



SUMMER HOLIDAY HOMEWORK (2021-22)

CLASS VI



THEME: KNOW INDIA
STATE: CHHATISGARH

'A concerted effort to preserve our heritage is a vital link to our cultural, educational, aesthetic, inspirational, and economic legacies - all of the things that quite literally make us who we are.'

India boasts of a rich heritage that bespeaks of its glorious past and is known for its vastness. Among the many celebrated treasures of our country, lies a world that is still pristine and spellbindingly unexplored. So, let us pave the way for our students to explore the veiled gems lying around. Fresh perspective and insight about our nation can only be acquired if our students are allowed to explore the culture, cuisines, monuments, costumes, vegetation, tourist destinations along with well-known personalities.

In our endeavour to promote a sense of oneness among the students and to generate awareness about our rich culture, we have curated four cities of Chattisgarh for Class VI.



Each section has been assigned one lesser-known place/city of Chhattisgarh.

VI A- Durg

VI C- Arang

VI B- Rajgarh

VI D- Champa

The following activities will make the students unravel the hidden marvels and enrich their knowledge about the assigned places.

ENGLISH

LEARNING OBJECTIVE: To help students gain conceptual knowledge and understand the synergy between education and culture underlying Unity in Diversity.



ACTIVITY: FOOD BLOGGER

Chhattisgarh is popularly called as the “Rice Bowl of India” and rightly so as Rice heavily dominates the Chhattisgarh food. The staple diet of people consists of wheat, maize and jowar. The locals of this place are fond of protein-rich food. The cuisines of Chhattisgarh are heavily influenced by its neighboring state Jharkhand.

Let us now explore some of the most popular dishes of Chhattisgarh. Each section will research about the cuisines of the assigned place and write down their recipes.

VI A- Durg

VI B- Rajgarh

VI C- Arang

VI D- Champa

Add/ insert a lot of pictures to make your ‘food blog’ appealing and captivating. You may use Adobe Spark/ PPT/ MS-Word /Publisher or A4 sheets to write and present your food blog.

TIP: You may also start your own food blog on www.wordpress.org , www.wordpress.com , www.blogger.com etc. and share the link of your work.

Skills Developed: Creativity, self-awareness, analytical and critical thinking.

MODE OF SUBMISSION: Google Classroom

HINDI

- छत्तीसगढ़ राज्य के दुर्ग / रायगढ़ / आरंग / चंपा नगर की ऐतिहासिक व सांस्कृतिक पृष्ठभूमि को स्पष्ट करते हुए 80 से 100 शब्दों में अनुच्छेद लिखिए और उसे आकर्षक चित्रों से सजाइए ।
नोट : कृपया प्रत्येक वर्ग निम्नलिखित निर्देशानुसार कार्य करें –
कक्षा छ: 'अ' – दुर्ग कक्षा छ: 'ब' – रायगढ़ कक्षा छ: 'स' – आरंग कक्षा छ: 'द' – चंपा
- पुस्तक समीक्षा हेतु कथा सम्राट 'मुंशी प्रेमचंद' द्वारा लिखित अमृत संचय की 'शान्ति', 'नशा' एवं 'गृह-दाह' कहानियों का पठन – पाठन कीजिए |

- अब तक पढ़ाए गए सभी पाठों का पुनराभ्यास करें तथा अपनी कार्यपत्रिका का कार्य पूर्ण करें |

शिक्षण अधिगम -

- विद्यार्थी छत्तीसगढ़ राज्य एवं इसके नगरों के अध्ययन के माध्यम से अपने देश की समृद्ध संस्कृति व उसके ऐतिहासिक महत्त्व से परिचित हो सकेंगे ।
- छात्रों में खोज करके सीखने की प्रवृत्ति व चितन कौशल का विकास होगा ।
- पठन - पाठन द्वारा विद्यार्थियों में स्वाध्ययन की भावना एवं हिंदी साहित्य के प्रति रुचि विकसित होगी ।

MODE OF SUBMISSION: Google Classroom

MATHS

Prepare an online Presentation using Microsoft Sway or Adobe Spark, based on the city allotted to your class, Explaining

- About the city.
- For what thing or work is it famous for?
- Select any five monument/temple/Famous places of your city and show the concept symmetry in each of them.

