



SUMMER HOLIDAY HOMEWORK (2021-22)

CLASS VII



THEME: KNOW INDIA

STATE: TAMIL NADU

'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 is a land of myriad and exquisite cultures and subcultures. For a civilization which stretches its roots to as far back as several millennia ago, India has emerged as a cultural colossus today based on the religions, communities, states present in India. There are so many beautiful cities that symbolize the glory and beauty of ancient India. But, hardly we are aware of the places which are spellbinding and have many wonders to be explored. In our endeavour to promote a sense of Oneness among the students and to generate awareness about the rich culture we have curated the four cities : Vellore, Thanjavur, Madurai and Rameshwaram of Tamil Nadu for Class VII to make the students unravel the hidden marvels and enrich their knowledge about these places through the platter of different subjects integration.



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

The mode of submission of the holiday homework is Google Classroom.

ENGLISH

1. TRAVEL BLOG FOR THE BUDDING TRAVELLER

The world may be staying home right now, but that has not stopped our wanderlust. Transport yourself out of the four walls and discover the unique experience of being a virtual Travel Blogger by writing an imaginary Blog on a trip from Madurai to Rameshwaram. You can make a colourful PPT /video or write on an A4 size paper with pictures.

2. Vocabulary enrichment with words related to sea. Find the meanings of the following idioms and make sentences with them in MS Word and submit in Google classroom.

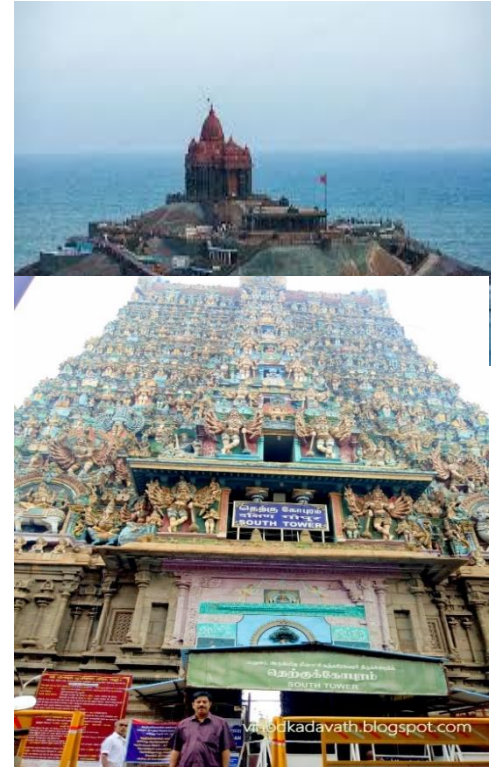
i) Sea Change:

ii) To swim against the tide:

iii) To swim with the tide:

iv) Completely at Sea:

v) To be between the Devil and the Deep Blue Sky:



HINDI

1- छात्र तमिलनाडु स्थित रामेश्वरम प्रदेश के किन्हीं दो प्रसिद्ध स्थानों की विशेषताओं के विषय में बताते हुए उन्हें डायरी के रूप में चित्र सहित प्रस्तुत करेंगे। वे प्रदेश-विशेष के प्रमुख पर्यटन स्थलों - रामनाथ स्वामी मंदिर, बाईस कुंड, आदि सेतु, कोदंडाराम स्वामी मंदिर, कोरल रीफ, अग्नि तीर्थम, सेतु माधव, सीताकुंड आदि में से किन्हीं दो स्थानों के विषय में बताते हुए दो दिनों की डायरी के रूप में प्रस्तुत करेंगे। वे उस स्थल-विशेष तक पहुँचने से लेकर वहाँ पर घूमने-फिरने तथा संपूर्ण दिन के क्रियाकलापों के विषय में प्रस्तुति करेंगे। यह कार्य A4 शीट अथवा कंप्यूटर पर पीपीटी के रूप में भी बनाया जा सकता है।

2- वाचन-कौशल गतिविधि हेतु 'सरस्वती पब्लिकेशन' की 'रवींद्रनाथ टैगोर की कहानियाँ' से 'फूल का मूल्य, धन की भेंट तथा अंतिम प्यार' कहानियों का पठन-पाठन करेंगे।



MATHS

Dance or Nadagam forms an integral part of the culture of Tamil Nadu, with its origin stemming from the ancient dance-drama form called Therukoothu. Traditional folk dances of Tamil Nadu include several individual and group forms. Many dance forms were used to be practiced in temples for showing devotion to the almighty and some of which are now being practiced not only for their heritage but also for their entertainment quotient.



