

# Report on Bagless Day Class III

Date of the Event: 18/09/24

Venue: Respective classrooms and School Garden

**Incharges**: Class Teachers & Subject Teachers of Class III

#### **Purpose:**

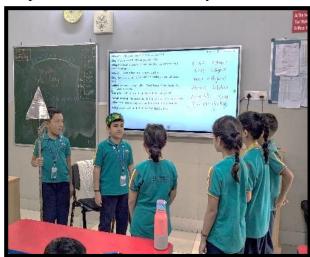
The National Education Policy (NEP) 2020 advocates for innovative and experiential learning methodologies, and Bagless Day is a perfect embodiment of this vision. Bagless days offer a refreshing change from the traditional school routine. Bagless days provide opportunities for experiential learning. At Bal Bharati Public School, Noida we believe in fostering creativity, problem-solving skills, and a deeper appreciation for the world around our learners. Following the same we organized a variety of activities for our young explorers.

#### **Highlights of the Event:**

### 1. Dramatization: Magic Vessels

Students were engaged in a captivating role play activity based on the lesson "Magic Vessels." To enhance their understanding and appreciation of the story, children were assigned specific roles, such as the King, Tenali Raman, villagers etc. To further enhance the theatrical dimension of the activity, students embellished their attire with vibrant crowns and props that resonated with their assigned characters. Additionally, meticulous attention was paid to vocal delivery, with students meticulously practicing the intonation and expressions most befitting their roles. Through collaborative group work, students honed their capacity for cooperation and mutual support. Furthermore, this activity served as a valuable platform for developing the students' ability to express themselves with clarity and confidence.





## 2. A Botanical Excursion: Exploring the Medicinal Flora

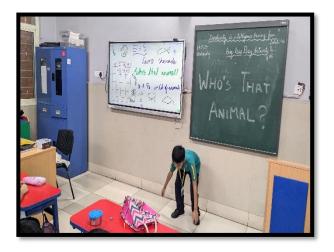
The third-grade students embarked on an educational journey into the world of medicinal plants through a Hindi language presentation delivered via PowerPoint. The session elucidated the various benefits associated with these plants, culminating in a group-based quiz designed to assess comprehension. The students, then, were taken on a nature walk in the school's garden. During this exploration, diverse plant species and leaves were introduced to the young learners. The school gardener, a knowledgeable expert, was invited to guide the students in understanding proper garden maintenance practices and the essential care required for nurturing their plant companions.





### 3. Animal Dumb Charades

The students participated in an engaging game of charades based on the EVS chapter "The World of Animals" chapter. This interactive activity served as a means of assessing the students' comprehension of various animal characteristics. The class was divided into teams, each of which had the opportunity to nominate a representative. The chosen representative would select a slip containing a specific animal characteristic, and subsequently, the student would enact the corresponding animal. The remaining team members were tasked with identifying the animal based on the enacted cues. This game proved to be an effective reinforcement of the theoretical knowledge acquired from the chapter, fostering a deeper association between animal characteristics and their respective species. Additionally, the activity contributed to the solidification and crystallization of the students' understanding.





### 4. Roll an Array

Students participated in a fun and engaging "Roll and Array" activity based on the concept of multiplication. Each student brought two dice to class and used them to explore multiplication through visual representation. When instructed by the teacher, students rolled both dice and recorded the numbers they obtained on a grid sheet. They then represented the numbers in terms of rows and columns, forming an array. This allowed them to visually see how multiplication works as they counted the total number of boxes in the grid, verifying the product of the two numbers rolled.

The activity provided a hands-on experience of multiplication, helping students build a deeper understanding by connecting abstract numerical concepts with concrete, visual learning tools. This engaging game not only reinforced multiplication but also enhanced students' problem-solving and critical thinking skills.





<u>Conclusion</u>: The various activities organized, such as dramatization, botanical excursions, animal charades, and "Roll an Array," not only aligned with the NEP 2020's emphasis on experiential learning but also fostered creativity, problem-solving skills, and a deeper appreciation for the world around. By stepping away from the traditional classroom setting, students were able to engage with the curriculum in a more meaningful and interactive way.

**Report Submitted by:** 

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