DOON SCHOOL SRINAGAR,

WINTER ASSIGNMENT

GRADE:IX

SUBJECT: ENGLISH

Submission Instructions:-

- **This winter assignment comprises of two parts: Part A & Part B.**
- **Part A is compulsory for all students while Part B must be completed in accordance with the prescribed roll numbers.**
- **Prepare well for the presentation of the projects.**
- **The written work should be done very neatly on loose sheets and submitted in a file cover.**
- **Submission date for winter assignment will be shared with you.**

PART A

Learning, Listening, Speaking and Comprehension skills

Theme: Resilience and Reinvention

Listening / Viewing Task (Choose ONE)

Instruction: listen/watch a documentary/video

1. Malala Yousafzai – UN Youth Speech
2. Stephen Hawking – Short interview on life and science
3. Arunima Sinha – Motivational talk on perseverance

Comprehension & Analytical Writing

Based on the personality chosen from listening section Write an analytical response (120–150 words) covering:
• The Crisis faced
• The Turning Point
• The Transformation

Speaking Task

Based on the personality chosen from listening section prepare a reflective oral presentation (2–3 minutes) explaining why this story of reinvention matters to young learners today.

Listening Task Questions

I. What inner conflict did the personality face?
II. Which decision required the greatest courage?
III. Identify motivating words or ideas.
IV. How did their struggle impact others?

PART B

Project-Based Work

Roll No. 1–10: Literature in the Age of Conflict
Create an A3 analytical board on any book/article dealing with war, displacement, or moral conflict.
Include:
• Nature and causes of conflict
• Psychological impact on characters
• Author's message

Written Task:
Write a critical paragraph (120 words) using at least FOUR complex sentences.

Roll No. 11–20: Designing Dystopia

Design a 3D model or illustrated map of a dystopian world.
Include:
• Title and theme
• Governing rules
• Symbols of control/resistance

Written Task:
Write a descriptive passage (10–12 sentences). Underline prepositional phrases.

Roll No. 21–30: Voices that Changed History

Create a timeline of six major winter-month historical movements.
Written Task:
Write a biographical sketch (120 words) using Past Perfect and Past Continuous.

Roll No. 31–40: The Witness Object

Design a timeline of a historical/futuristic event.
Written Task:
Write four diary entries using Present Perfect, Present Perfect Continuous, and Passive Voice.

Roll No. 41–50: Ethics in Action

Create a comparison chart on a global issue(choose one).

1. Development vs Environmental Conservation
2. Artificial Intelligence vs Human Employment
3. Freedom of Speech vs Censorship
4. Use of Plastic vs Sustainable Alternatives

Social Media Influence: Awareness vs Addiction·
Oral Task:
Deliver a 2-minute argumentative speech using connectors of contrast and concession .

SUBJECT: MATHEMATICS

- **Part A is compulsory for all.**
- **Part B is to be done according to the assigned roll numbers.**

PART A

1. **Do the comprehensive study of the chapter "Number System"**
2. **Research Project Title:**

"Interactive Algebraic Formulas Model with Sound Feedback"

Objective:

To create an interactive working model where students can match algebraic expressions with their corresponding formulas and get instant audio feedback (beep) when the match is correct.

Materials Required:

Cardboard or wooden board (base)

Colored chart paper or foam sheets

Small cards with algebraic expressions (e.g., $x^2 + 2xy + y^2$)

Small cards with algebraic formulas (e.g., $(x + y)^2$)

Arduino or Raspberry Pi (microcontroller to detect matches)

Push buttons or touch sensors (one for each formula card)

Buzzer or small speaker (for beep sound)

Jumper wires, battery pack

Glue, tape, scissors

Procedure / Steps:

1. **Prepare the Base:**

Arrange expression cards on one side and formula cards on the other side.

Each expression corresponds to one formula.

2. **Connect Sensors and Buzzer:**

Attach push buttons or touch sensors to each formula card.

Connect each button to the Arduino (or Raspberry Pi) input pins.

Connect a buzzer to an output pin.