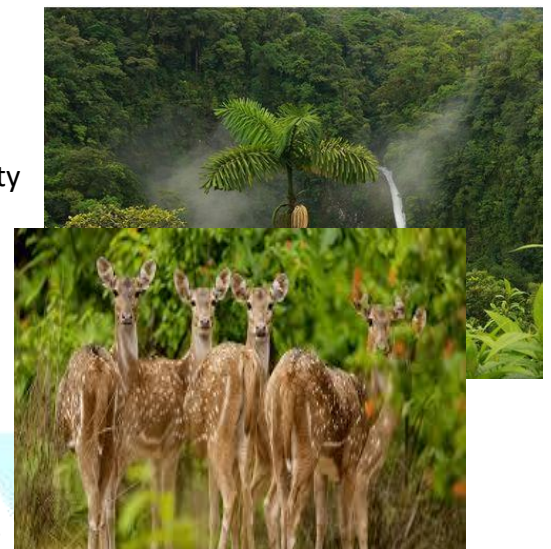


MODE OF SUBMISSION: Google Classroom

SCIENCE

Learning Objectives: Students will get acquainted with the wide variety of plant and animal life of Chhattisgarh, they will get a glimpse of adaptations seen in the biodiversity of that place. Their aesthetic and technical skills will get honed as they will compile the E-collage.

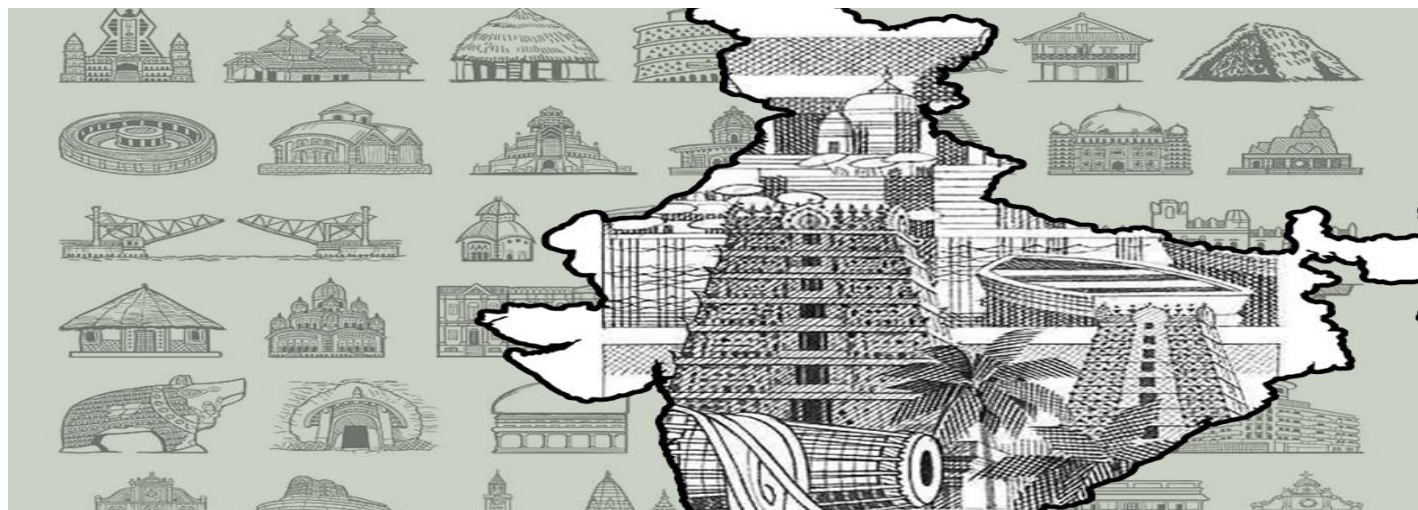
Activity: The **flora and fauna** of a place are largely determined by the climatic conditions of a place. Chhattisgarh is home to a large variety of plants and animals which flourish here in its hot and humid tropical climate.



Students are required to make an E- picture collage of flora and fauna of Chhattisgarh. It is desired that they write the names of organisms beneath their pictures and present the E-collage in an aesthetic manner. They have to upload the same on the Padlet link which will be shared with them.

MODE OF SUBMISSION: Padlet

SOCIAL SCIENCE



India- the land of diverse physical features, culture, tradition architecture and many more. The physical features of India plays very important role in shaping the architectural pattern of the country.

Students are to prepare a PPT with voice over/video on the physical features, climate, architecture and monuments on the below assigned town / city of Chhattisgarh.

VI A – Durg

VI B - Raigarh

VI C – Arang

VI D – Champa

The PPT should be well researched. Pictures, URLs/ links and embedded videos must be included in the PPT. Students must draw / paint relevant images and insert in the PPT.

MODE OF SUBMISSION: Google Classroom

SANSKRIT

- छत्तीसगढ़ में पाए जाने किन्ही पाँच वृक्षों / फलों / सब्जियों के नाम चित्र सहित संस्कृत में लिखें व उनसे सम्बन्धित (किसी एक विषय पर) संस्कृत में दो वाक्य बनाएँ ।
- पठित पाठों का पुनराभ्यास करें ।
- रूप याद करें-
धातुरूप- गम्, भू, पा, दृश्, अस् (लट् लकार में)

- संस्कृत में संख्यावाचकशब्द (1- 10 तक) याद करें ।

MODE OF SUBMISSION: Google Classroom

FRENCH

Students to make a PPT in which they have to write names of the animals, fruits and vegetables found in the assigned city in French language and their images are also to be incorporated in the PPT.

