



**Bal Bharati  
PUBLIC SCHOOL**

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(An Institution of the Child Education Society (Regd.))

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**Primary Department**



*Assignment*

**2024-25**

**Class III**



## **PRIMARY DEPARTMENT**

### **Summer Assignment: Class III**

#### **Session 2024-2025**

The summer break serves as a crucial period for students to unwind, recharge, and explore new avenues of learning beyond the classroom. It offers a valuable opportunity for personal growth, creativity, and academic enrichment. Recognizing this significance, we have curated an exciting mix of activities and project work for students.

These carefully selected assignments aim to not only keep young minds active but also foster creativity, critical thinking, and a passion for discovery. Each task is designed to align with students' interests and age groups, covering a range of engaging themes from nature exploration to artistic expression and scientific inquiry.

Through these activities, the students will have the opportunity to expand their horizons, develop essential skills, and cultivate a lifelong love for learning. We encourage parents to support their children in this endeavour, providing guidance and encouragement along the way.

Together, let us aim to make this summer break both enjoyable and enriching for the children, ensuring that they return to school with renewed enthusiasm and readiness for the academic year ahead. This year's Summer Assignment is based on the theme – Skill Based Learning Activities.

### **Theme: Skill-based Learning**

Skill-based learning for students is paramount for their holistic development and future success. At this critical stage of their educational journey, laying down a strong foundation in essential skills such as reading, writing, and mathematics is pivotal. However, skill-based learning extends beyond the confines of traditional academic subjects; it encompasses a diverse range of competencies including critical thinking, problem-solving, communication, creativity, and collaboration. By nurturing these skills early on, students not only excel academically but also cultivate the abilities necessary for navigating real-world challenges. Moreover, fostering a culture of skill-based learning instills a growth mindset, encouraging students to embrace challenges and view setbacks as opportunities for growth rather than obstacles. As the landscape of work and society continues to evolve, the ability to adapt and learn new skills becomes increasingly vital. By equipping the students with a repertoire of versatile skills, we aim to empower them to thrive in an ever-changing world, preparing them to become active contributors to their communities and society at large.

Through this year's Summer Assignment, we envision imparting the procedural knowledge and skills to the students that will enable them to excel and emerge successful in real situations at both work and life. The focus is on imparting an education that is holistic, meaningful, and skill-oriented, which inculcates among the students a sense of usefulness and responsibility.

**Suggestion: Dear Parents, you can give your ideas and input to your ward as at home you are the resource person, but let the child create things with his/her imagination. Your assistance should be given, when needed, but your supervision has to be there always.**

Please Note:

- There is a common revision work for English, Hindi, Maths, EVS and assignment for Music.
- It is followed by Theme based assignment for each section. All the students must do all the activities allotted to them.
- In line with our commitment to sustainability and environmental responsibility, we request you not to use thermocol in your projects.
- All the activities done by the children would be displayed in the exhibition to be held after the vacations at PR Campus.

## Common Assignment

**Kindly note: Make a separate 3-in-1 notebook to do written assignments.**

1. Read out short stories / Children's magazine / Newspaper every day in English and Hindi.
2. Learn Multiplication Tables from 2 to 9.
3. Practice 3 Addition, Subtraction and Multiplication questions every day.
4. Revise the chapters done in class in the months of April and May.
5. Complete the assignments uploaded on the school website.
6. Select any one topic each for Hindi and English per week and write about it in 50 words.
7. Practice Dictation in both English and Hindi.
8. Practice loud reading, cursive handwriting and sentence formation.
9. Play indoor games like Chess, Sudoku, Crosswords, Snakes and Ladder with your family members.
10. Develop a hobby and enjoy doing it.
11. Complete your pending work in your notebooks and maintain Index in your notebooks.

### Music

Paste the lyrics of the following in Music Notebook and learn the same.