3. **Programming Logic:**

Write a simple program in Arduino IDE:

1. Detect which button is pressed.
2. Check if the pressed formula card matches the selected expression card.
3. If matched → activate buzzer (beep).
4. If not matched → no beep (or a different sound for wrong match).
5. Testing**:**

Press a formula card after selecting an expression.

Buzzer should beep only when the match is correct.

6. Optional Features:

LED Lights: Turn on green light for correct match, red for wrong.

Score Counter: Keep track of correct matches digitally or manually.

Make it color-coded for easier understanding.

Working Model Concept:

Students select an expression card and press the corresponding formula card.

The buzzer beeps when the match is correct.

Makes the learning of algebraic formulas interactive and fun.

Learning Outcomes:

Reinforce memory of algebraic formulas through interactive play.

Combine electronics with mathematics for practical learning.

Understand matching and verification logic

Develop hands-on STEM skills combining math, electronics, and programming.

To study daily temperature variations, organise the data mathematically, analyse patterns, and develop research and critical thinking skills.

PART B

Project Based Work:- (Roll no. 01-15)

Project Title: "Geometrical City: Exploring Shapes in Urban Planning"

Objective:

To create a working model of a city using geometric shapes, demonstrating how geometry is applied in real-life urban planning, buildings, roads, and parks.

Materials Required:

- Cardboard or thick chart paper (for base)
- Coloured papers or foam sheets (for buildings, parks, roads)
- Wooden sticks, straws, or matchsticks (for roads, lampposts, bridges)
- Glue, tape, or pins
- Ruler and protractor
- Scissors
- Optional: LED lights, small toy vehicles, figurines

Procedure / Steps:

1. *Base Preparation*:

Take a large cardboard or thick chart paper as the base of your city model.

Mark zones for residential, commercial, and recreational areas.

2. *Design Roads and Layout*:

Use rectangles for main roads and triangles for traffic islands.

Connect different zones with straight and curved roads.

3. *Buildings and Structures*:

Cubes and rectangular prisms for houses and skyscrapers.

Cylinders for water towers or silos.

Pyramids for monuments or decorative structures.

Label buildings with zones (residential, commercial, government).

4. *Parks and Recreational Areas*:

Squares or rectangles for parks.

Circles for fountains or playgrounds.

Add trees using green paper cones or small sticks.

5. *Additional Features*:

Bridges using triangular supports.

Roundabouts with circular shapes.

LED lights along streets for a night city effect (optional).

6.*Labelling*:

Mark each building and street clearly.

Indicate geometric shapes used for each structure.

Working Model Concept:

- The city is interactive: roads, buildings, and parks are clearly defined by shapes.
- Students can measure areas, perimeters, and angles of different zones.
- Demonstrates the practical application of geometry in urban planning and design.

Project Based Work:- (Roll no. 16-30)

Project Title: "Square Machine: A Working Model to Understand Squares"

Objective:

To design a functional model that demonstrates the properties of a square, including sides, angles, and area, in a visually engaging and interactive way.

Materials Required:

- Cardboard or acrylic sheet (for base and frame)
- Wooden sticks / rods / straws (for square sides)
- Hinges or flexible joints (to show movement)
- Ruler and protractor
- Coloured markers or paint (to label sides and angles)
- Glue / tape / screws (depending on material)

- Optional: LED lights (to enhance visualization)

Procedure / Steps:

1. Base Preparation:

- Take a sturdy cardboard or wooden board as the base of your machine.
- Mark the central area where the square will be built.

2. Frame Creation:

- Use rods or sticks to create a square frame. Each side should be equal.
- Connect the rods at corners using hinges or tape, so the square can open or demonstrate transformations.

3. **Interactive Features (Optional but Recommended):**

- Movable Sides: Attach rods with hinges to show how a square transforms into other quadrilaterals while maintaining properties.
- Area Demonstration: Use small colored tiles or squares to fill the square, showing how area = side × side.
- Angle Display: Use protractors or marked arcs to show that all angles are 90°.

