SUBJECT MELIORATION ACTIVITIES

MONTH:APRIL(ENGLISH MONTH)

	3	4	5	6	7	8	9	10
Sports Based	**Hot Potato (pass it on) Group Activity SDG Goal 4: Quality Education (Enhancing Literacy Skills)**	**Dice Game (roll & describe) Individual Activity SDG Goal 13: Climate Action . Students will describe about the environmental issues.**	**Musical Vocabulary Chairs Group Activity SDG 4: Quality Education**	**Word Search Puzzle or Crossword Puzzle on Cricket /Football Terms** **SDG 4 : Quality Education**	**Collage on favourite sportsperson**	**Design a Sports Magazine/ Sketch of your favourite Sports person Type: individual/ Grp.Activity** **SDG 4 : Quality Education**	Creating a Sports Rule Book - Group Activity (collaborative research and documentation) - Relevant SDGs: - SDG 3: Good Health and Well-being (promoting physical activity) - SDG 4: Quality Education (learning about fair play and	Sports Commentary Challenge - Type: Individual or Pair Activity - Relevant SDGs: - SDG 4: Quality Education (developing communication skills) - SDG 8: Decent Work and Economic Growth (sports journalism as a career)

							sportsmanship)	

Toy Based	**Pick 'n' speak (mystery bag) Individual Activity SDG Goal 4: Quality Education**	**Storytelling using puppets or soft toys Individual Activity SDG Goal 3: Good Health and well being (Stories related to importance of eating healthy food)**	**Toy Commercial (Advertise your toy) Individual Activity SDG 4: Quality Education (Enhancing speaking skills)**	**Make a hand puppet of your favourite cartoon character. Enact yourself as the same character and speak a few dialogues.**	**Make a mask of any mythological character**	**Toy Advertisement Project: Choose a toy & create an advertisement for it. Type: individual/ Group.Activity**
						
						SDG 4 : Quality Education
							Toy/Game Review Blog
							- Type: Individual Activity
							- Relevant SDGs:
							  - SDG 4: Quality Education (developing writing skills and critical thinking)
							  - SDG 12: Responsible Consumption and Production (encouraging sustainable toys)
								Toy/Game Review Vlog
								- Type: Individual Activity
								- Relevant SDGs:
								  - SDG 4: Quality Education (digital literacy and video-making skills)
								  - SDG 9: Industry, Innovation, and Infrastructure (exploring new-age gaming trends)
								- Creative Elements:
								  - Add a musical

								jingle for the intro - Create a mini-commercial for the toy/game
Value based	**Storytelling with a Moral Individual Activity SDG Goal 4: Quality Education Goal 3: Good Health and well being**	**Gratitude Wall Collage Group Activity SDG Goal 4: Quality Education and Goal 16: peace, justice and Strong Institutions (Encouraging mutual respect and promoting kindness**	**Value Based Poem Recitation Individual Activity SDG 4:Quality Education, SDG 16: Peace and Justice strong institutions**	**Poem recitation (Topics: Go Green / Mother Nature)**	**Story Narration (Any Panchtantra st)**	**JAM : World Health Day- Highlightin g Global Health Issues** **Type: individual Activity** 3 GOOD HEALTH AND WELL-BEING **SDG 3 : Good Health and Well-Being SDG 4 : Quality Education**	JAM (Just a Minute) on "Human interactions have reduced with Technologic al Advanceme nt" - Type: Individual Activity - Relevant SDGs: - SDG 10: Reduced Inequalities (impact of technology on	**Debate Artificial intelligenc e is a boon or threat to humanity.** Group Activity (Two Teams) - Relevant SDGs: - SDG 9: Industry, Innovation, and Infrastructur e (AI's role in future tech) - SDG 16: Peace, Justice, and

