

LAKSHMIPAT SINGHANIA ACADEMY

SESSION (2022-23)

PROJECT PLAN

CLASS- X

ENGLISH

TOPIC: DIGITAL LITERACY

FULL MARKS--20

We are living in times that are dangerous and it is important that we make ourselves digitally literate. The rising cases of phishing

Write a short script of not more than 10mins for a nukkad natak to spread awareness on digital literacy and present it in class

Marks Distribution (out of 20)

Content-8

Presentation-6

Creativity-6

LEARNING OBJECTIVE:

- Students will learn the dangers of the cyber world

LEARNING OUTCOME:

- Students will be able to integrate technology and life skills.

- Students will develop a collaborative approach and learn to work as a team and value time.
- Students will learn to appreciate each other's emotions and feelings.

HINDI

TOPIC: डिजिटल साक्षरता

FULL MARKS—20

‘डिजिटल इंडिया’ भारत के परिवर्तन के पैमाने पर एक ऐसा साहसिक कार्यक्रम है जो कि शायद मानव इतिहास में अद्वितीय है। डिजिटल इंडिया कार्यक्रम के विभिन्न पहलुओं तथा सेवाओं के माध्यम से भारतीय नागरिकों के जीवन में क्रांतिकारी बदलाव लाने के लिए संचार एवं सूचना प्रौद्योगिकी मंत्रालय ने कई कदम उठाए हैं। उदाहरणतः माईगोव , ई-क्रांति , आधार , डिजिलॉकर आदि। डिजिटल साक्षरता मिशन के उद्देश्य तथा देश के नागरिकों की सेवा के लिए उठाए गए किन्हीं दो महत्वपूर्ण कदमों का सचित्र उल्लेख करते हुए एक पत्रिका या प्रस्तुतीकरण तैयार करें।

LEARNING OBJECTIVE :

- समसामयिक विषयों के प्रति सजगता का विकास
- सृजनात्मक लेखन का विकास
- स्थितियों को परखने एवं उपयुक्त भाषा प्रयोग के कौशल का विकास

LEARNING OUTCOME :

- सामाजिक कर्तव्यों के प्रति सजगता को अभिव्यक्त करने की क्षमता का विकास।
- सामाजिक भूमिका के महत्व की भावनाओं को अनुभूत एवं अभिव्यक्त करने में सक्षम होंगे।
- अपने विचारों को क्रमबद्ध एवं तर्कसंगत विधि से प्रकट करने में सक्षम होंगे।

Marks distribution अंक विभाजन : 20

- परिस्थितियों के प्रभावी एवं सृजनात्मक वर्णन पर -08
- भाषा की उपयुक्तता पर - 08
- प्रभावी प्रस्तुति पर – 04

Subject: Physics, Chemistry, Biology and Mathematics

Experiments and other types of hands-on activities are very important to student learning in the science classroom.

Digital literacy is the most important lifelong learning tool.

Learning Objective:

The OLABs is based on the idea that lab experiments can be taught using the Internet, more efficiently and less expensively. The labs can also be made available to students with no access to physical labs or where equipment is not available owing to being scarce or costly. This helps them compete with students in better equipped schools and bridges the digital divide and geographical distances.

- Divide the class into 6 groups.
- Each group will perform a simple experiment (virtually) from Physics, Chemistry, Biology and Mathematics respectively using any effective OLAB platform. Records of the experiments stating the aim, materials required, procedure, observation, required diagrams and conclusion need to be compiled in a word document.
- Each group will teach their chosen activity to their peers to learn the new concept.
- A hard copy of the record of the activities(groupwise) to be submitted to respective subject teachers.
- Each group will write feedback on the usefulness of digital practical activity in learning any concept in Biology and Mathematics at a distance.

Marking Scheme for each Physics, Chemistry and Biology:

Records of the Activity performed through OLAB: 4 marks

Presentation of the activity for Peer Learning: 2 marks

Feedback on the usefulness of OLAB in performing Biological activities: 2 Marks

Marking Scheme for Mathematics:

Activity: 12 marks

Presentation: 8 marks

Learning Outcome: Students will learn to develop a new concept through hands on activity through OLab.

Link: <https://vlab.amrita.edu/>

DEMOCRATIC POLITICS/ECONOMICS

SOCIAL ISSUES –SOLVE IT WITH DIGITAL LITERACY:

Alleviating societal issues is neither a simple nor a quick process. New technologies do offer alternate paths forward, however. Artificial intelligence, for instance -- especially combined with data gathered from a variety of sources -- can help curate information. This means a better identification of medical concerns, the ability to develop renewable food sources or the improvement of safety in our communities.. Digital literacy also facilitates interaction across social, economic, cultural, political, religious and ideological boundaries, allowing for enhanced understanding.

