ENGLISH

NAME OF THE BOOKS: THE ENGLISH CRUISE
GRAMMOLOGY
P.P PUBLICATIONS PRACTICE BOOK
THE MAGIC FLUTE

TOPICS	ACTIVITIES
THE ENGLISH CRUISE 1. A Daughter`s Love **(As per PT I)** 2. *My Grandmother`s House* **(As per PT I)** 3. The Cricket Match **(As per PT I)** 4. *Confession of a Born Spectator* 5. The Never Never Nest **(READ ONLY)** 6. *The Enchanted Shirt* 7. The Jarawa Tribe of the Andamans **GRAMMOLOGY** 1.Determiners **(As per PT I)** 2. Direct and Indirect Speech **(As per PT I)** 3. Modals **WRITING SKILL** 1. Formal Letter **(As per PT I)** 2. Notice Writing **THE MAGIC FLUTE (Read Only)** 6. Gifts for a King 7. The Palindrome 8. For the Greater Good 9. The Prince and the Shepherd 10. Bhasmasura 11. The Magic Conch 12. The Hollowed Horse	**Creative Writing** Write a diary entry as a spectator at a major sports event. **Role Play Activity** Perform a `Role Play 'in the class highlighting the major characters (Jack, Jill, Aunt Jane, Nurse). Enact key scenes, emphasizing financial responsibility and the consequences of instalments buying. **Travel Brochure** Design a travel brochure featuring tourist attractions, cultural aspects, and adventure activities in the Andaman and Nicobar Islands. **`Modal Hunt" in Texts** Underline the modal verbs in a short passage or paragraph and identify its purpose.

BLUEPRINT

Time – 2.5 Hrs.   **Max. Marks - 60**

	1 MARK	2 MARKS	3 MARKS	5 MARKS	TOTAL	Percentage (%) weightage
Section: A (10 marks)						**16.6**
Unseen Passage	10				10	
Section: B (25 marks)						**41.7**
Formal Letter				1	5	
Notice Writing				1	5	
Grammar	15				15	
Section: C (25 marks)						**41.7**
Reference to context	8				8	
Question-Answers		5			10	
Multiple Choice Ques.	4				4	
Value based question			1		3	
Total	**1X37=37**	**2X5=10**	**3X1=3**	**5X2=10**	**60**	**100**

हिंदी

पाठ का नाम	क्रियाकलाप
हिंदी पाठ्यपुस्तक भाषा सेतु **हिंदी व्याकरण एवं रचना** **पाठ का नाम** पाठ 1. कर्मवीर **(PT-1)** पाठ 1. भाषा, बोली, लिपि और व्याकरण...**(PT-1)** पाठ 2. वर्ण-विचार **(PT-1)** पाठ 5. शब्द-भंडार **(PT-1)** पाठ 2. बुद्धि का मूल्य **(PT-1)** पाठ 15. उपसर्ग **(PT-1)** पाठ 16. प्रत्यय **(PT-1)** पाठ 4. भारत की गुरुता पाठ 9. विशेषण पाठ 6. कारगिल के हीरो **(पठन)** पाठ 7. कायर मत बनो पाठ 18. वाक्य-विचार पाठ 8. संस्कृति क्या है? पाठ 7. संज्ञा के विकारक पाठ 9. माँ की ममता पाठ 24. मुहावरे और लोकोक्तियाँ पाठ 10. शक्ति और क्षमा पाठ 17. समास पाठ 2. वर्ण-विचार **रंगमच की कहानियाँ (पूरक-पुस्तिका)** पाठ 1. मुक्ति मार्ग **(PT-1)** पाठ 3. सनकी राजा **(MID-TERM)** पाठ 4. न्यायप्रिय राजा **(पठन)** पाठ 6. चूहा और मैं **लेखन** चित्र-वर्णन अनुच्छेद-लेखन लघुकथा-लेखन विज्ञापन-लेखन अपठित बोध	 • भारत के मानचित्र पर सभी राज्यों का मुख्य नृत्य का चित्र/नाम लिखना , बोली जाने वाली भाषा के साथ • पिट्ठू टावर • मदर्स डे पर एक कार्ड बनाकर उसे प्रोजेक्ट फाइल में लगाना • कप को पेंट कर 'माँ से संबंधित सुविचार लिखना