							communication gaps) - SDG 11: Sustainable Cities and Communities (social bonding in a digital era)	Strong Institutions (ethical AI concerns)
Performing Art Based (Art integration activities)	**Emotion Charades Individual Activity SDG Goal 3: Good Health and well being (promoting emotional well being)**	**Role Play(Enact and speak a few lines) on cartoon character/eminent personality Individual Activity SDG Goal 4: Quality Education**	**Character Parade Group Activity SDG 4:Quality Education, SDG17: Partnerships for the Goals**	**Enactment of a Story based on 'Akbar and Birbal'**	**Enactment of scenes from any one : Fairy Tale / Spiderman / / Harry Potter**	**Poster Making: Earth Day-Supporting Environmental Conservation Efforts** **Type: individual/ Group Activity** **SDG 12 : Responsible Consumption and Production**	**project on Time Travel on technological advancement On any one Ancient,Medieval Times, Industrial Revolution ,Present or Future** - Type: Group Activity	**Time Travel Exhibit on technological advancement On any one Ancient,Medieval Times, Industrial Revolution ,Present or Future** Type: Group Activity

						SDG 13: Climate Action	- Relevant SDGs:
							  - SDG 4: Quality Education (understanding historical tech progress)
							  - SDG 13: Climate Action (lessons from history for sustainable future)
							- Creative Elements:
							
							  - Use storytelling with a futuristic narrator
								- Relevant SDGs:
								  - SDG 9: Industry, Innovation, and Infrastructure (highlighting key tech advances)
								  - SDG 12: Responsible Consumption (impact of industrialization)
								- Creative Elements:
								
								  - Use theatrical props & interactive storytelling to make history come alive

MONTH: JULY(SCIENCE MONTH)

	3	4	5	6	7	8	9	10
Sports Based	Eco friendly obstacle race SDG 3: Good Health and Well-being 🏃 SDG 13: Climate Action 🌍	Save the water dribble race SDG 6: Clean Water and Sanitation 💧 SDG 12: Responsible Consumption and Production ♻️ SDG 13: Climate Action 🌍	Designing and ice-cream Stick catapult SDG 4: Quality Education SDG 9: Industry, Innovation, and Infrastructure SDG 12: Responsible Consumption and Production – (sustainable use of materials, reducing waste.)	Snake and ladder board games for eco-friendly and healthy eating habits SDG 2: Zero Hunger SDG 3: Good Health and Well-being SDG 13: Climate Action – (Encourages plant-based diets and reducing food waste to lower the carbon footprint.)	Electrostatic force activity SDG 7: Affordable and Clean Energy SDG 9: Industry, Innovation, and Infrastructure SDG 12: Responsible Consumption and Production	Handstand pressure test SDG 3: Good Health and Well-being SDG 4: Quality Education SDG 17: Partnerships for the Goals	Hoopla ring / Role play/ Tambola (Section wise) SDG 15: Life on Land SDG 4: Quality Education SDG 5: Gender Equality SDG 3: Good Health and Well-being SDG 17: Partnerships for the Goals	Ground activity on series parallel Ground activity on Let's make a system Bingo game Goal 3: Good Health and Well-being Goal 6: Clean Water and Sanitation Goal 7: Affordable and Clean Energy Goal 11: Sustainable Cities and Communities Goal 12: Responsible Consumption and Production
Toy Based	Pin wheel	Straw pan flute	Designing assignments	Designing a Toy using	Designing a Toy using	Geo stationary	Making a snake /	Chemical Formula Clock

