDAY - The week was declared open by the blessings of Lord Ganesha in a dance form. An assembly titled 'Reality of the Surreal' was showcased by the students of grades III and IV, they explored the connection between Math and ICT. Students presented a skit on the SDG of the month- 'Life on Land' and the use of technology in the right way. How has the world evolved itself with the use of technology was showcased in the skit?

The glimpses of the activities of Grade III – VI was also showcased in the form of a video. The thought of the day was presented by a student of Grade IV who created a SMART Dustbin using AI. The week was declared open by Rupa ma'am and Kavita Ma'am.



26th July, Tuesday –

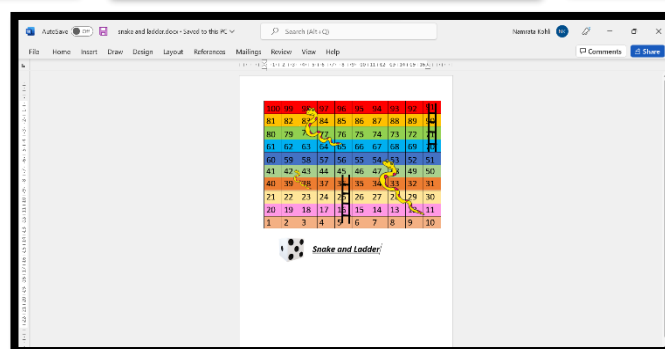
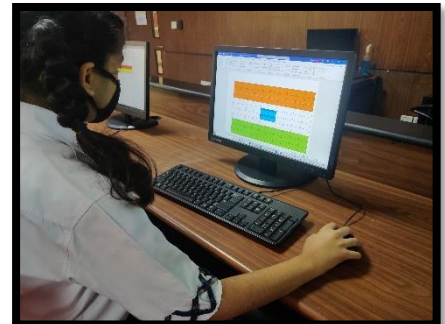
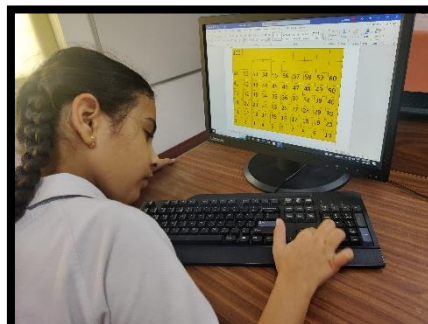
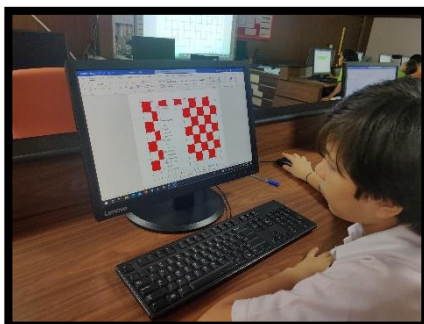
What is ICT?

Students of grade III were provided with “REFLECTION SHEET” explaining the full form of 'ICT'. They had to search for after numbers in the pictures provided and paste according to their category i.e, Information or Communication or technology.



Snakes and ladder Fun

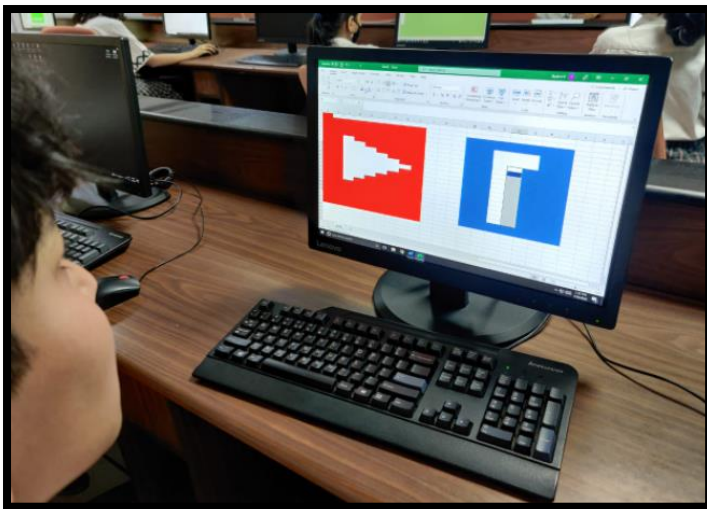
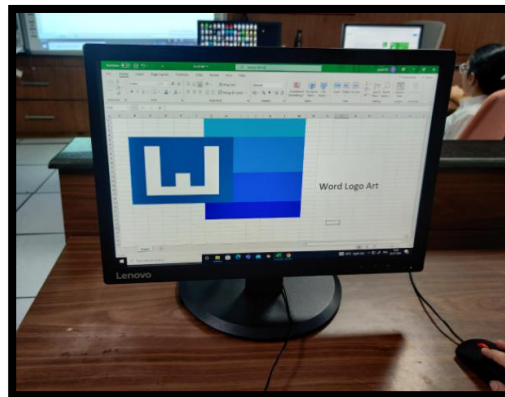
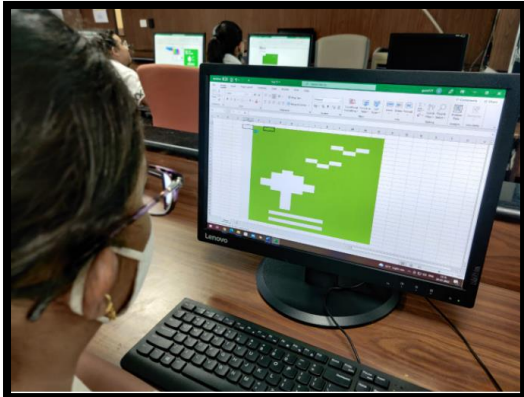
Students of grade IV made a snake and ladders game on MS Word using tables, icons, animated and online pictures. They learnt to colour the table inserted and enjoyed using the 3-D models in Word 365.



