RALLI INTERNATIONAL SCHOOL

SESSION: 2023-24

MONTH: NOVEMBER

GLIMPSES OF EXPERIENTIAL LEARNING ACTIVITIES

"Experiential learning is an engaged learning process whereby students 'learn by doing' and by reflecting on the involvement. Well-planned, supervised and assessed experiential learning programs can stimulate academic inquiry by promoting inter-disciplinary learning, civic engagement, career development, cultural awareness, leadership, and other professional and intellectual skills."

SCIENCE

MAJOR E.L. ACTIVITY: SCIENCE SPARK

FOR GRADES (9-12)

"Everything is theoretically impossible until it is done."- Robert A. Heinlein

Science Spark was an initiative undertaken to make the students understand that Science is fun. As a part of this activity, students made excellent models that involved conceptual as well as theoretical knowledge to make learning and retention more profound and strong. Multiple Science games were played such as memory games, dumb charades, and the game of aerodynamics, electrostatic friction, suction pressure, and the game of inertia. To boost their artistic skill, exceptionally beautiful posters were made by the students. Also, a quiz based on SDG 6, 13, and 15 was organised for the students which included warm-up round, audio-visual, buzzer, and rapid-fire round. This activity helped the learners in creating awareness and developing science principles. The students enjoyed the activity and had a great learning.

CLASS 9

PHYSICS

ACTIVITY: VERIFICATION OF ARCHIMEDES PRINCIPLE

Grade IX students partook an experiment in the lab to determine the relationship between weight loss in solids when fully submerged in tap and salty water. The primary goal of this task was to measure the students' theoretical grasp, inventiveness, and willingness to acquire new abilities. They utilized a spring balance, measuring cylinder, eureka can, a strong thread, tap water, and salted water of specified densities, among other things. The learners were engrossed in the exercise and participated enthusiastically.

ARTIFICIAL INTELLIGENCE/ INFORMATION TECHNOLOGY

LAB ACTIVITY: PPT PRESENTATION ON INNOVATIVE BUSINESS IDEA

PPT Presentation is always an interesting activity for the students to learn any new topic. The students of Grade IX demonstrated the key steps to generate innovative ideas for business entrepreneurs through PPT presentations. The PPTs were prepared in groups and the students effectively presented their innovative and creative ideas to their peers. The PPTs were worth captivating and engaging. This activity enhanced their critical and logical thinking and problem-solving skills.

MATHS

ACTIVITY: TO VERIFY THAT THE LENGTHS OF THE TANGENTS DRAWN FROM AN EXTERNAL POINT TO A CIRCLE ARE EQUAL

Through this activity, the students learnt how to measure tangents from an exterior point to a circle using paper folding and discovered that only two tangents of equal length are drawn from an external point. Students used the notion of Circles to propose solutions to the real-world problems. The students learned that the lengths of tangents taken from an exterior point are equal, and they discovered this characteristic of the tangent by cutting and pasting paper. The entire procedure was presented on the smart board so that they could easily apply the approach.