	SDG 7: Affordable and Clean Energy SDG 4: Quality education SDG 9: Industry, Innovation, and Infrastructure	SDG 12: Responsible Consumption and Production SDG 4: Quality Education SDG 15: Life on Land	robotic arm / magnetic propeller/ any other toy based on scientific Phenomenon SDG 4 :Quality Education SDG 9: Industry, Innovation, and Infrastructure SDG 12 :Responsible Consumption and Production):	waste material based on scientific Phenomenon SDG 12: Responsible Consumption and Production SDG 13: Climate Action SDG 4: Quality Education	waste material based on scientific Phenomenon SDG 12 - Responsible Consumption and Production SDG 13 - Climate Action SDG 9 - Industry, Innovation, and Infrastructure	Working model Model on persistence of vision SDG 4: Quality Education SDG 9: Industry, Innovation & Infrastructure	Caterpillar Foldable flower Defy gravity/ Simple pendulum SDG 4: Quality Education SDG 12: Responsible Consumption and Production SDG 15: Life on Land	SDG 4: Quality Education Dancing Wire Figures SDG 7: Affordable and Clean Energy SDG 9: Industry, Innovation, and Infrastructure Making a Snake/Caterpillar - SDG 15: Life on Land
Value based	Plant a tree, grow responsibility (awareness drive) SDG 13 – Climate Action SDG 15 – Life on Land	Bird feeder SDG 15: Life on Land SDG 13: Climate Action	Balanced diet chart SDG 2 :Zero Hunger SDG 3 :Good Health and Well-being	The Magic of solar energy SDG 7 - Affordable and Clean Energy SDG 13 - Climate Action	Role play / skit "Clean water, Clean future" SDG 6: Clean Water and Sanitation SDG 13: Climate Action	Debate on "should junk food be banned in school" SDG 3 :Good Health and Well-being	Charts on Analysis of food stufff SDG 13: Climate Action SDG 2: Zero Hunger SDG 12:	Charts on Analysis of food stuff Pedigree chart SDG 2: Zero Hunger SDG 3: Good Health and Well-being

	SDG 11 – Sustainable Cities and Communities SDG 3 – Good Health and Well-being SDG 4 – Quality Education 📚			SDG 11 - Sustainable Cities and Communities SDG 9 - Industry, Innovation, and Infrastructure SDG 12 - Responsible Consumption and Production		Speech on " Failure is the first step to success with reference to some famous scientist" SDG 4 :Quality Education SDG 9 :Industry, Innovation, and Infrastructure SDG 8 :Decent Work and Economic Growth	Responsible Consumption and Production	SDG 12: Responsible Consumption and Production
Performing Art Based (Art integration)	Song / poem on water pollution SDG Goal 6: Clean Water and	Green Drama- Save trees Save Earth SDG 15: Life on Land	Story telling using stick puppets on " Reproduction in plants" SDG 15: Life	"Whirl and Twirl" with different types of motion SDG 7 – Affordable	Designing indicator cards SDG 4: Quality Education	Aluminum foil painting SDG 13: Climate Action	Diffusion Art Science rap song Clay	Make Pnemonics Photography skills on reflection and refraction

activities	Sanitation	SDG 13: Climate Action SDG 11: Sustainable Cities and Communities	on Land	and Clean Energy SDG 9 – Industry, Innovation, and Infrastructure	SDG 12: Responsible Consumption and Production SDG 13: Climate Action SDG 15: Life on Land	SDG 14: Life Below Water SDG 15: Life on Land SDG 4: Quality Education	modelling SDG 4: Quality Education SDG 17: Partnerships for the Goals SDG 4: Quality Education SDG 12: Responsible Consumption and Production	SDG 4: Quality Education SDG 17: Partnerships for the Goals

MONTH:AUGUST(SOCIAL SCIENCE MONTH)

	3	4	5	6	7	8	9	10
Sports Base D 3 GOOD HEALTH AND WELL-BEING	**Exercise to the beat-Aerobics** Goal No 3: Good Health and Well Being	**Rhythmic Yoga** Goal No 3: Good Health and Well Being	**One leg hop Relay Race** Goal No 3: Good Health and Well Being	**Azadi Fitness challenge-Yoga Session** Goal No 3: Good Health and Well Being	**Dandi March Walkathon-Brisk Walk** Goal No 3: Good Health and Well Being	**Relay Race-Freedom Run** Goal No 3: Good Health and Well Being	**Solve the Mystery-Through clues (Famous Five-detectives) - group activity**	**Run for India - Marathon** Goal No 3: Good Health and Well Being