4. **Decoration & Labelling:**

- Label the sides (AB, BC, CD, DA).
- Mark the angles clearly as 90°.
- Highlight properties like diagonals being equal.

5. **Optional Enhancement with Lights:**

Place LED lights along the edges of the square to visually highlight the square shape.

Can be powered by a small battery pack.

Working Model Concept

- The square machine can be mechanical, showing rotation or transformation.
- Can be educational, using visuals and lights to explain area, perimeter, and angles.
- Interactive: Students can move sides, measure angles, and calculate area to understand concepts practically.

SUBJECT: SCIENCE (Chemistry)

Instructions:-

- Make the video of experimentally work

Objective

- To build observation and research skills.
- To help students relate science to daily life.

Do the comprehensive reading of the chapter "Matter Around Us"

Project Based Work:- Desalination Model (Roll no. 1-15)

Let's create a simple model!

Materials

- Saline water
- Plastic bottle
- Bowl or container
- Plastic wrap or clove film
- Weight (stone or marble)

Procedure

- Fill bowl with saline water
- Place bowl in sunlight
- Cover with plastic wrap
- Weigh down center with stone
- Collect condensed water droplets

Concepts

- Evaporation: water turns to vapor
- Condensation: vapor turns to water
- Salt remains behind, water is purified.

Project Based Work:- Measuring Latent Heat of Fusion of Ice (Roll no. 16-30)

A simple experiment to demonstrate the latent heat of fusion, the energy required to change ice into water without changing its temperature.

Objective:

To observe how ice absorbs heat (latent heat of fusion) while melting at 0°C.

Materials

- Crushed ice
- Water
- A thermometer
- A beaker or insulated container
- A stopwatch
- A heat source (like a Bunsen burner or hot plate)
- Stirrer

Procedure

- Setup: Fill the beaker with crushed ice and a little water (to ensure it's at 0°C).
- Initial Temperature: Check the temperature with a thermometer – it should be 0°C.
- Heat Application: Gently heat the mixture while stirring. Note the time.
- Observe Melting: Keep heating until all ice melts. Record the time taken.
- Temperature Check: The temperature stays at 0°C until all ice melts. After melting, it starts rising.

What You will See?

The temperature remains constant at 0°C while ice melts, showing energy is used for phase change, not temperature increase.

Project Based Work:- Properties Demonstration (Working Model) (Roll no. 31-45)

This setup demonstrates the four scientific criteria that define a true solution: homogeneity, transparency, stability, and lack of light scattering.

Materials Needed:

- 3 clear beakers or glass jars
- Solutes: Common salt, sugar, and alum
- Distilled water
- A laser pointer or strong flashlight
- Filter paper and a funnel

Steps for Demonstration:

- Uniformity: Dissolve 10g of salt into 100ml of water. Stir until completely clear. This shows it is a homogeneous mixture.
- Transparency Test: Place a colored paper behind the beaker. Because the particle size is less than 1 nanometer, you can see the object clearly through the liquid.
- Stability Test: Let the solution sit for 20 minutes. Note that no particles settle at the bottom, proving the solution is stable.
- Tyndall Test: In a dark room, shine a laser through the beaker. The beam will be invisible inside the liquid because true solution particles are too small to scatter light.
- Filtration Test: Pour the liquid through filter paper. No residue will remain, showing that solute and solvent particles cannot be separated by simple filtration.

SUBJECT: SCIENCE(Biology)

Research and critical thinking based (Mandatory for all the students):

1. **The presence of chloroplasts alone does not guarantee photosynthesis. What would be the biological consequences if animal cells were engineered to contain Chloroplasts? Evaluate the feasibility of photosynthesis and the challenges involved.**
2. **Undertake a comprehensive study of the chapter "Cell- The fundamental unit of life" and prepare detailed notes on all the important concepts.**

Project Based Work: - (Roll no. 1 to 15)

Design and construct a working model to demonstrate how the malfunction of one cell organelle affects the functioning of the entire cell. Using your model, simulate the failure of one organelle and observe the changes in overall cell activity.