LEARNING OBJECTIVES

Students will learn many positive forms of interaction which have stemmed from the digital age . Students will soak up technological innovations and approaches to solving societal problems . From mobile healthcare system and telemedicine to educational apps and micro-finance, a project on digital advancements will help them to tackle social issues with lasting changes.

METHODOLOGY: (any one method)

- To explore project ON SOCIAL ISSUES GROUPS will produce digital documentary shorts, or 8–10-minute videos that present research findings on a chosen social issue. The goal of digital documentary shorts is to help students make learning visible,

communicate their findings, and take informed action as citizens. Students will research their issues and find evidence to support their ideas. This included textual evidence from digital media (e.g. videos and pictures), interviews with other students and community members, and print sources.

- Students can develop digital storyboards, which is a way to graphically display images in a sequence so students can visualize an animation or video.
- Students used Windows Movie Maker software to create their digital shorts.
- Groups will select one contemporary social issue from below and class will be divided into 6 groups(5 members)

1. Climate Change

2 Voting AND Elections

3. Poverty

4. Health Care

5 . Education

6. The Economy

7. Senior Isolation

8. Public Safety

9. Farming

10. Safe Drinking Water

11. Unemployment

12. Refugee problem

ALLOATION OF MARKS -10

PRESENTATION-5

RESEARCH -5

REFERNCES FOR RESEARCH:

<https://listverse.com/2015/12/04/10-major-social-problems-that-could-be-fixed-with-innovative-solutions/>

<https://www.boardofinnovation.com/blog/50-social-impact-innovations-helping-to-save-the-world/>

<https://socialinnovationexchange.org/insights/25-companies-carrying-out-corporate-social-innovation>

https://www.uni-miskolc.hu/~microcad/publikaciok/2018/f-g/F-G_Varga_Krisztina.pdf

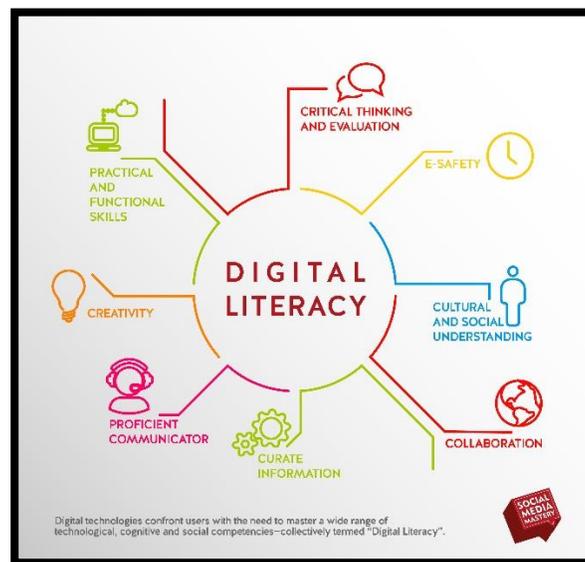
<https://wiforum.org/global-problems-worth-solving/>

GEOGRAPHY

Theme: Digital Literacy

Topic: Digital Literacy in Kolkata

Digital literacy is a skill that enables individuals to change, learn, and adapt to the digital atmosphere. Supporting the development of creative and analytic uses of technology, these skills take the candidate from consumers to the confident individual who is capable of creating professional engagement in the online world.



With the world becoming more and more digital, it is more important than ever for kids and adults to have digital literacy skills. Digital literacy skills help us to navigate an increasingly complex digital world safely.

To assess the awareness level of the people of City of Joy students will conduct a

- Survey of 20 people (10 Male & 10 Female). While doing the survey you must include people from various sections of the society such as shopkeepers, support staffs, house help, milkman etc.
- A questionnaire to be drafted which will include 10 questions.
- Questions to be framed on using of net banking, WhatsApp, G pay etc
- The awareness level to be represented through bar diagram.
- The awareness level of Male & Female to be represented through pie diagram.
- MS Excel to be used while drawing the diagrams.
- Calculations of data to be shown for each diagram.

PROJECT FORMAT AND MARKS DISTRIBUTION: -

- ✓ Questionnaire- 2 marks
- ✓ Bar & Pie Diagram – 2+2=4 marks
- ✓ Calculation of data – 2 marks
- ✓ Presentation and Team Work – 2 marks.