1. Prayer – तेरी है ज़मी तेरा आसमा ....
2. School Song
3. National Anthem

# SKILL BASED LEARNING ACTIVITIES

Class III





## THEME BASED HOMEWORK

### III A

#### हिंदी भाषा कौशल

हिंदी भाषा सीखना भारतीय छात्रों के लिए बहुत लाभदायक है। यह उन्हें अपनी जड़ों से जुड़ने और समृद्ध भारतीय संस्कृति को समझने में मदद करता है। प्रबल हिंदी कौशल दैनिक जीवन में आपसी संवाद में सहजता प्रदान करता है और बच्चों को अपने भावों को कुशलता से व्यक्त करने में सहायक होता है।

#### **अनुक्रमांक 1-12**

विपरीत शब्दों पर एक फ्लिपबुक का निर्माण कीजिए।

संदर्भ के लिए : <https://youtu.be/34gDerUqgj4>

#### **अनुक्रमांक 13-24**

मजेदार ज्ञानवर्धक पहेलियाँ (उत्तर सहित) - तीन आरा पहेलियाँ (jigsaw puzzle) बनाएँ।

संदर्भ के लिए : <https://youtu.be/hjjnpYYLA1g>

#### **अनुक्रमांक 25-36**

स्वर और व्यंजनों की सहायता से एक स्क्रैबल खेल का निर्माण करें।

#### **अनुक्रमांक 37-47**

संयुक्त व्यंजन पर आधारित एक आकर्षक बोर्ड गेम बनाएँ।

संदर्भ के लिए: <https://i.pinimg.com/564x/20/fc/be/20fcbe1722b6e9cf5e8a597cc2f41396.jpg>

## III B

### **Theme: Health and Wellness**

Introducing the idea of nutrition to students as young as Class III is crucial for fostering their overall health and well-being. Through tailored activities and captivating lessons, we can build a solid groundwork for a lifetime of healthy habits. These early years provide an opportune time to instill fundamental knowledge about nutrition, empowering students to make informed decisions regarding their diet and lifestyle. Crafting a game centered on nutrition offers a creative and impactful approach to imparting this vital information.

#### **Roll No. 1-12**

Create five jigsaw puzzles with images of food items and their corresponding nutritional benefits.

#### **Roll No. 13-24**

Create a board game with a path depicting different food items. Players can roll a dice and move their game piece along the path. Landing on different spaces would trigger questions about the food items.

For reference:

<https://i.pinimg.com/564x/d3/a6/94/d3a694c94f550472984a59b56ef8d8fb.jpg>

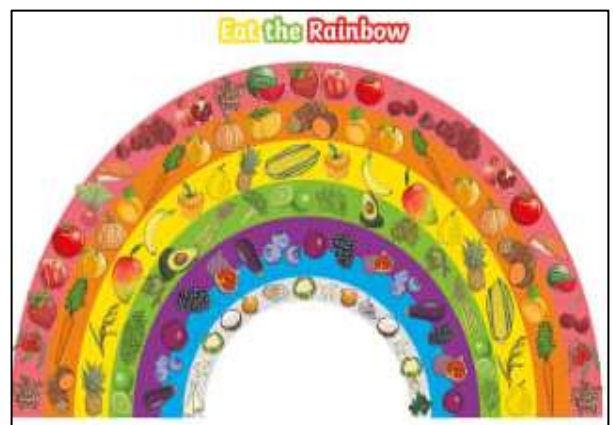
#### **Roll No. 25-36**

Create blank plate template and a set of cut outs of food items of different food groups. Players take turns taking out a food card and placing it on their plate, aiming to create a balanced meal of their own.



#### **Roll No.37-46**

Create a vibrant nutrition poster of a rainbow of healthy foods - red tomatoes, orange oranges! You may draw or cut out pictures of food items, also write down the benefits of eating any one colour group of fruits and vegetables.



## III C

### **Theme: Health and Wellness**

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#### **Roll No. 1-12**

Create a word search puzzle on an A4 sheet mounted on a thick cardboard with nutrition-related words like vegetables, protein, calcium, etc.

#### **Roll No. 13-24**

Make a Food Pyramid Game

Using the cardboard, draw a large pyramid shape divided into sections for each food group. You can use markers, colour pencils, or crayons to decorate the board and make it visually appealing. Cut the index cards or small pieces of paper into uniform sizes to create your gamecards. On each card, draw or print pictures of different food items representing each food group. You can also write the name of the food item on the card.

