



HOLIDAY HOMEWORK 2020-21 **CLASS VI**

ENGLISH

OBJECTIVE: To create awareness among the students about the state they live in.

ACTIVITY: Due to ongoing pandemic, it is evident that the world will have to learn to live with the Coronavirus. By adhering to social distancing norms and aggressive containment, we can fight the virus. However, there will be several changes in our lifestyle and work culture.

Imagine, you were a regular traveller by the Metro. Describe in an article of about 150 words the changes you saw and felt the first time you travelled by the Metro after it restarted. Also, give a nice and catchy title to your article.

You may use the following words for writing your article.

epidemic, pandemic, contagion, contamination, cluster, quarantine, social distancing, lockdown, immunity, essential services, migrants, mortality, morbidity, insulate, curtail, restrictions, compensate, bulletin, respiratory distress, confinement, communicable, personnel, norms, airborne, droplets, isolation, spike, crisis, stimulus, transmission

SKILLS DEVELOPED: creativity, self-awareness, imagination, analytical skills and critical thinking

During the lockdown period, you tried a lot of healthy and delicious food recipes at home.


Frame dialogues between you and your friend wherein you shared one of the popular recipes of Arunachal Pradesh, VEGETABLE THUKPA and discuss how the dish boosts our immunity.



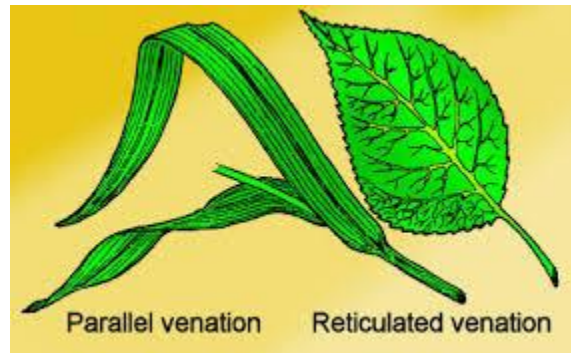
HINDI

1. 'परहित सरिस धर्म नहिं भाई' अर्थात परोपकार के समान कोई धर्म नहीं है I इसी भाव को जागृत करने हेतु मानव, पशु-पक्षी, पेड़-पौधे अथवा पर्यावरण की किसी-न-किसी रूप में सेवा व सहायता करते हुए फ़ोटो लीजिए और उन्हें ए-4 शीट पर प्रदर्शित कर अपने अनुभव को 10 से 12 पंक्तियों में लिखिए I
2. आगामी मूल्यांकन हेतु ई पोर्टफोलियो तैयार कीजिए I इसके अंतर्गत कार्यपत्रिकाएँ, विशेष दिवस संबंधी गतिविधियाँ, उपलब्धि सर्टिफिकेट्स व हिंदी विषय से संबंधित जो भी कार्य आपके द्वारा किया गया हो, उसे शामिल किया जा सकता है I
3. वाचन कौशल परीक्षा हेतु अमृत संचय की मुंशी प्रेमचंद द्वारा लिखित 'मंत्र', 'पंच परमेश्वर' एवं 'दूध का दाम' कहानियों का पठन कीजिए। ये कहानियाँ गूगल क्लासरूम पर अपलोड की जाएँगी |

MATHS

S.NO	DESCRIPTION	Learning Outcomes/ Skills Enhanced
1.	<p>Polygon Capture (Interdisciplinary activity with fine arts) A polygon is a simple closed curve made up entirely of line segments. To understand more about different types of polygons, let's watch a small video. https://diksha.gov.in/play/collection/do_31310347508104396811408?contentId=do_3130591030899179521858 Activity 1: Draw and cut various polygons in different sizes and colours to make your art piece.</p> 	<p>Students will be able to understand and use polygons creatively and gain the following skills</p> <ul style="list-style-type: none">• Creativity• Logical Thinking
2.	<p>Solve the assignments for the following chapters in your notebook. Chapter 7: Fractions Chapter 8: Decimals Chapter 5: Understanding Elementary shapes.</p>	<p>Students will revisit the chapters and learn to apply the concepts learned.</p>

SCIENCE



- A. Can you tell what kind of roots a plant has without digging it up? Is it possible to tell this by looking at the venation?