MODE OF SUBMISSION: Google Classroom



INFORMATION TECHNOLOGY & ARTIFICIAL INTELLIGENCE

Prepare a presentation on “Places to Visit” using Ms Powerpoint / Adobe Spark or any other software. Add transition, Animation and Music/Audio in your presentation. Each student is required to prepare and submit the homework by sharing the link/ attaching the file of their presentation in the Google form provided by your IT teacher

You are required to prepare the presentation on “Places to Visit in Chattisgarh” - VI A “Durg” / VI B “Raigarh” / VI C “Arang” / VI D “Champa”.

MODE OF SUBMISSION: Google Classroom

ARTIFICIAL INTELLIGENCE

Imagine you are developing a face recognition system for the places you mentioned in your presentation on “Places to visit” so that it can identify people not wearing masks.

Create an AI model to recognize faces with mask or without masks using teachable machine at <https://teachablemachine.withgoogle.com/> Once you have trained your model, checked it yourself, then

generate a sharable link by clicking on Export Model and Clicking on Shareable Link. Copy the shareable link and share it with your friends and family so that they too can try your project. Take their feedbacks positively (remember people may or may not wear spectacles / may have long or short hair too) and retrain your model if required with more data.

The image is a screenshot of the Teachable Machine website. The main heading is "Teachable Machine" in blue. Below it, the text says "Train a computer to recognize your own images, sounds, & poses." and "A fast, easy way to create machine learning models for your sites, apps, and more - no expertise or coding required." There is a blue "Get Started" button. At the bottom, there are logos for TensorFlow.js, p5.js, Coral, and Node.js. On the right side, there is a small image of a person with blue lines overlaid on their body, representing a machine learning model. Below that image, there are two buttons: "Tree" and "Wings".

Find tutorials here:

1. Gather Samples : <https://www.youtube.com/watch?v=DFBbSTvtpy4>
2. Train your model : <https://www.youtube.com/watch?v=CO67EQ0ZWgA>
3. Export your model : <https://www.youtube.com/watch?v=n-zeeRLBgd0&t=55s>

MODE OF SUBMISSION: Google Classroom

CONSERVATION OF AQUATIC LIFE



GAME DESIGN

Problem statement:

Due to water pollution and excessive fishing, marine ecosystem is under excessive pressure. Due to excessive fishing and hunting, species like turtle, whales and dolphins are reducing at an alarming rate. And due to dumping of sewage in oceans, varieties of diseases are occurring in fishes. The fishes consumed as food are causing illness in humans as well.

Game Design Overview:

In this game, you role play as a policy maker for preventing fishing, hunting and encouraging good practices to prevent excessive fishing and promote initiatives to protect the marine life. You will have access to data of populations of whales, fishes, turtles and dolphins which will change over a period of time based on the steps that you take.

How to Design the Game:

- Step 1: The game starts with population of fishes, whales, turtles and dolphins accessible to you. As time progresses the data will change in a fashion that you will notice excessive fishing, hunting of sharks, turtles, whales etc.
- Step 2: If the population of shark, whales or fishes go below a certain value they will become endangered.
- Step 3: Once they are endangered, you will have to take prompt action by setting up new policies like:
 - Banning fishing in certain areas called as marine protected areas in the sea and ocean
 - Introducing new projects to promote marine conservation
 - Spread public awareness of marine conservation
- Step 4: If no timely action is taken based on step 3, the aquatic animals can go extinct.
- Step 5: Your mission is to implement all the policies based on step 3 and ensure that the population levels achieve excellent status implying ample population of aquatic animals

- Step 6: If you are unable to implement any of the 3 policies before the species go to extinct from endangered, then the game will be over

Detailed Document on the topic for better understanding:

https://docs.google.com/document/d/1QabnU3xby_WTpSCNstIWfBp5vEfAGVxEU87fBXmw6YQ/edit?usp=sharing

Any Game Development Platform can be used like Scratch 3.0, MIT App Inventor, and Thunkable etc.

Students to complete the Game Development module by Atal Innovation Mission and submit the certificate.

Game Development Module:

Class VI - <https://planetcode.in/courseInfo/1>

Assessment: <https://forms.gle/tsSBWuTppAoXZrgp8>

Schedule of Holiday Homework Doubt Clearing Session

S.NO	DAY	SUBJECT	TIMINGS
1	Monday	English IT/AI	1:00 – 1:30 pm 1:30 – 2:00 pm
2	Tuesday	Hindi Sanskrit/French	1:00 – 1:30 pm 1:30 – 2:00 pm
3	Wednesday	Mathematics	1:00 – 2:00 pm
4	Thursday	Science	1:00 – 2:00 pm
5	Friday	Social Science	1:00 – 2:00 pm



HAPPY LEARNING