INFORMATION TECHNOLOGY

LAB ACTIVITY: MOVIE/ PPT PRESENTATION ON MYTHS ABOUT ENTREPRENEURS/ SUSTAINABLE DEVELOPMENT

Using digital learning tools is essential for improving the engagement of schooling. Grade 10 students were grouped to explore the task. Myths about Entrepreneurs and Sustainable Development were the subject of the PowerPoints and video clips which our young learners developed and delivered. Few groups created visually appealing and informative presentations which highlighted and explained the aspirations of the entrepreneurs. Students did an excellent job of debunking common misconceptions regarding Sustainable Development. This activity enhanced the communication as well as presentation skills of the students.
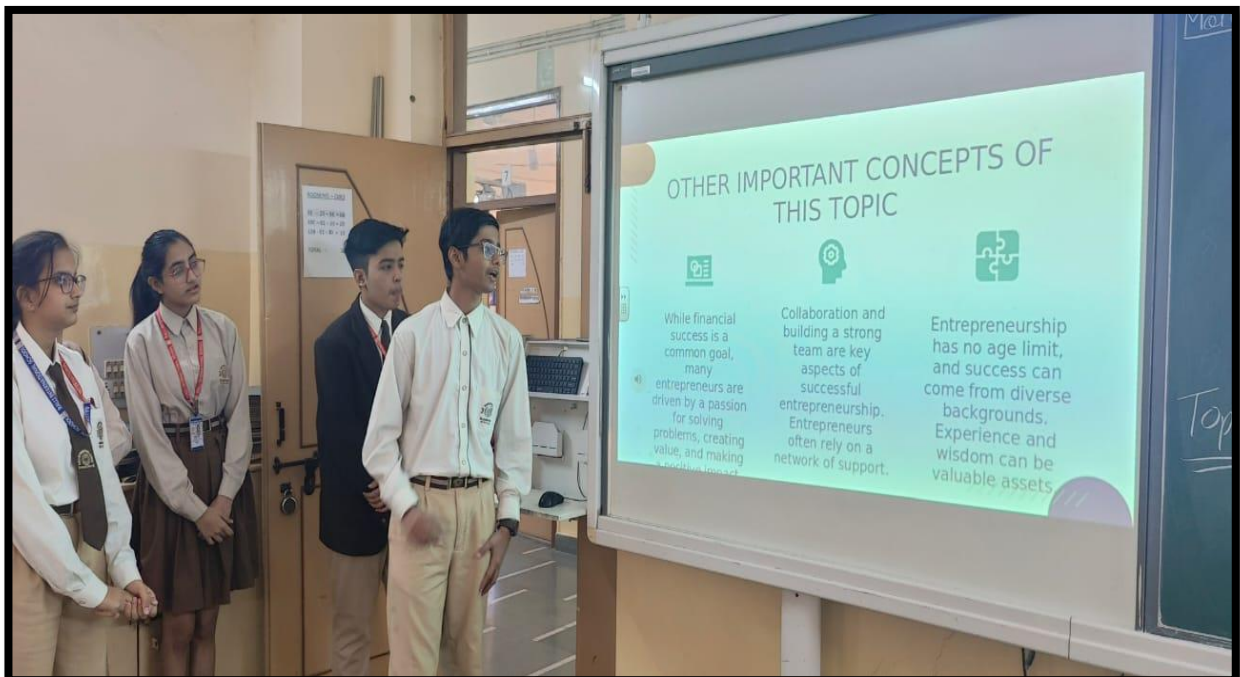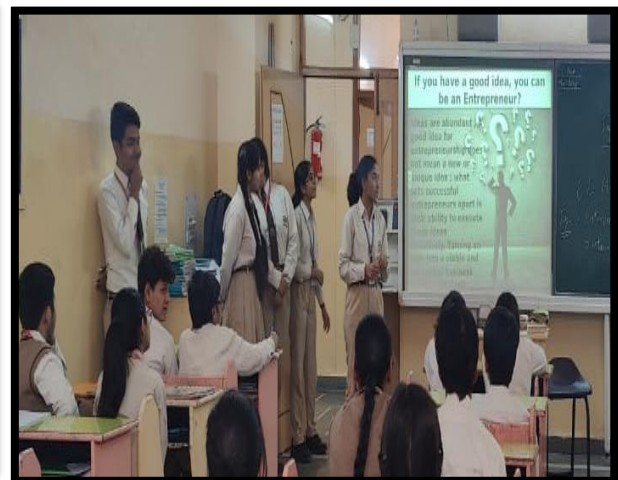
CLASS 11

ENGLISH

ACTIVITY: DECLAMATION

"In the symphony of words, let your declamation be the crescendo that resonates with the echoes of conviction and moves the hearts of those who listen."

As a part of the experiential learning activity, a declamation was organised in the class on a compelling topic of the importance of rote learning versus hands-on learning, delving into the broader perspective of how knowledge and talent intersect. The purpose was not only to stimulate critical thinking but also to enhance participants' speaking skills. The students explored the merits and drawbacks of rote learning and hands-on learning methods. The central theme revolved around the debate on whether knowledge surpasses talent or vice-a-versa. The speaker navigated through scenarios illustrating the power of knowledge and argued that, in many cases,

knowledge catalyses honing one's talents. The speaker skilfully integrated references to relevant texts, drawing upon literary works or academic sources that reinforced the key points. This approach not only added depth to the speech but also connected the theoretical concepts to real-world applications.