प्रश्न–पत्र का प्रारूप

समय: 2.5 घंटे   **पूर्णांक : 60**

क्रम संख्या	पाठ्य क्रमानुसार इकाइयां	इकाई पर आवंटित अंक	अंक वार प्रश्नों की संख्या			कुल प्रश्न	प्रतिशत
			1 अंक	2 अंक	5 अंक		
1	**अपठित गद्यांश**	16	8	4	- -	2	26.67
2	**व्याकरण परिचय** पाठ 1. भाषा, बोली, लिपि और व्याकरण... पाठ 2. वर्ण-विचार पाठ 5. शब्द-भंडार पाठ 7. संज्ञा के विकारक पाठ 8. सर्वनाम पाठ 9. वाक्य-विचार पाठ 15. उपसर्ग पाठ 16. प्रत्यय पाठ 17. समास पाठ 18. वाक्य-विचार पाठ 24. मुहावरे और लोकोक्तियाँ	14	14		-	1	23.33
3	**पाठ्यपुस्तक** पाठ 1. कर्मवीर पाठ 2. बुद्धि का मूल्य पाठ 4. भारत की गुरुता पाठ 5. स्प्रिंटर दादी पाठ 7. कायर मत बनो पाठ 8. संस्कृति क्या है पाठ 9. माँ की ममता पाठ 10. शक्ति और क्षमा **रंगमंच की कहानियाँ (पूरक-पुस्तिका)** पाठ 1. मुक्ति मार्ग पाठ 3. सनकी राजा पाठ 6. चूहा और मैं	12 8	4	4 4		3	33.33
4	**लेखन** चित्र-वर्णन अनुच्छेद-लेखन लघुकथा-लेखन विज्ञापन-लेखन	10	-		2	2	16.67
5	**योग**	30	1X26=26	2X12=24	5X1=5	05	100

संस्कृत

पुस्तक का नाम- अमृतम् संस्कृत पाठमाला (तृतीयः भागः)

पाठ का नाम	क्रियाकलाप
पाठ 1. सूक्तिरसामृतम् **(PT-1)**	**साक्षात्कार –** विद्यार्थी नचिकेता का चरित्र निभाते हुए प्रश्नों के उत्तर संस्कृत में देंगे।
पाठ 2. शृगालस्य चातुर्यम् **(PT-1)**	**नीतिश्लोक गायन –** विद्यार्थी नीतिश्लोकों का समूह में गायन करेंगे।
पाठ 3. वन-महोत्सवः **(PT-1)**	**न्याय चर्चा –** विद्यार्थी किसी ऐतिहासिक घटना या समाज में न्याय की भूमिका पर चर्चा करेंगे
पाठ 4. बालः नचिकेता	**कालिदास की जीवनी पर प्रस्तुति –** विद्यार्थी समूह बनाकर कालिदास के जीवन पर संस्कृत में प्रस्तुति देंगे।
पाठ 5. नीतिश्लोकाः	
पाठ 6. चन्द्रगुप्तस्य न्यायः	
पाठ 7. महाकविः कालिदासः	**डॉ. कलाम का पत्र लेखन –** विद्यार्थी संस्कृत में कल्पनात्मक रूप से डॉ. कलाम को एक पत्र लिखेंगे।
पाठ 8. भारतरत्नं डॉ. कलामः	
व्याकरणम्	
1. देव (अकारांत) शब्द रूप **(PT-1)**	संख्याओं का खेल – विद्यार्थी एक गोला बनाकर बैठेंगे। पहला छात्र "एकविंशतिः" (21) बोलेगा, दूसरा "द्वाविंशतिः" (22) और यह क्रम "पञ्चाशत्" (50) तक चलेगा।
2. ,रमा (आकारांत) शब्द रूप	
3. 'भू' धातु रूप (पाँचों लकारों में) **(PT-1)**	**अव्यय शब्दों से कहानी निर्माण -** अध्यापिका द्वारा दी गई सूची के अनुसार विद्यार्थियों को उन अव्यय शब्दों का प्रयोग करते हुए एक छोटी संस्कृत कथा लिखनी होगी।
4. 'दा' धातु रूप (पाँचों लकारों में)	
5. संख्यावाचक शब्दाः (51-50)	
6. शरीरस्य अङ्गानि नामानि **(PT-1)**	
7. परिवारस्य सदस्यां नामानि	
8. पुष्पाणि नामानि	
9. पशूनां नामानि	
10. समय	
11. दैनन्दिन शब्दाः	
12. अव्यय **(PT-1)**	
13. अपठित गद्यांशम्	
14. लेखनं- चित्र वर्णनं, संवाद लेखनं और पत्र	