Model Construction Guidelines:

- The model must be three-dimensional and working, not a chart.
- Use simple, safe materials such as batteries, wires, LEDs/bulbs, switches, or mechanical linkages.

- Represent each cell organelle with one functional component.
- All components should be interconnected, so that failure of one affects the whole model.
- Label all parts clearly and ensure safe use of materials.

Project Based Work: - (Roll no. 16 to 30)

Design and construct a three-dimensional working model to demonstrate how the movement of water across a cell depends on the concentration of the surrounding solution. The model should clearly show the different responses of a cell under hypotonic, isotonic, and hypertonic conditions.

Model Construction Guidelines:

- The model must be working and three-dimensional, not a chart.
- Use safe, household materials such as potatoes/raisins, semi-permeable membranes (balloon/dialysis tubing), water, and salt/sugar solutions.
- The setup should allow comparison of at least three surrounding conditions.
- Changes in the model should be clearly observable (size, texture, or volume).
- Label all parts neatly and be prepared to explain observations and conclusions.

Project Based Work: - (Roll no. 31 onwards)

Design and construct a three-dimensional working model to demonstrate hydroponic cultivation of plants at home. The model should clearly show how plants can grow in a nutrient solution without the use of soil and identify the conditions required for healthy plant growth.

Model Construction Guidelines:

- The model must be three-dimensional and working, not a chart or diagram.
- Use safe, household materials such as transparent containers, water, nutrient solution (or liquid manure), plant cuttings, and support materials.
- The setup should allow direct contact of roots with the nutrient solution while keeping the shoot above water.
- Label all parts clearly and be prepared to explain the working and advantages of hydroponic farming.

SUBJECT: SCIENCE(Physics)

Project work: Solar-Based Central Heating System (Model)(Roll no. 1-15)

To design a model that uses solar energy to heat water and distribute heat to multiple rooms from a central system, reducing electricity or fuel usage.

This system works on solar thermal energy and convection.

- Sunlight heats water inside solar collectors.
- Hot water rises and flows through pipes to different rooms.
- Cooler water returns to the collector for reheating.

Project work: Solar-Powered Mobile Charging Station (Roll no. 16-30)

To design a system that uses solar energy to charge mobile phones without using grid electricity.

Sunlight falls on the **solar panel**, generating DC electricity.

- The electricity is regulated by the charge controller to prevent overcharging.
- Energy is stored in a battery.
- The stored energy is supplied to the USB port to charge mobile phones.
  Phones can be charged even when sunlight is not available (using stored energy).

Project work: Smart Room Heater with Temperature Control & Poisonous Gas Detection

(Roll no. 31 onwards)

To design a smart room heater model that:

- Automatically adjusts heating based on room temperature, and
- Detects poisonous or harmful gases and shuts down the heater for safety.

Automatic Temperature Control

The **temperature sensor** continuously measures room temperature.

- If temperature is below the set value:
  - Heater turns ON
  - Fan circulates warm air
- As temperature increases:
  - Heater power reduces or switches OFF
  - This maintains a comfortable and energy-efficient temperature.

Poisonous Gas Detection & Safety Cut-off

The **gas sensor** detects harmful gases such as:Carbon monoxide. Smoke and LPG

- If gas concentration exceeds safe level:
- Heater turns OFF immediately
- Buzzer sounds
- Red LED glows

This prevents fire, suffocation, or explosion hazards.