Overall, the speech successfully navigated a multifaceted exploration of the chosen topics, engaging the audience with a thoughtful and well-structured presentation with a smooth amalgamation of teaching learning process.
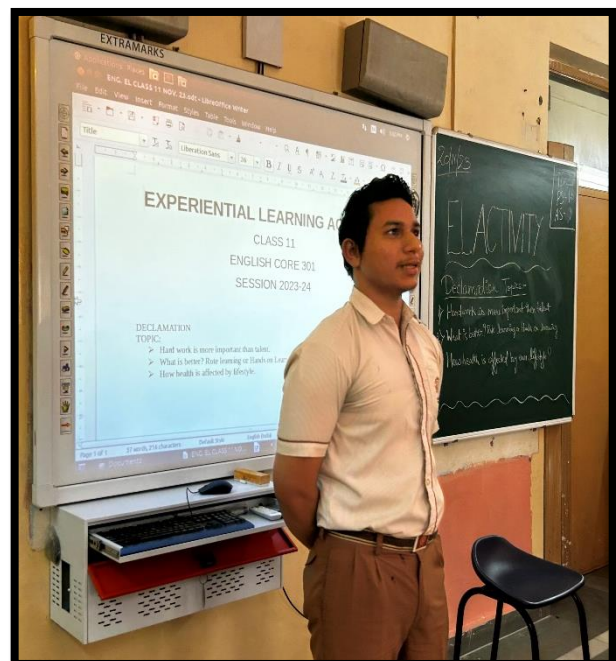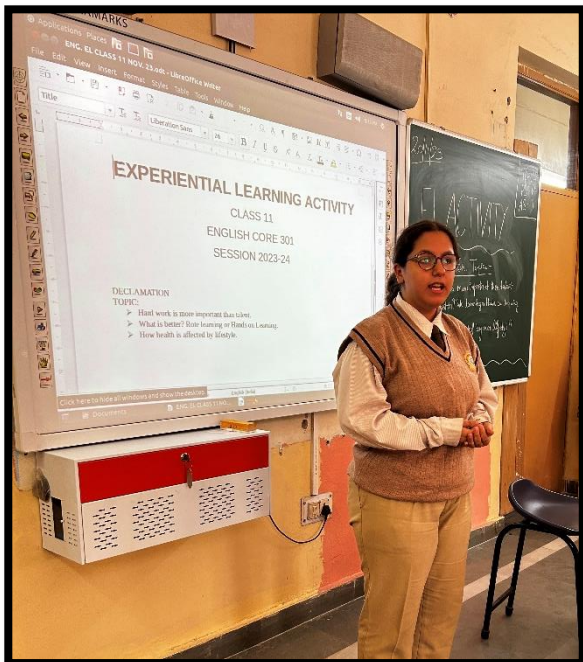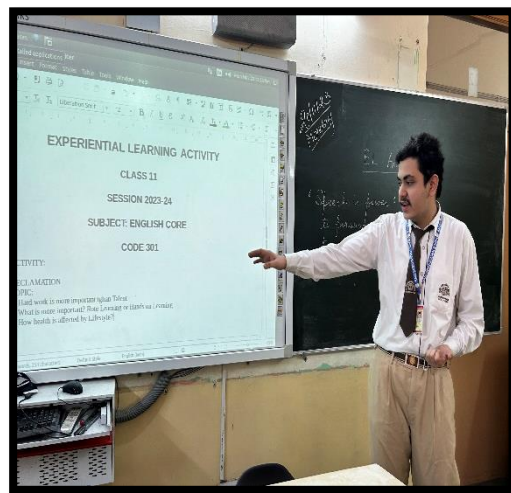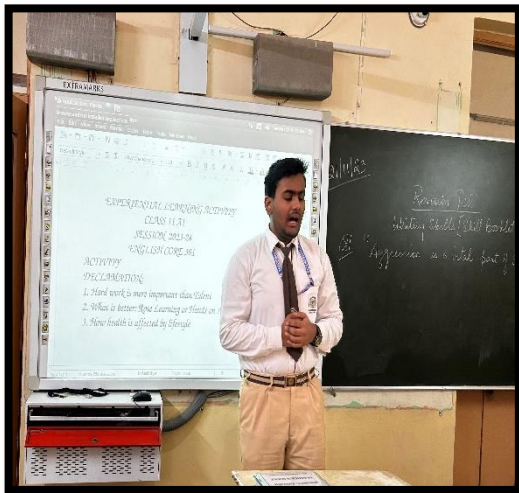
MATHS