Total – 10 marks

- Projects needs to be done in groups.
- Students will submit the project in the form of Power Point Presentation and Shoe Lace Files.
- PPT 8 slides and Word Document maximum 8 pages including index, introduction, reference and bibliography.

• **Links (for reference)**

<https://www.wikipedia.org>

<https://www.google.co.in>

LEARNING OBJECTIVE: The learning objectives include

- Extend information literacy skills to include researching and evaluating sources as appropriate for your disciplines and professional goals.
- Become more comfortable navigating and participating in new digital environments.
- Make effective use of a range of digital tools.

LEARNING OUTCOME: The learning outcomes will include

- Would increase the learners knowledge of technology and its responsible use for creating content and communicating, both locally and globally.
- Learners would disseminate in the society etiquettes, access, rights and responsibilities, secrecy and security etc

Subjects Interrelated: -

- Information Technology
- Mathematics
- Economics

INFORMATION TECHNOLOGY

Full Marks: 20

Learning Objective:-

- To know and promote digital literacy
- Use cloud based application for collaborative presentation

Learning Outcome: -

- Digital literacy of 21st Century Learning Skill.
- Students will recognition and recall of subject matter.

Topic: -

In 2021, India had a rank of 73 out of 120 countries for internet literacy. Internet literacy, according to research, assessed the level of education and preparedness to use the internet.

Upskilling India's future

Activity: -

Each student of the group will perform any one of the following activity.

1. Create a survey in your family and neighbourhood on number of digital devices they use. (minimum 5 data by each member) Represent the finding using any suitable graph using google sheets.

Suggestion: survey among different strata of people.

2. Using google docs to create a promotional plan to increase digital literacy to decrease digital divide through a poem/jingle in any Indian language.

3. Create a presentation using google slides depicting a case study on how digital literacy helped people shape life (maximum 3 slides).

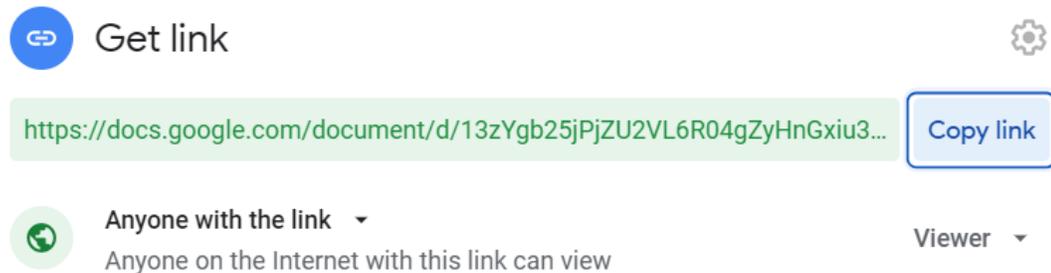
To do some of these projects, some additional learning is required; this is encouraged. You should know how to teach yourself. But avoid plagiarism and violations of copyright issues while working on projects.

Marking Scheme

1. Content: 10
2. Survey: 5
3. Overall Impact: 4
4. Timely Submission: 1

Submission Procedure

1. Save the file with your Group Number_Full Name
2. Click the share and change the share as given below



3. Create a word document containing group member's name along with all three links.
4. Save the file as ClassSec_GroupNumber.
5. One of the member will mail the file to the respective subject teacher and CC to your other group members.

Important Note

1. Late submission will not be accepted at all.
2. Each team will comprises of 3 consecutive roll numbers. E.g.; members of group1 will be Roll number 1, 2, 3.
The last group might have an imbalance which will be adjusted by your subject teacher.

Software Used

1. Google Sheets
2. Google Docs
3. Google Slides
4. Internet for research

Resources

1. <https://www.statista.com/statistics/1232343/internet-literacy-index-by-category-india/>
2. <https://www.defindia.org/national-digital-literacy-mission/>
3. <https://www.ideasforindia.in/topics/governance/the-digital-dream-upskilling-india-for-the-future.html>
4. <https://www.itu.int/en/ITU-D/Digital-Inclusion/Women-and-Girls/Pages/Digital-Literacy.aspx>
5. <https://sprf.in/digital-literacy-in-india-structural-constraints-and-the-nep-2020/>
6. Students of our academy Tanvi Jain, Shravya Agarwal, Priyasha Jethi and Samriddhi Harlalka

CREATIVE POSTER MAKING/ PAINTING

TOPIC: DIGITAL LITERACY

Create a poster on digital awareness among people of all ages. (use color pencil / paint /collage of any other 2D medium)

- I. Show your innovative idea and mention about the sources you got influenced by.
- II. Write a caption and sub-caption also.
- III. Do the research work independently.
- IV. The project idea can be taken from mass-media tools like newspapers.