For reference:

<https://i.pinimg.com/736x/3c/81/e7/3c81e772729959b4909143b39b394af1.jpg>

#### **Roll No. 25-36**

Make a creative Snakes and Ladder board game where you climb the ladder if you land on a healthy eating habit and get bitten by the snake, if you land on an unhealthy food habit.

For reference:

<https://i.pinimg.com/564x/5a/8d/24/5a8d24340de53e6e93a8c05639b2bdbc.jpg>

#### **Roll No. 37-46**

Make a Domino cards game with pictures of different foods and their nutritional information.

## III D

### **Theme: Financial Literacy**

Introducing financial literacy to students as young as Class III is crucial for their future success. By laying the groundwork early, children can develop essential money management skills that will serve them throughout their lives. Learning about concepts like saving, budgeting, and responsible spending empowers them to make informed decisions and avoid financial pitfalls in adulthood. Moreover, instilling these habits early fosters a sense of financial responsibility and independence. Through age-appropriate activities and engaging lessons, students can gain practical knowledge while developing critical thinking skills that will benefit them for years to come. To learn this quintessential skill, engage in creating a game on the same.

#### **Roll No. 1-12**

Make a board game - Roll and Show with different denominations of money (Indian Currency) on the game board along a path.

Equipment needed: A board, die, 4 pawns, play money of Indian currency and four small transparent boxes to keep play money.

For reference:

<https://i.pinimg.com/564x/14/96/11/14961190940202805f00ca1bf7fc22a4.jpg>

#### **Roll No. 13-24**

Make a boardgame - Don't Break the Piggy wherein a player takes turn and spins the spin wheel, if it lands on an amount of money, he/she adds the indicated currency to the piggy bank. If it lands on the hammer, empty the piggy bank. Game can end or restart.

For reference:

<https://i.pinimg.com/564x/e8/fc/bf/e8fcbff0dd300cc1819d68149cf62e05.jpg>

#### **Roll No. 25-36**

Make a boardgame - Spend and Save wherein kids take turns rolling a dice to move around the board with a goal to be the first to save rupees 1,000. Some spaces on the board say save and others say spend. If you land on save you add money to your savings. If you land on spend you use some of your money.

For reference:

<https://i.pinimg.com/564x/4d/1e/da/4d1eda4ff64e4a5947ea5c6c24933320.jpg>

#### **Roll No. 37-48**

Make a creative ATM Machine using Cardboard.

For reference:

[https://youtu.be/ZA\\_ekMFnBHW](https://youtu.be/ZA_ekMFnBHW)



## III E

### **Theme: Financial Literacy**

Introducing financial literacy to students as young as Class III is crucial for their future success. By laying the groundwork early, children can develop essential money management skills that will serve them throughout their lives. Learning about concepts like saving, budgeting, and responsible spending empowers them to make informed decisions and avoid financial pitfalls in adulthood. Moreover, instilling these habits early fosters a sense of financial responsibility and independence. Through age-appropriate activities and engaging lessons, students can gain practical knowledge while developing critical thinking skills that will benefit them for years to come. To learn this quintessential skill, engage in creating a game on the same.

#### **Roll No. 1-12**

Make 3 Jigsaw puzzles of A4 size with a thick cardboard on different money combinations of a given amount.

#### **Roll No. 13-24**

Make a Financial Literacy Sorting game wherein students will sort the clue cards as Need and Want.

Equipment needed: 2 transparent jars with need and want marked and clue cards with different needs and wants written on it.

#### **Roll No. 25-36**

Make an attractive piggy bank from easily available material at home.

#### **Roll No. 37-48**

Shopping Charades- Make a board game with pictures of items of different objects belonging to different groups like vegetables, stationery, toys etc. that one can buy in the supermarket. Each player will roll a die and shop for that number of objects and the other player will make a bill.