प्रश्न-पत्र का प्रारूप

समय: 2.5 घंटे **पूर्णांक: 60**

क्रम संख्या	पाठ्य क्रमानुसार इकाइयां	इकाई पर आवंटित अंक	अंक वार प्रश्नों की संख्या					कुल प्रश्न	प्रतिशत (100%)
			1 अंक	2 अंक	3 अंक	4 अंक	5 अंक		
1	अपठित गद्यांशम्	5				-	1	1	8.33
2	• शब्द रूप	2		1					
	• धातु रूप	2		1			-		
	• संख्यावाचक शब्दाः (51-50)	3			1			8	33.33
	• शरीरस्य अङ्गानि नामानि/ परिवारस्य सदस्यां नामानि	3			1				
	• पुष्पाणि नामानि	3			1				
	• पशूनां नामानि	3			1				
	• समय	2		1					
	• दैनन्दिन शब्दाः	2		1					
	• अव्यय								
3	पाठ्यपुस्तक								
	पाठ 1. सूक्तिरसामृतम् **(PT-1)**	2				5		4	
	पाठ 2. श्रृगालस्य चातुर्यम् **(PT-1)**	2							41.67
	पाठ 3. वन-महोत्सवः **(PT-1)**	2					-		
	पाठ 4. बालः नचिकेता	3							
	पाठ 5. नीतिश्लोकाः	4							
	पाठ 6. चन्द्रगुप्तस्य न्यायः	4							
	पाठ 7. महाकविः कालिदासः	4							
	पाठ 8. भारतरत्नं डॉ. कलामः	4							
4	लेखन चित्र वर्णनं, संवाद लेखनं और पत्र लेखनं	10	-			-	2	2	16.67
	योग	**60**		**2X2= 4**	**3X7= 21**	**4x5= 20**	**5X3= 15**	**16**	**100**

MATHEMATICS

NAME OF THE BOOK - MATHS MASTER ENRICHING MATHEMATICS

CHAPTERS	ACTIVITIES
CH-3 Square and Square Roots CH-4 Cube and Cubes Roots CH-12 Quadrilaterals CH-15 Area of Trapezium and Polygon CH-19 Probability	Block activity to learn squares. Party Mania with cubes. Quadrilateral Quest game to learn the properties of quadrilaterals. Find the area of trapezium using glaze paper. (Lab Manual Activity) Activity with die, coin and playing cards to understand the concept of probability.
CH-1 Rational Number CH-2 Exponents(Powers) CH-17 Data Handling	AS PER PT I

BLUEPRINT

TIME : 2.5 Hrs.   **MAX. MARKS: 60**

S. No.	Name of the Chapters	Objective Questions (1Mark)	Very Short Questions (2Marks)	Short Questions (3Marks)	Source Based Questions (4Marks)	Long Questions (5Marks)	Total Marks	Percentage (%) Weightage
1	CH-1 Rational Number	2	-	1	-	-	05	8.33
2	CH-2 Exponents (Powers)	2	1	1	-	-	07	11.66
3	CH-3 Square and Square Roots	1	1	1	1	-	10	16.66
4	CH-4 Cube and Cubes Roots	1	1	1	-	-	06	10
5	CH-12 Quadrilaterals	2	1	1	-	1	12	20
6	CH-15 Area of Trapezium and Polygon	2	-	1	-	-	05	8.33
7	CH-17 Data Handling	1	1	-	-	1	08	13.33
8	CH-19 Probability	1	1	-	1	-	07	11.66
	Total	12x1=12	6×2 = 12	3×6 = 18	2×4 = 8	2×5=10	60	100

SUBJECT – SCIENCE

CHAPTER	ACTIVITY/EXPERIMENT
CH-1: CROP PRODUCTION AND MANAGEMENT (PT-1)	-
CH-14: CHEMICAL EFFECTS OF ELECTRIC CURRENT (PT-1)	-
CH-5: COAL AND PETROLEUM	**Activity** • Write a **story from the perspective of coal or petroleum**, describing how they were formed over millions of years. • Design a **futuristic energy source** that reduces dependence on fossil fuels. • **Carbon footprint calculator-calculate the carbon footprint** based on daily fuel consumption. • Write a **newspaper article set in 2050** about a world without fossil fuels in Hindi/ English.
CH-6: COMBUSTION AND FLAMES	**Activity** • Demonstrate that air is needed for combustion. • Create **posters** on fire safety and the science of combustion. • Role-play as **fire safety officers** explaining the dangers of incomplete combustion. • Study **major fire disasters** and discuss their impact on societies. **Experiment** • To determine that air is needed for combustion.
CH-9: REPRODUCTION IN ANIMALS	**Activity** • Write a **poem or rap** about the miracle of birth in animals. • Prepare a concept map of the chapter. • Compare **gestation periods** of different animals and create a bar graph.
CH-10: REACHING THE AGE OF ADOLESCENCE	**Activity** • **Conduct a "Puberty Awareness Campaign".** • Write a **motivational letter to a younger sibling** about handling adolescence.
CH-13: SOUND	**Activity** • Build a **DIY musical instrument** to explore sound waves. • Create **a visual representation of sound waves using colors and patterns.** **Experiment** • To study that sound needs a medium for propagation.