SUBJECT: HINDI

'भारतीय संस्कृति का विकास 'विषय पर ध्यानपूर्वक सुनकर उसका महत्व अपने शब्दों में लिखिए।

https://share.google/aimode/WscvwfIwvOVqXILsh

निम्न लिखित विषयों पर अनुच्छेद लिखिए :-

* स्वच्छ भारत अभियान

* डिजिटल इंडिया

* राष्ट्रीय भाषा का महत्व

* विलोम शब्द (५०)

* पर्यायवाची शब्द (५०)

* मुहावरे (२०)

* पुस्तक के पहले दो पाठो का वाचन करें कठिन शब्द लिखेऔर वाक्य बनाएं।

परियोजना कार्य

१. रैदास के दोहे एक चार्ट पर लिखिए।

२. महादेवी वर्मा का चित्र बनाकर / चिपका कर उसका जीवन परिचय चार्ट पर लिखिए।

नोट: लेखन कौशल में दिया गया कार्य अलग नोटबुक पर करें।

साफ-सुथरी लिखावट रखें।

SUBJECT: SOCIAL STUDIES

- ✓ **Do the comprehensive study of the chapter "Democracy"**

Project Based Work: - (Roll no. 1-15)

1. Create a split-model. On the left, show the Bastille standing tall (symbol of despotic power). On the right, show the ruins being sold as souvenirs.

Creative Element: Use sugar cubes or grey painted cardboard blocks for the bricks. Scatter debris on the right side.

Labelling: Place a flag on the fortress saying "Despotism of the King" and a flag on the ruins saying Power of the People (14 July 1789).

2. Make a 3D model to show how the southwest monsoon brings rainfall to India. Include the Indian Ocean, Bay of Bengal, Arabian Sea, and mountains like the Western Ghats and Himalayas. Use cotton or tissue to make clouds, arrows to show wind direction, and small droplets or blue paper to show rainfall. Your model should explain how winds pick up moisture from the seas, travel over India, and cause rain when they meet mountains or land.

Project Based Work: - (Roll no. 16-30)

1. Use a ball (plastic/Thermocol) painted blue to represent the Indian Ocean. Place a cutout of India at the top center.

String Connections: Use strings to connect India's ports to, West: Europe (via Suez Canal), Africa, and West Asia. East Southeast Asia, Japan, Australia.

Key Insight: Label the strings trade routes and Exchange of Ideas (Ramayana, Decimal System).

2. With the help of a working model demonstrate formation of The Great Himalayas. The model should illustrate the folding process that led to the formation of the Himalayan Mountain range. Since this process is geologically recent and still ongoing, the Himalayas are known as young fold mountains. The model should demonstrate how plate movement and compression shape major physical features of India.

Project Based Work: - (Roll no. 30 onwards)

1. Create a globe or map inside a dark box with a flashlight (Sun).

Demonstration: Mark Kanyakumari (near Equator) and Kashmir (far from Equator).

Show that near the Equator (Kanyakumari), the sun is overhead, and day/night is almost equal (12 hours each). Show that as you move North (Kashmir), the tilt of the earth makes the difference between day and night larger (shorter days in winter).

2. Create two potted plant models.

   Tree (Democracy): Green leaves labelled with features like Free & Fair Elections, Rule of Law, and Respect for Rights. The roots should be labelled Constitution.

   Cactus (Non-Democracy): Thorns labelled with case studies like General Musharraf (Pakistan) Robert Mugabe (Zimbabwe), PRI (Mexico).

SUBJECT: ARTIFICIAL INTELLIGENCE

Submission Instructions:-

1. Every student must create a **Word document (.docx)** for this assignment.
2. The Word file should include the following sections **in order**:
   - **Student Name**
   - **Class and Section**
   - **Project Title**
   - **Program Code** (properly formatted)
   - **Output Screenshot** (clear and readable)
3. The **Python program code** must be typed or pasted neatly in the Word file.
4. Students must run the program and take a **screenshot of the output** showing the result.
5. Paste the output screenshot below the code in the same Word document.
6. Share the Word file as an **email attachment** to the following email ID:
   [asfawani@doonsrinagar.com]
7. The email **subject line** should be:
   Grade 9 AI Assignment – Student Name
8. Only Soft copy to be submitted.

Project Based Work:- Voter Eligibility Checker

To create a Python program that checks whether a person is **eligible to vote** based on their age.

Tools Required

- Computer or Laptop
- Python (IDLE / VS Code)
- Online interpreter

Problem Statement

In India, a citizen can vote only if they are **18 years or older**.
The program should ask the user to enter their age and then decide whether the person is **eligible to vote** or **not eligible to vote**.