Equipment needed: Game Board and Bill book

For Reference

<https://rukminim2.flixcart.com/image/850/1000/l4yi7bk0/board-game/o/i/c/7-shopping-board-game-supermarket-creative-s-original-imagfqpayn5sz5yt.jpeg?q=20&crop=false>

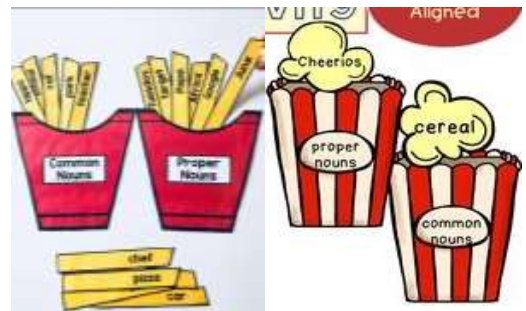
### III F

#### **Theme: English Language Skills**

English language skills are invaluable assets in today's interconnected world. Strong language skills enable effective communication, allowing individuals to express themselves clearly and confidently. Developing English language skills at a young age lays a solid foundation for lifelong success. To make learning engaging, interactive, and stimulate students' curiosity, foster critical thinking skills, empower children by involving them in the design process of educational games that truly resonate with their interests and learning preferences.

#### **Roll No. 1-12**

Make a Noun Sorting Game wherein students will prepare two containers, such as popcorn tubs or French fry pockets, labelled as 'Common' and 'Proper' nouns. Create cut outs resembling popcorn and attach them to sticks or French fries with a noun written on each. Participants take turns selecting a cut out and determining whether the noun written on it is common or proper, placing it into the corresponding container.



#### **Roll No. 13-24**

Make a game - Give Me Five

Create a pack of 10 flashcards labelled with the instruction for example- 'Give me five natural things.' These flashcards can cover a range of topics, such as 'Give 5 - adjectives for a house/wild animals/activities done at home/things you can find in the kitchen/plural words ending with -es,' and more.



#### **Roll No. 25-36**

About Me : Make the board game with a path on which each box contains a phrase or sentence fragment for participants to complete, encouraging self-expression and sharing. For instance, prompts like 'Sometimes I try to ...' or 'I want to learn how to ...' During the game the participants roll a dice, advance their peg and completes the sentence.

#### **Roll No. 37-48**

Make a Match Mania game by making 20 pairs of flash cards using card board, with each pair featuring a singular noun on one card and its corresponding plural form on another.

### III G

#### हिंदी भाषा कौशल

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#### **अनुक्रमांक 1-12**

समानार्थी शब्द पर आधारित 5 आरा पहलियाँ (जिगसाँ पज़ल) बनाएँ।

#### **अनुक्रमांक 13-24**

विशेषण शब्दों पर आधारित एक लुभावना बोर्ड गेम बनाएँ।

#### **अनुक्रमांक 25-36**

एक ए-3 शीट पर भारत की मशहूर हस्तियों के नामों पर एक क्रॉसवर्ड पजल बनाएँ।

#### **अनुक्रमांक 37-46**

कोई एक रोचक हिंदी कहानी पढ़ें और उसका रचनात्मक विवरण बनाएँ।



### III H

#### **Theme: English Language Skills**

English language skills are invaluable assets in today's interconnected world. Strong language skills enable effective communication, allowing individuals to express themselves clearly and confidently. Developing English language skills at a young age lays a solid foundation for lifelong success. To make learning engaging, interactive, and stimulate students' curiosity, foster critical thinking skills, empower children by involving them in the design process of educational games that truly resonate with their interests and learning preferences.

#### **Roll No. 1-12**

Designing a spin wheel on Positive Self-Talk.



#### **Roll No. 13-24**



Make a Homophone fruit matching puzzle. Make 20 big cut outs of your favourite fruit and then cut it into 2 equal halves. On each half, write a pair of homophones using marker pens. For example, on one half, write pair, and on the other half, write pear.

#### **Roll No. 25-36**

Make a board game - The 3 Words Game



#### **Roll No. 37-45**

Make 5 jigsaw puzzles on a thick cardboard of A4 size on a given noun and five appropriate adjectives for the same.