Collect a variety of leaf samples and observe them carefully. Paste these leaves in a scrap book to make a herbarium.

Write the following information alongside the leaf:

- Common name of the plant.*
- Type of venation seen in the leaf.*
- Type of root the plant/tree may have.*
- Any other interesting feature you notice in that leaf.*

- B. In plants like coleus, the green colour of leaves is masked by other pigments, do you think it is still able to photosynthesize? Explain and collect few more non-green leaves and paste them in the Herbarium.



- C. Is there any correlation between the cotyledons of seeds and types of venation on the leaves? Explore the same and explain briefly.

Learning Outcomes: This activity involves a lot of field work paired with research work, which helps in culminating student`s interest in plant life in general and structure and function of leaves in particular. Preparation of herbarium enhances their aesthetic and scientific skills.

SOCIAL SCIENCE

One of the oldest civilizations in the world, India is a mosaic of multicultural experiences with a rich heritage and myriad attractions.

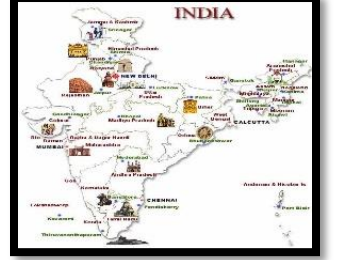
ACTIVITY:

STEP 1: Students to choose any one state of India and identify at least five tourist places.

STEP 2: Locate and Label those tourist places highlighting the chosen state on a Political Map of India.

STEP 3: Make a video (max. 2 mins.)/ PPT (max. 4 to 5 slides)/ Travelogue highlighting the:

- History of the tourist place
- Cultural specification (like cuisine, festivals, languages spoken etc.)
- Flora & Fauna of the place.
- Video/ PPT/ Travelogue must be supported with drawings/sketches/pictures.



LEARNING OUTCOMES: Students will learn and explore about the culture, diversity, heritage, and tourism of India. It will help to strengthen the feeling of nationality among the students. They will also learn about Map pointing, Identification and location. They can also enhance their digital skills. Assignment/ Worksheets to be completed in the notebooks and uploaded in the Google classroom.

SANSKRIT

प्र01 सचित्र अंगों के नाम संस्कृत में लिखें व उनका लिंग भी बताएँ।

जैसे- चित्र नाम (संस्कृत में) लिंग

प्र02 धातुरूप उत्तरपुस्तिका में लिखकर याद करें-

शब्दरूप- अस्मद्, युष्मद्, किम् (तीनों लिंगों में)

धातुरूप- गम्, पठ्, लिख्, अस्, पत् (लट्लकार में)

प्र03 पठित पाठों का पुनराभ्यास करें व कार्यपत्रिका को उत्तरपुस्तिका में हल करें।

अधिगम परिणाम:-

- शब्द निर्माण प्रक्रिया का ज्ञान व शब्द भंडार में वृद्धि।
- संस्कृत लेखन कौशल का विकास।
- भाषा संबंधी व्याकरणिक ज्ञान।

Mode of Submission: Google Classroom

FRENCH



Un jeu (A game)



Un crayon (A pencil)

- Préparez un dictionnaire illustré français; collez ou dessinez les images et écrivez leur sens en anglais et français (à peu près 50 mots).

Mode of Submission: Google Classroom

INFORMATION TECHNOLOGY & ARTIFICIAL INTELLIGENCE

Learn about a fun and interesting AI experiment by Google called **Google AutoDraw**. AutoDraw makes it much easier to draw common items. AutoDraw automatically recognizes what you're trying to draw and recommends shapes for you to select and place on the canvas. It's interesting to see how the AI engine shows you recommendations based on your rough drawing.