Prepare a presentation using any online tool on the various devotional dance forms of Tamilnadu. Make a drawing of a dancer performing dance form of your choice in a check box page (you may use graph paper too). Find the area of the picture using counting the squares technique.

SCIENCE

Write a brief summary on the scientific work/inventions or contributions of an eminent scientist of Rameshwaram. Support your content with pictures/images to add visual appeal to the same.

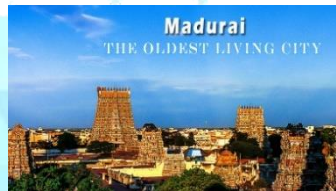
SOCIAL SCIENCE

In order to know and learn more about the diverse culture and rich heritage of our nation let's step into the state of Tamil Nadu in Southern India known for its majestic temples and iconic architecture, exquisite cuisine and classical Indian dance and Carnatic music.

Following four historical cities have been allotted section wise:



VII A : Vellore



VII B : Madurai



VII C : Thanjavur



VII D : Rameshwaram

Each section to be divided into **4** groups:

Group 1 – Roll no. 1 – 12:

Vistara – Topography, climate, flora and fauna, monuments and architecture

Group 2 – Roll no. 13 – 24:

Canvas – Cultural norms, traditions, costumes and cuisines

Group 3 – Roll no. 25 – 36:

Caravan – Art and culture, language, festivals, music, art forms

Group 4 – Roll no. 37 onwards:

Cradles of Eminence – Well-known artists, scientists, patriots, leaders, etc

Each group is required to submit **1 video/group** (made on Adobe Spark).

SANSKRIT

1. रामेश्वरम के किसी एक दर्शनीय स्थल/ समुद्रतट का चित्र बनाएँ व उससे सम्बन्धित संस्कृत में पाँच वाक्य लिखें।
2. पठित पाठों का पुनराभ्यास करें।
3. रूप याद करें-
शब्दरूप- साधु, मति, नदी, (किम्, तत् - तीनों लिंगों में)
धातुरूप- गम्, भू, पा, दृश्, अस् (लट्, लृट्, लङ् लकार में)

FRENCH

Students to describe a famous place of the assigned city with the help of PPT. A short description in French and images of the place chosen are to be incorporated in the PPT.



INFORMATION TECHNOLOGY & ARTIFICIAL INTELLIGENCE

Prepare a short video on Madurai using Windows Moviemaker / Adobe Spark or any other software. Add transition, Animation and Music in your movie. Movie should have 8 scenes. Introductory scene should clearly mention the Topic. Conclusion scene should have credits.

Each student is required to prepare and submit the homework by sharing the link of their page in the Google form provided by your IT teacher



You are required to prepare the Movie based on the following subtopics.

ROLL NO	SUBTOPICS
Vistara- 1 to 12	Topography and Climate, Flora and Fauna, Historical Background: Architecture and monuments.
Canvas- 13 to 24	Cultural norms and Traditions, Costumes and cuisines
Caravan- 25 to 36	Art and Culture: Language, Festivals, Music, Art, Dance
Cradles of Eminence- 37 till the last Roll No	Well Known artists, scientists, patriots, leaders etc.

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

Teachable Machine

Train a computer to recognize your own images, sounds, & poses.

A fast, easy way to create machine learning models for your sites, apps, and more – no expertise or coding required.

Get Started

🔥 TensorFlow.js Coral 🇮🇳 made with

(remember people may or may not wear spectacles / may have long or short hair too) and retrain your model if required with more data.

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>

ATAL TINKERING LAB

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_WTpSCNstlWfBp5vEfAGVxEU87fBXmw6YQ/edit?usp=sharing

Any Game Development Platform can be used like Scratch 3.0, MIT App Inventor, and Thinkable 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	Hindi Sanskrit/French	1:00 – 1:30 pm 1:30 – 2:00 pm
2	Tuesday	Mathematics	1:00 – 2:00 pm
3	Wednesday	Science	1:00 – 2:00 pm
4	Thursday	Social Science	1:00 – 2:00 pm
5	Friday	English IT/AI	1:00 – 1:30 pm 1:30 – 2:00 pm



HAPPY LEARNING