MAJOR E.L. ACTIVITY: MATHS PROFICIENCY TEST

[FOR GRADE- 11 & 12]

Maths Proficiency Test was the pen and paper test that systematically evaluates one's abstract thinking skills over field-specific knowledge. This test was conducted to assess the Mathematical abilities and understanding of the students. Being a valuable tool, it assisted the students in applying logical and mathematical thinking in a more meaningful way. The students were able to apply an amalgamation of concepts to solve the questions.
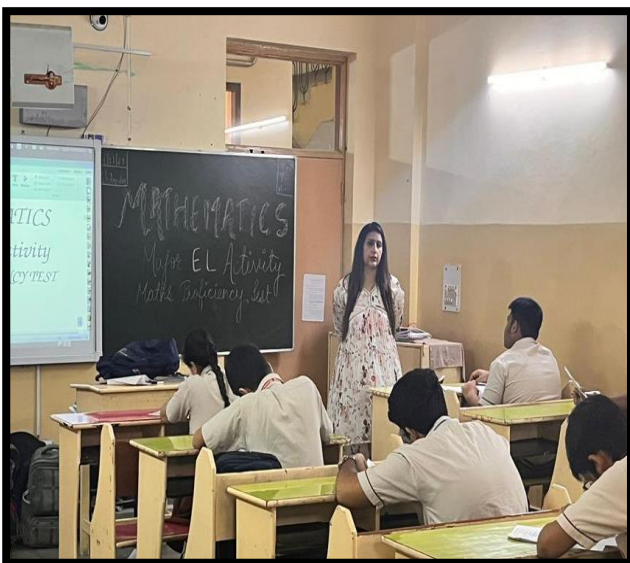
BUSINESS STUDIES

ACTIVITY: BUSINESS PLAN

"The only way to discover the limits of the possible is to go beyond them into the impossible."

In order to motivate the students to think of something beyond impossible or innovative to be converted into a business idea to construct a business model, an experiential learning activity "BUSINESS PLAN" was conducted in the class. The students were challenged to come up with business ideas that were not only lucrative but also scalable. Initially, a preliminary round was conducted for selecting any three groups for the presentation.

Being a group activity, the students delivered their self-developed presentations for the business plans they had created for their business ideas. A group also presented a prototype for the product they had generated which was a mosquito trapping trashcan. The students really worked hard on creating professional presentations and also presented their business ideas in a very impressive manner.
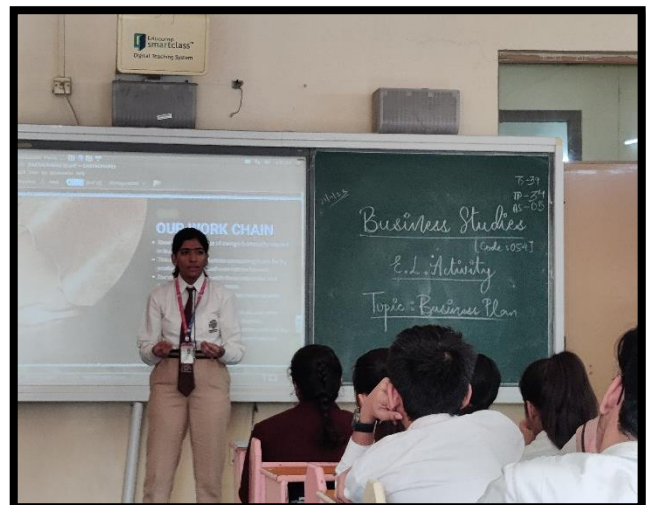
COMPUTERS