Students of Grade V became APP Developers and used MS PowerPoint to develop their APPs. A demo was shown to them, and integration of Math's, ICT with Art was incorporated in the project. Students were asked to upload their APP on MS Teams.



Students of Grade VI used MS Excel and made logos on – SDG's and Technology icons. They integrated math by counting the boxes of each cell, used Art to be creative and designed their logo and the platform used to do the above activity was MS Excel.



27th July, Wednesday 2022

Technologic at my home

Students of grade III were asked to think of the technology and math used at their home and write it in the worksheet provided. They drew the related pictures and coloured them according to the theme Swadeshnanurag.



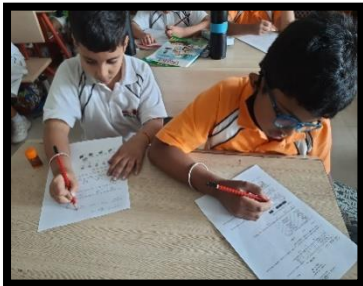
Minecraft Fun:

Students of grade IV made Minecraft character by dragging and dropping coloured pixels in live worksheet.

<https://www.liveworksheets.com/ff3036953pq>



Logical Reasoning Quiz was organized for the students of grades III to VI to test their logical and mathematical skills. The students were given a worksheet which based on TECHNOLOGIC – Logical skills.



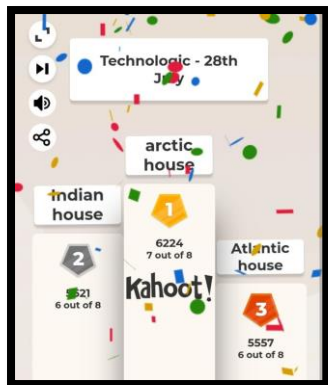
28th July, Thursday 2022

Assembly for grade III - VI was held on 28th July where the students presented a mesmerizing Shiv Tandava as an invocation dance to begin the show. A MIME was presented to visualize 'Today's Reality' as the thought for the day with different scenarios like previously, the income was not that high but there was peace of mind and now a days we are earning high, but our peace of mind has depreciated, so we need to rethink needs and wants of our life.

Students performed yoga showing different postures and asanas to visualize geometry in real life.

A LIVE Kahoot quiz was conducted as an inter-house event. One student from Grade V and VI participated as a team representing their house. The Quiz comprised of questions based on Math, ICT and the theme of the year SwadeshAnurag. Arctic house came out as winner.

Mr. Sahil Agarwal, National Manager- Super AI Polaris, spoke about AI and how it is going to reshape the world.



29th July, Friday 2022

Grade III- Digi Sums

Students created story sums on Ms Word using 'Insert picture and Icons' from the library option or online 3D animated pictures based on national symbols (SDG 15-Life on Land).



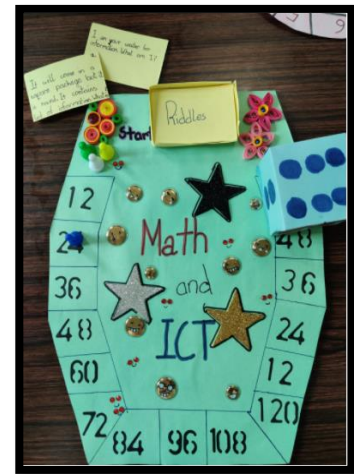
Grade IV- Coding and Decoding

Puzzles were created using AI/IT related icons and numbers. They decoded icons and solved the sums using these icons. They also decoded the patriotic message with the help of answers derived.



Grade V - Moving on Multiples

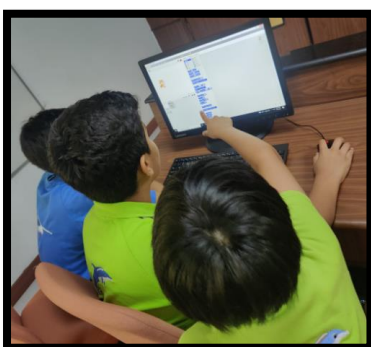
Students used Mathematical concepts of multiples and created offline games using A4/A3 sheets. ICT was integrated in the form of riddles which the students made themselves in a group. Students used mathematical shapes, technological icons to design their board, decorated the games and made tricky riddles based on technology.



Grade VI - Digital logical

Students used their logical reasoning skills and designed their own games online using the various online platforms like – Kahoot, Quizzes, Educaplay, Scratch etc. Students worked in groups during the Lab lessons to design and create their online games.

The activity work was compiled on Flipgrid by a few students which was also played by the different sections of Grade V and VI - <https://flip.com/4d79e88a>



30th July, Saturday 2022

Movie Outing – ‘Minions- The Rise of Gru’

The Week concluded by an outing for a movie by students of Grade III – VI. The objective of the outing was to promote students’ development on animations and enhance skills such as creativity, problem solving, critical thinking in the real-life situations. Total students who had gone for the outing were 643 along with 46 teachers and 6 Guards.

Animated movies are made on computers and using trigonometry they rotate and move characters. By seeking the blessings of the Almighty Lord from school the students had a great time in the outing.

Refreshments were also served to the students during the movie. Students greeted the visitors in the PVR cinema and thanked them for their service while coming back. **A reflection sheet** was done by the students in their respective classes after they were back from their movie.





Displays