TIME: 2.5 Hrs   <u>**BLUEPRINT**</u>   **MAX. MARKS: 60**

S.No.	CHAPTERS	MCQs/Very Short Questions (1 Mark)	Short Questions (2 Marks)	Source based Questions (4 Marks)	Long Questions (5 Marks)	Total Marks	Percentage (%) Weightage
1	CH-1: CROP PRODUCTION AND MANAGEMENT (PT-1)	2	1	-	-	4	6.67
2	CH-14: CHEMICAL EFFECTS OF ELECTRIC CURRENT (PT-1)	2	1	-	-	4	6.67
3	CH-5: COAL AND PETROLEUM	2	1	1	-	8	13.33
4	CH-6:COMBUSTION AND FLAMES	2	1	1	1	13	21.66
5	CH-9: REPRODUCTION IN ANIMALS	2	1	1	1	13	21.67
6	CH-10: REACHING THE AGE OF ADOLESCENCE	2	1	1	-	8	13.33
7	CH-13: SOUND	1	2		1	10	16.67
	TOTAL	**1X13=13**	**2X8=16**	**4X4=16**	**5X3=15**	**60**	**100**

SUBJECT- SOCIAL SCIENCE

NAME OF THE BOOK: AWARENESS SOCIAL SCIENCES

CHAPTER NAME	ACTIVITIES
HISTORY	
Ch- 1 Resources (AS Per PT I) Ch- 2 From Trade to Territory Ch -5 Colonialism and Tribal societies (Activity based /Project based)	**Timeline Project: British Expansion in Indi**a • Students create a visual timeline (chart/poster/digital) showing key events from the arrival of the British East India Company to the annexation of Indian territories. **Storyboard or Comic Strip:** A Day in the Life of a Tribal Person Under British Rule • Creative drawing and storytelling to understand the challenges faced by tribal communities.
GEOGRAPHY	
Ch- 2 Land, Soil , Water Ch- 3 Natural Vegetation and wild life Resources	**Mini Research Project**: Local Land or Water Issue • Students interview parents/grandparents about any nearby issue like land pollution, over-irrigation, drying rivers, etc. • They present a short report or skit based on their findings. **Map work** • Types of forest and wildlife concentration
CIVICS	
Ch-1 -The Indian Constitution (As Per PT I) CH -2 Understanding Secularism Ch- 3 The Need of a Parliament	**Debate** – "Should Religious Education be Part of School Curriculum?" • Let students express differing opinions and understand multiple perspectives within a secular framework. **Mock Parliament**

BLUEPRINT

Time – 2.5 Hrs.   **Max. Marks - 60**

Name of the Chapters	MCQs (1 Marks)	Very Short answers Questions (2Marks)	Short answers Questions (3Marks)	Source Based Questions (4 Marks)	Long Answers Questions (5Marks)	Map (5 Marks)	Total	Percentage
Ch- 2 From Trade to Territory	3	1	3	1		2	20	33.33
Ch- 1 Resources	1	1					3	5
Ch- 2 Land, Soil and Water Resources	1	1	1	1			10	16.66
Ch- 3 Natural Vegetation and wild life Resources	2	1				3	7	11.66
Ch-1 -The Indian Constitution	1		1		1		9	15
CH -2 Understanding Secularism	1	1		1			7	11.66
Ch- 3 The Need of a Parliament	1		1				4	6.66
Total	1x10=10	2x5=10	3x6=18	4x3=12	5x1=5	1x5=5	60	100