Visit these links to learn more about autodraw: <https://www.youtube.com/watch?v=z0Y1zPoHZ8k> & <https://www.youtube.com/watch?v=VwRbvVrUXTc>

Let us now integrate creativity with AI. We are going to create a story in the form of a video.

Step 1: Imagine a story.

Step 2: Create different jpeg images (scenes) using auto draw and name them scene by scene. First scene is Story name and written by (your name and Class section) and Last scene has the moral of the story.

Step 3: Open spark.adobe.com on a web browser.

Step 4: Click on Get Started and join using any gmail ID

Step 5: Create a new project as spark video. Create stunning story using your scenes.

Step 6: Share the link of your video in the comment box of your google classroom.

Visit this link to learn more about spark video: <https://www.youtube.com/watch?v=N7PjfUGcE6A>

Learning Outcome

- Students will learn how AI enabled auto draw can guess and recommend what they wanted to draw.
- They will engage themselves positively during this pandemic and create moral value based imaginative story.
- Create and share their creation with their teachers, friends and family.

Skill:

- Video Making Skills
- Creativity
- Imaginative Story Building

Mode of Submission: Google Classroom

ATAL TINKERING LAB

Identify a problem in your society or community around you and propose a solution.

The possible solutions can be anything that are economical and easily implementable.

1 - MIX AND FIX - Kabaad Se Jugaad:

Students are supposed to show their skills of reusing the waste material where they can re-use any old item from their household items.

2 – Using Electronics to solve the problem.

3 – Design a Game or Application to Solve the problem.

4 – Robotics as a solution

FIVE STEPS TO INNOVATION

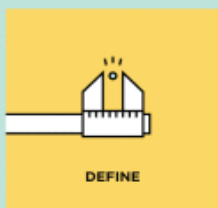
Design thinking outlines a process of five steps to arrive at an innovative solution to a problem:



1.

EMPATHY:

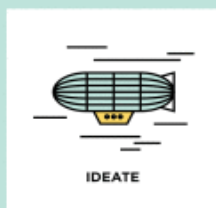
Gather information through interviews, observation, or first-hand experience. Keep an open mind and just listen.



2.

DEFINE:

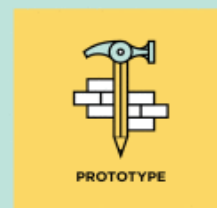
Narrow it down and describe the specific problem you are trying to solve.



3.

IDEATE:

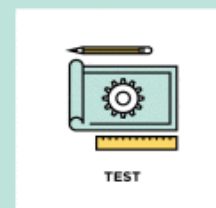
Working within a time limit, hold a blue-sky brainstorming session. No idea is too improbable to write down.



4.

PROTOTYPE:

Using whatever materials are at hand, quickly throw together models of your top ideas.



5.

TEST:

Take your prototypes to the end users and listen to their honest feedback, then repeat steps 4 and 5.

OR

1 - Wastewater management across Rural/Agri belts and Urban settlements:

There has been a significant decrease in [per-capita](#) water supply in the country over the past few years due to the rising speed of urbanization while an estimated 70% of wastewater goes untreated. To ensure water supply availability calls for effective monitoring, utilization, and recycling of wastewater.

What is Greywater?



Clean Water

*Springs, wells,
purified water,
city water*



Greywater

*Used water from
sinks, showers,
bath and laundry,
without harsh
chemicals*



Blackwater

*Water from
toilets or containing
harsh chemicals*

Solutions are invited for:

- Innovative and low-cost management of [greywater](#) at the source.
- Detection and prevention of drainage in water bodies.

2 - Design a Game or an application to make people aware of Fake News.

Fake News Detection: As information gets passed on social media, it becomes difficult to discern its authenticity and may mislead people.



THE BEST HOLIDAY HOMEWORK WILL GET AN ATTRACTIVE SURPRISE!!!!

Mode of Submission: Google Classroom

NOTE: Students/Parents are requested to contact the Class Teacher/Subject Teacher in case of any query regarding Holiday Homework.