Instructions to Complete the Assignment

1. Open Python IDLE or any Python editor.
2. Create a new file and name it `voter_eligibility.py`.
3. Ask the user to enter their age using the `input()` function.
4. Convert the input into an integer.
5. Use an **if–else condition** to check eligibility.
6. Display an appropriate message.
7. Save and run the program.

After completing this project, students will be able to:

- Take numerical input from the user
- Apply **comparison operators** in Python
- Use **if–else statements** for decision making
- Understand real-life applications of programming
- Improve logical thinking skills

Project Based Work:- Smart AI Rock–Paper–Scissors Game

(Rule-Based Artificial Intelligence Project)

To design a **smart AI-based Rock–Paper–Scissors game** using Python, where the computer **learns from the user's previous choices** and makes **strategic decisions** instead of choosing randomly every time.

Tools Required

- Computer or Laptop
- Python (IDLE / VS Code)
- Online interpreter

This project demonstrates multiple Artificial Intelligence concepts:

- Rule-based decision making
- Pattern observation (tracking user choices)
- Basic learning from past data
- Human-like strategy

Problem Statement

Design a Python program where:

- The user plays Rock–Paper–Scissors against the computer.
- The computer (AI) remembers how many times the user chooses Rock, Paper, or Scissors.
- Based on this history, the AI predicts the user's most frequent move and **selects a counter move**.
- The game runs for multiple rounds and displays results.

Instructions to Complete the Assignment

1. Open Python IDLE or any Python editor.
2. Create a new file and name it `smart_rps_ai.py`.
3. Display a welcome message and game rules.
4. Allow the user to play **multiple rounds**.
5. Store the user's choices in variables.
6. Analyse the most frequently chosen option by the user.
7. Use **AI rules** to select the best counter move.
8. Compare user choice and AI choice.
9. Display the result of each round.
10. End the game when the user chooses to stop.

After completing this assignment, students will be able to:

- Explain how **AI can simulate learning**
- Use Python dictionaries to store data
- Apply **decision-making strategies** in programs
- Build AI systems that **adapt based on user behavior**
- Differentiate between **random AI and intelligent AI**
- Understand the concept of **AI memory**

SUBJECT: INFORMATION AND TECHNOLOGY

Submission Instructions:-

1. Every student must create a **Word document (.docx)** for this assignment.
2. The Word file should include the following sections **in order:**
   Student Name
   Class and Section
   Project Title
   Work/Steps Performed
   Screenshots (clear and readable)
3. Insert screenshots of your practical work wherever required.
4. Share the word file as an email attachment to the following email ID:
   asifafarooq@doonsrinagar.com
   The email subject line should be:
   Grade 9 IT assignment-student name
5. Only soft copy of the project is to be submitted.

Project Based Work:-KEYBOARDING & TYPING SKILL ASSESSMENT

Objective:
To develop correct keyboarding skills and improve typing speed and accuracy using typing tutor software.

Tools Required:
• Computer or Laptop
• Keyboard and Mouse
• Rapid Typing Tutor Software

Problem Statement:
Students are required to practice touch typing using typing tutor software and analyse their typing speed, accuracy and errors.

Instructions to Complete the Project:
1. Open Rapid Typing Tutor software.
2. Identify the parts of the typing tutor interface.
3. Practice typing lessons using correct finger placement and posture.
4. Complete at least three typing lessons.
5. Note down typing speed and accuracy shown after each lesson.
6. Take screenshots of the results.
7. Create a Word document and insert screenshots with brief observations.

Learning Outcomes:
• Improve typing speed and accuracy

• Follow correct typing ergonomics
• Interpret typing performance results
• Develop efficient data entry skills

Project Based Work:- DIGITAL PRESENTATION – AWARENESS PRESENTATION

Objective:
To design an effective digital presentation using presentation software.