Toy Based	Tri-Colour Matki	Map Puzzle Using Clay in different states of India Goal no 17: Partnership for goals	Jewellery Making using Best out of waste Goal N0 7 : Clean Energy	Build a Miniature Civilization using clay Goal No 11: Sustainable Communities	Map puzzle challenge Goal no 17: Partnership for goals	Timeline LEGO- on Revolt of 1857	Scrabble competition on Indian states - group activity Goal no 17: Partnership for goals	Folk tales/ Moral stories through Puppet (paper/ cloth)- (stories can be from different states of India)-group activity Goal No 16: Peace and justice strong institutioms
Value based	Tales Untold-Storytelling Freedom Fighter	Incredible India - Promotion of Tourism Goal No 15: Life on Land	Nukkad Natak on Community Living Goal no 17: Partnership for goals	Unity in Diversity-Food of different states to be showcased. Goal no 17: Partnership for goals	Role play on social issues-like importance of girl child etc Goal NO 5: Gender Equality	Mock Elections-preparing manifestoes and hold elections in class Goal NO 16: Peace , Justice and strong	Poem recitation on rivers of India Goal NO 14: Life Below water	Recreating famous speeches of our freedom fighters Goal NO 16: Peace , Justice and strong institutions

							institutions		
Performing Art Based (Art integration activities)	**Dancing Stars- Depicting states in different directions** **Goal no 17: Partnership for goals**	**Voice of Visionaries (Slogan on Unsung heroes) Speaking and Crafting**	**Mime Act or Depicting Any Martial Art Skills** **Goal no 17: Partnership for goals**	**Tricour Formation Dance**	**Story narration on unsung heroes**	**Patriotic poem recitation competitio n**	**Preparing advertisem ent on states of India to promote tourism**	**Monologue /Role play on Indian freedom fighters** **Goal no 17: Partnershi p for goals**

MONTH:SEPTEMBER/OCTOBER(HINDI MONTHS)

	3	4	5	6	7	8	9	10
Sports Based	जोड़ीदार खोजो **Goal no 17: Partnersh ip for goals**	संज्ञा दौड़ **SDG 3 : Good Health and Well-Being SDG 4 : Quality Education**	शब्द टग-ऑफ-वार (Word Tug-of-War) **SDG 3 : Good Health and Well-Being SDG 4 : Quality Education**	बूझो तो जानें	पहेलियाँ, वर्ग पहेली (भारतीयों खेलों पर आधारित)	व्याकरण 'जोड़ीदार खोजो' विलोम शब्द पर्यायवाची शब्द उपसर्ग प्रत्यय	व्याकरण पर आधारित गतिविधि विद्यार्थियों द्वारा प्रस्तुत	चित्र द्वारा मुहावरो की रचना(मूक अभिनय)

Toy Based	गेंद बनाना छात्र अखबार से गेंद बनाकर उसे खेले जाने वाले खेलों पर कक्षा में चर्चा करेंगे। Goal N0 7 : Clean Energy	**Mystery Bag (रहस्यमयी थैला)** **SDG Goal 4: Quality Education**	कठपुतली निर्माण कर कक्षा में कहानी सुनाना।	न जानू कवि बना पाठ के आधार पर मुखौटे का निर्माण और कथा वाचन	निर्मला सांप और सयाल कहानी के मुख्य पात्रों के मुँखौटे बनाना	कहानी एनीमेशन या कॉमिक स्ट्रिप (Story Animation/ Comic Strip) कहानी को कॉमिक स्ट्रिप के रूप में चित्रों और संवादों के साथ बनाएं। स्टॉप मोशन वीडियो बनाकर कहानी को डिजिटल रूप में प्रस्तुत करें।	मेरा प्रिय पशु मित्र : मुखौटे के आधार पर परिचय	टोपी शुक्ला कहानी के मुख्य पात्रों का हस्त मुखौटा बनाकर कहानी सुनाना
Value based	अनुपयोगी वस्तुओं से मुखौटा बनाना छात्र रामायण के किसी एक पात्र का मुखौटा बनाकर उससे मिलने वाली सीख को कक्षा में	गाँधी जी की सीख छात्र महात्मा गाँधी जी से मिली किसी एक सी को एयर फोर्स साइज शीट पर लिखेंगे वह कक्षा में सांझा करेंगे। **SDG 4 : Quality**	पटाखों को ना कहें - पोस्टर निर्माण छात्र पर्यावरण संरक्षण हेतु पोस्टर का निर्माण करेंगे **SDG 3 : Good Health and Well-Being SDG 4 :**	दीपावली का त्योहार प्रकृति - परमात्मा - जीवंतता और कलात्मकता के साथ कैसे मनाया जाए। विषय पर वाद-विवाद प्रतियोगिता	समय के महत्व पर संभाषण	कहानी का अंत बदलना	समाज में बढती प्रतिस्पर्धा विषय पर वाद विवाद प्रतियोगिता	पारिवारिक संबंधों में बढती दूरियां :विषय पर कक्षा परिचर्चा