Marks distributions-

Caption – 8 marks

Illustration – 6 marks

Overall expression – 6 marks

TOTAL – 20 Marks

HINDUSTANI MUSIC – PERCUSSION INSTRUMENT – TABLA – (20 marks)

TOPIC : Devotional aspects of Music

Integrated Subject – History and Mythology

Learning Objectives :

- To know how devotional music can improve our lifestyle

PROJECT WORK:

- Define devotional music (2m)
- Relate mythology and Indian music (4m)
- Write a note on devotional music of India (10m)
- Discuss the historical and mythological resources of Indian devotional music (4m)

Learning Outcomes :

Students will learn about:

- Music of ancient era
- Gandharvo Sangeet and Deshi Sangeet
- Various composition of Bandish worshipping God and Goddess (i.e. Dhruvad-Dhamar – vandana of Shreekrishna)
- Classical , Semi-classical Song , Bhajan , Kirtan and So many composition of rhythmic percussion instrument like Pakhawaj, Tabla and Dance.

Link : https://en.m.wikipedia.org/wiki/Hindu_music

<https://youtu.be/5qdk9XTMdw>

LAKSHMIPAT SINGHANIA ACADEMY

OPEN BOOK PROJECT

TERM -I

2022-23

Theme: Digital Literacy

Integration: Hindi 2nd Language, Social Science

Class: X

Total: 20 Marks

Subject: Bengali 2nd Language

করোনা অতিমারী প্রভাব ফেলেছে সকল মানুষের জীবনে। এর প্রভাবে বদলে গেছে মানুষের সাধারণ জীবন যাপন, কর্ম ধারা, কর্ম পদ্ধতি, শিক্ষা ব্যবস্থা, পঠন পাঠন সবকিছু। আর এই বদলে যাওয়া পরিস্থিতিতে একটি বিষয় আজ সকলের কাছেই অতি পরিচিত হয়ে উঠেছে তা হল ডিজিটাল সাক্ষরতা। কী এই ডিজিটাল সাক্ষরতা? ডিজিটাল সাক্ষরতা হল সেই দক্ষতা যারামাদের এই বদলে যাওয়া পরিস্থিতিতে চলতে সাহায্য করে যেখানে প্রতি পদক্ষেপে আমাদের আধুনিক টেকনলজির দ্বারস্থ হতে হয়। এই ডিজিটাল সাক্ষরতা বিষয়টির নিয়ে একটি হাতে লেখা সচিত্র পত্রিকা প্রস্তুত কর, যেখানে থাকবে

- ❖ ডিজিটাল সাক্ষরতা কী ?
- ❖ এর কয়েকটি উদাহরণ
- ❖ শিক্ষাব্যবস্থায় এর ব্যবহার
- ❖ তোমার ব্যবহৃত কয়েকটি ডিজিটাল অ্যাপ।
- ❖ কিভাবে তা তোমার শিক্ষার মান বৃদ্ধি করেছে?
- ❖ বর্তমান যুগে এর গুরুত্ব
- ❖ প্রাসঙ্গিক চিত্র
- ❖ উপযুক্ত শিরোনাম।

নম্বর বিভাজন :

বিষয়বস্তু – ১২

উপস্থাপনা – ৫

সৃজনশীলতা – ২

শিরোনাম – ১

LEARNING OBJECTIVES :

- ❖ নতুন টেকনলজির ব্যবহার সম্পর্কে সম্পর্কে জ্ঞান অর্জন করা
- ❖ বর্তমান টেকনলজির যুগে সঠিকভাবে যোগাযোগ বজায় রাখা।
- ❖ প্রয়োজনীয় বিভিন্ন অ্যাপ সম্পর্কে ধারণা স্বচ্ছ করা।
- ❖ ভাষার প্রয়োগ সম্পর্কে ধারণা লাভ করা।
- ❖ সৃজনশীলতার বিকাশ ঘটানো।

LEARNING OUTCOMES :

- ❖ শিক্ষার্থীরা বিভিন্ন প্রয়োজনীয় অনলাইন অ্যাপ সম্পর্কে অবহিত হবে।
- ❖ বিভিন্ন অ্যাপের ব্যবহার শিখবে।
- ❖ অনলাইন অ্যাপ ব্যবহারে সতর্কতা অবলম্বন করতে শিখবে।
- ❖ ভাষা প্রয়োগের দক্ষতা বৃদ্ধি পাবে।
- ❖ সৃজনশীলতার বিকাশ ঘটবে।