ARTIFICIAL INTELLIGENCE
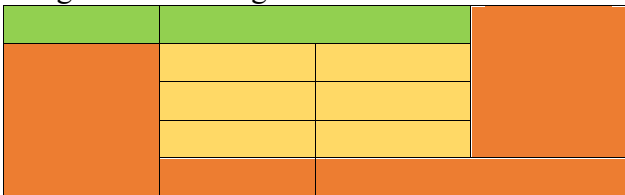
NAME OF THE BOOK – ARTIFICIAL INTELLIGENCE

UNIT/TOPIC	ACTIVITY/PRACTICAL
UNIT 1: EXCITE	As per PT I

UNIT 2: RELATE	• Activities:
	  o Role-Playing: Simulate interactions where students act as AI and humans in given scenarios.
	  o Debates on AI's Societal Impact: https://www.debate.org/
	  o Watch a video on AI's impact on society: https://www.youtube.com/watch?v=Q2cP6Z8CNbU
	  o Discuss AI's potential applications in various industries: https://www.forbes.com/ai/
	  o Create a presentation on AI's impact on a specific industry: https://www.canva.com/
	• Practical:
	  o Experiment with Chatbots like ChatGPT or Cleverbot to understand AI-human interaction: https://www.chatbot.com/
	  o Use a platform like IBM Watson Assistant to create a simple chatbot: https://www.ibm.com/cloud/watson-assistant/
	  o Create a simple AI-powered virtual assistant: https://www.amazon.com/alexa/
	  o Experiment with AI-powered customer service platforms: https://www.salesforce.com/
	  o Use a platform like Google's AI-powered contact center to create a simple AI-powered customer service system: https://cloud.google.com/contact-center-ai/

UNIT 3: PURPOSE	• Activities:
	  o Case Study Exploration: Students can analyze real-world examples of how AI is transforming industries like healthcare, agriculture, or entertainment. Resources: https://ai.google/education/
	  o Storytelling with AI: Ask students to create a short story where AI plays a crucial role, imagining its use in solving day-to-day or futuristic problems.
	  o Watch a video on AI's applications in various industries: https://www.youtube.com/watch?v=dQw4w9WgXcQ
	  o Discuss AI's potential to solve real-world problems: https://www.un.org/sustainabledevelopment/
	  o Create a presentation on AI's potential to solve a specific problem: https://www.canva.com/
	• Practical:
	  o AI Project Research: Use platforms like Google Teachable Machine to train simple AI models, such as image or sound recognition systems: https://teachablemachine.withgoogle.com/
	  o Experiment with AI-powered tools like Google's AI Experiments: https://experiments.withgoogle.com/
	  o Create a simple AI model using a visual interface like Teachable Machine: https://teachablemachine.withgoogle.com/
	  o Use a platform like IBM Watson Studio to create a simple AI model: https://www.ibm.com/cloud/watson-studio/
	  o Experiment with AI-powered data analysis tools like Google Data Studio: https://datastudio.google.com/

Time: 90 mins.	**BLUEPRINT**			Max. Marks: 30
Chapter Name	**Objective Type Questions**	**Short Answer Type Questions**	**Long Question**	**Total Questions**
	1 Mark Each	2 Marks Each	4 Marks Each	
UNIT 1: EXCITE	2	2		4
UNIT 2: RELATE	3	2	1	5
UNIT 3: PURPOSE	5	2	1	8
Total Marks	1x10=10	2x6=12	4x2=8	30 Marks

INFORMATION TECHNOLOGY

NAME OF THE BOOK – DECODE IT - 8

CHAPTER	ACTIVITY/PRACTICAL
Ch 1 Database Management system	As per PT I
Ch 2 Working with MS Access	As per PT I
Ch 3 Tables, Hyperlinks and forms in HTML	• Design the following table.
Ch 4 Create interactive web pages	• Create a Personal Portfolio Webpage (Tables, Hyperlinks, and Forms) • Build an Interactive Quiz Webpage (Interactive Web Pages) (Click here to explore details)
Ch 9 Computer ethics and crimes	Role-Playing Cyber Crime Investigation

Time: 90 MINS	**BLUEPRINT**			Max. Marks: 30
Chapter Name	**Objective Type Questions**	**Short Answer Type Questions**	**Long Question**	**Total Questions**
	1 Mark Each	2 Marks Each	4 Marks Each	
Ch 1 Database Management system	2	1		3
Ch 2 Working with MS Access	2	1		3
Ch 3 Tables, Hyperlinks and forms in HTML	2	1		3
Ch 4 Create interactive web pages	2	1	1	4
Ch 9 Computer ethics and crimes	2	2	1	5
Total Marks	1x10=10	2x6=12	4x2=8	30 Marks

ART

CRAFT