MAJOR ACTIVITY: TIC TAC TOE GAME/ STONE PAPER SCISSOR GAME

In this Experiential Learning activity, the students built a game in Python using the concept of list, high-level data structures, and syntax and dynamics. They applied their logical and creative skills to develop the code and present the game. The students were at liberty to invent the game either for two user players or for one user and the computer. This activity enabled the students to learn the essential concepts of Python programming and get in-depth knowledge in data analytics, machine learning, Data visualization, web scraping, and natural learning processing.
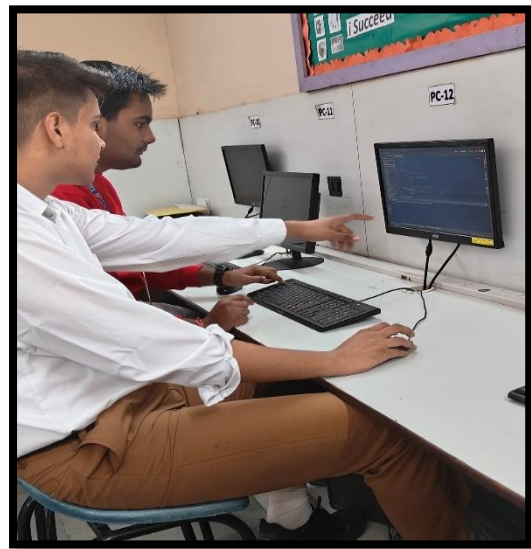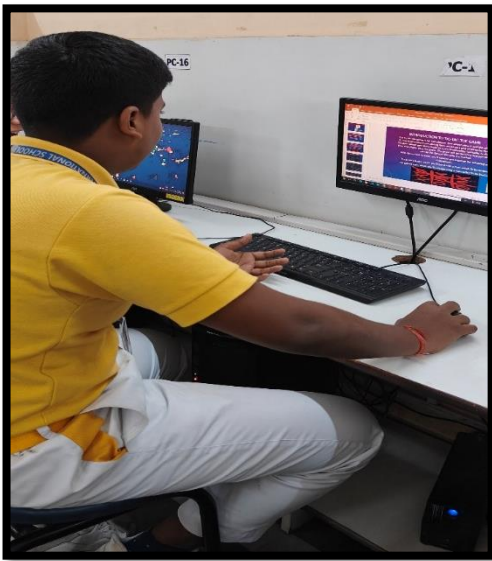
PHYSICAL EDUCATION

ACTIVITY: GROUP DISCUSSION ON PROBLEMS OF ADOLESCENCE AND THEIR MANAGEMENT

"Beautiful phase with little dreams- Adolescence"

Our Grade 11 students engaged in a knowledgeable conversation about the challenges that teenage children encounter, as well as the solutions to those concerns. Various strategies for managing adolescent difficulties were shared, such as counselling and service, mutual understanding, involvement in creative activities, and so on. The students encapsulated the essence of the conversation about the problem faced by teenagers and alternative management techniques. Their insightful contributions and interpretation enthralled the audience.

CLASS 12

ECONOMICS

ACTIVITY: GYAN KOSH- FOR THE PIRATE'S EYE

The recent Experiential Learning (EL) activity tailored for Class XII students was an immersive and enriching experience. This innovative initiative provided a platform for learners to revisit and reinforce various economic concepts. The activity featured Competency-based questions and Source-based questions, delving into topics such as Inflation, Goods & Services Tax, Aggregate Demand & Aggregate Supply, Monetary Policy, and many more.

This distinctive approach not only encouraged students to apply their theoretical knowledge in a practical, real-world context but also fostered a sense of humour in unravelling intricate economic ideas. The participants enthusiastically embraced the challenge, showcasing their ingenuity and wit through their thought-provoking responses.

This initiative successfully transformed the learning journey into an insightful one, highlighting the dynamic connection between education and real-world application.

BUSINESS STUDIES

ACTIVITY: DOODLE IT

"The future belongs to young people with an education and the imagination to create."

In order to include art in education and enhance the students' creativity, an E.L. Activity "DOODLE IT" was conducted in the class. The students were asked to create a Doodle art on any topic of their choice from Business Studies. The students were given an open choice to select any process, steps, procedure, or concept of management.