	सांझा करेंगे। **Goal N0 7 : Clean Energy**	**Education**	**Quality Education SDG 15 Life on land**					
Performing Art Based (Art integration activities	चित्र निर्माण **SDG 15: Life on Land**	विविध वेशभूषा गतिविधि(भारतीय कवि) **SDG 4 : Quality Education**	पुस्तक कवर डिजाइनिंग गतिविधि **SDG 4 : Quality Education**	पोंगल त्योहार में खाए जाने वाला कोई एक व्यंजन की विधि	बारहमासा कविता के आधार पर चित्र निर्माण	काश ! मैं एक पक्षी होता..." कहानी / कविता लेखन	रहीम या कबीर के दोहों का संगीतमय अभिव्यक्ति	भारत के दक्षिण राज्यों के प्रसिद्ध नृत्यों की अभिव्यक्ति

MONTH:NOVEMBER(SPORTS)

MONTH:DECEMBER(MATHS MONTH)

	3	4	5	6	7	8	9	10
Sports Based	**Hopscotch Math (Group activity) SDG 3 Good Health and well being**	**Mathletics (Group activity) SDG 3 Good Health and well being**	**Mathematics Relay (Group activity) SDG 3 Good Health and well being**	**Circle tag SDG Good health and well being**	**Visiting the pickle ball court with mathematical approach SDG 4 Quality education**	**Treasure hunt SDG Quality education**	**Group Activity Game with coordinates** **SDG 3 Good Health and well being**	**Group Activity Coordinate Grid game/ Racing with maths** **SDG 3 Good Health and well being**

Toy Based	Play with Tangram puzzle pieces (Individual activity) SDG 4 Quality education	Dominoes in action (Individual activity) SDG 4 Quality education	Mathematical Board Games using eco-friendly materials (Group activity) SDG 12 Responsible Consumption and Production	Abacus for Integers using beads or strings SDG Quality education	Algebra with number cubes SDG Quality education	Probability with dice and spinner SDG Quality education	Group activity - Working model of 3D Figures Using Eco-friendly material **SDG 12 Responsible Consumption and Production**	Group activity- Mathematical toy Using Eco friendly material topic wise **SDG 12 Responsible Consumption and Production**
Value based	Fraction pizza party (Story telling) (Individual activity) SDG 2 Zero hunger	Pattern recognition and creating own patterns (Individual activity) SDG 4 Quality Education	Geometry construction challenge (Group activity) SDG 11 Sustainable Cities and Communities	Story telling (value of zero) SDG 4 Quality education	Amazing facts about number "9" SGG 4 Quality education	Money matters SDG 4 Quality education	Group Representation of data (Project Based) **SDG 17 Partnerships for the goal**	Research paper Discussion - Inculcate value points learning from mathematics **SDG 17 Partnerships for the goal**
Performing Art	Warli Art masterpiece	Be the next Mathrapper	Angles expressed in	Fundamental	Role play of famous	Mandala art	Working model on	Express with maths

Based (Art integration activities	(Individual activity) SDG 15 Life on Land	(Individual activity) SDG 10 Reduced Inequalities	Dance forms (Individual activity) SDG 5 Gender Equality	operations through dance performance SDG Good health and well being	Indian mathematicians SDG 4 Quality education	SDG 4 Quality education	properties of Circles **SDG 4 Quality Education**	(Dance activity) **SDG 3 Good health and well being**