Tools Required:
• Computer or Laptop
• Presentation Software (LibreOffice Impress)

Problem Statement:
Create a presentation on any one topic such as Cyber Safety, Digital India or IT in Education using various presentation features.

Instructions to Complete the Project:
1. Open the presentation software.
2. Create a new presentation using a template.
3. Add at least 8–10 slides.
4. Insert text, images, tables and shapes.
5. Apply slide master, animations and transitions.
6. Run the slide show and check flow of presentation.
7. Save the presentation and insert screenshots in Word file.

Learning Outcomes:
• Create effective presentations
• Apply animations and transitions
• Use slide master and layouts
• Present information in an organised manner

SUBJECT: URDU

مضمون اردو جماعت: نہم

تفویض برائے سرمائی تعطیلات

سوال ا: شخصیات پر تحقیق

الف: سر محمد اقبالؔ کی شخصیت اور مختصر سوانح حیات (رولنمبر ا تا ۲۰)

ب: مرزا غالبؔ کی شخصیت اور مختصر سوانح حیات (رولنمبر ۲۱ تا آخر)

علامہ اقبالؔ کی سوانح حیات پر چند معروف اور مستند کتب یہ ہیں۔

زندہ رود۔ از جسٹس جاوید اقبال

حیات اقبالؔ۔ از شیخ عبدالقادر

مرزا غالبؔ کی سوانح حیات پر چند معروف اور مستند کتب یہ ہیں۔

یادگارِ غالبؔ۔ از الطاف حسین حالیؔ

حیات غالبؔ۔ از مولانا غلام رسول مہر

سوال نمبر۲: کہانی نویسی: موسم سرما کی خاموش شامیں

موسم سرما کی خاموش شاموں میں والدین یا گھر کے دیگر بزرگوں کے آغوش میں بیٹھ کر ان کی زندگی کے تجربات سننے کا موقع ملتا ہے ان کی باتوں میں صبر، قربانی اور جدوجہد ایسی کئی داستانیں پوشیدہ ہوتیں ہیں جو ہمیں زندگی کا صحیح راستہ دکھاتی ہیں، اپنے والدین سے کسی ایسی کہانی کے بارے میں دریافت کیجئے اور تمام روئداد کو مفصل قلمبند کر کے کہانی کی روش میں تحریر کیجئے؟۔

سوال نمبر۳: بارش ہو یا برف باری، اس موسم میں کتب بینی کے لطف کی انفرادیت کو واضح کرتے ہوئے اپنی کچھ پسندیدہ ناولوں، افسانوں کا مطالعہ کیجئے اور ایک تنقیدی جائزہ تحریر کیجئے؟۔

اپنے مطالعہ کی پائیداری کیلئے آپ ان ناولوں، افسانوں کو بھی ملحوظ نظر رکھ سکتے ہیں۔

پیر کامل ﷺ، مصحف، امراؤ جان ادا، نیا قانون، کفن، عیدگاہ۔

سوال نمبر۴۔ پروجیکٹ: عملی کام

پلاسٹک سے ہونے والی آلودگی کے موضوع پر ایک پروجیکٹ تیار کریں اور اس سے متعلق ایک تھری ڈی (3D) ماڈل بنائیں۔ ماڈل تیار کرنے کیلئے کارڈ بورڈ، چارٹ پیپر، مٹی (کلے)، بوتلیں، تھیلیاں یا گھر میں موجود بیکار پلاسٹک استعمال کریں۔ اپنے ماڈل میں سڑک، دریا، پارک یا گھر کا منظر بنائیں اور دکھائیں کہ پلاسٹک کس طرح ماحول کو آلودہ کرتا ہے۔ آخر میں ماڈل میں یہ بھی دکھائیں کہ پلاسٹک کے متبادل استعمال، ریسائیکلنگ اور صفائی کے ذریعے آلودگی کو کیسے کم کیا جا سکتا ہے۔

ہدایت: پیارے طلاب سے تلقین کی جاتی ہے کی سادہ اوراق اور زیڈ نب قلم کا استعمال کریں اور خوشخطی کا خاص خیال رکھیں۔