It was an individual activity in which the students created doodle art on the chosen concepts from the CBSE syllabus manually and digitally. The students brought the given activity in A4 and A3 size sheets. Our students did a fabulous job in this activity.
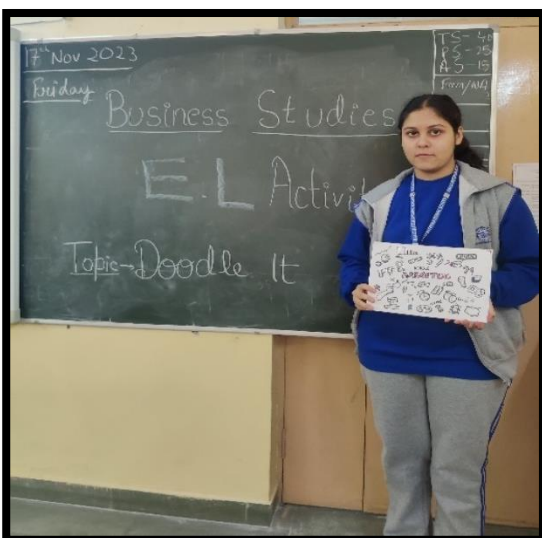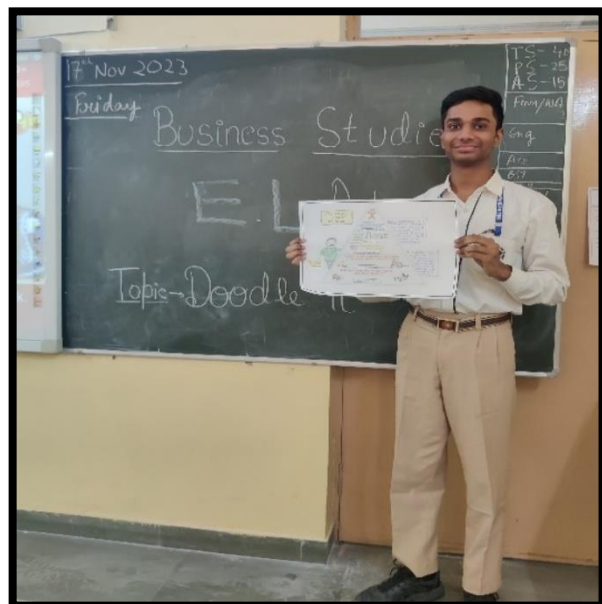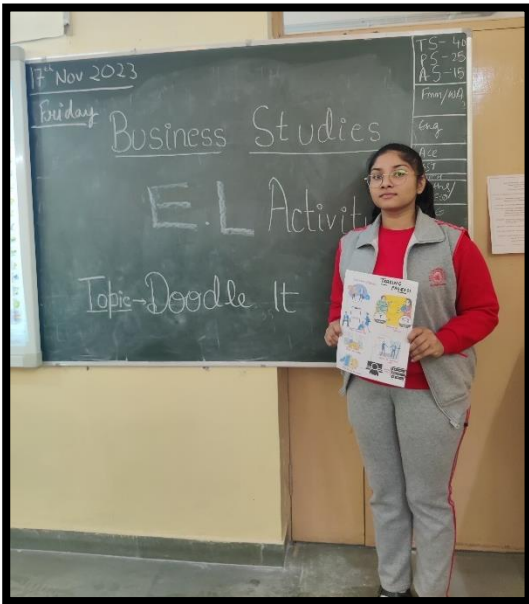
PHYSICAL EDUCATION

ACTIVITY: TYPES OF PERSONALITY

"Adolescence is a vulnerable time for children since they may experience several problems of adolescence such as unhealthy behaviour, physical changes, emotional changes, behavioural changes, psychological problems, anger issues, family conflicts, etc."

A significant topic was selected for a hands-on learning experience in Grade 12. The students comprehended the notion of stress reduction in adults, as well as how to cope with various personality types and teenage difficulties. They quickly realised that each pupil has a distinct personality and would react differently to stress and obstacles. The students wonderfully presented all of these themes through PPT and Group Discussions.