LAKSHMIPAT SINGHANIA ACADEMY

PROJECT PLAN FOR TERM 2

SESSION 2025- 2026

CLASS- VII

TOPIC: DESIGNING A BOARD/ CARD GAME

This is a group project. The students will work together in groups specified by the HRT to design **ONE board game OR ONE card game.** The game should be workable and complete with the board, the coins, dice, the rules, the cards, etc. ready to be played.

The game should integrate all the elements given under the various subjects-

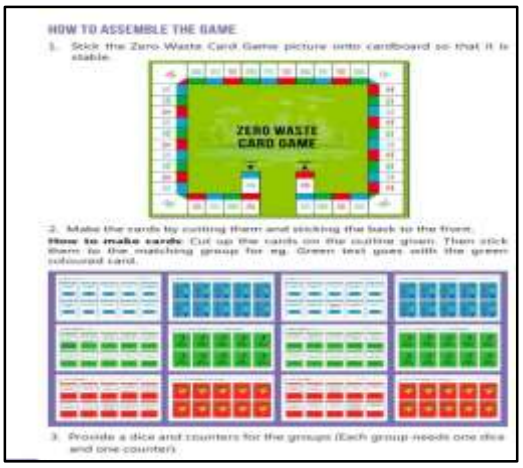
Mathematics	Solid shapes in temple architecture of Tamil Nadu and West Bengal
Science	Fibre and Fabrics of Tamil Nadu and West Bengal
Geography	Sustainable climate and disaster management of Tamil Nadu and West Bengal
History	Marketing a shirt in a market of Tamil Nadu and West Bengal
Third Language	Food and dress of Tamil Nadu and West Bengal
ENGLISH AND SECOND LANGUAGE.	Make the RULES OF THE GAME and THE CUE CARDS

POINTS TO NOTE-

- The board game should comprise 50-100 blocks (including the blank blocks) / 25-30 cards.
- Make the RULES OF THE GAME and THE CUE CARDS for History and Geography in your second language.
- Make the RULES OF THE GAME and THE CUE CARDS for Science and Mathematics in English.

- A minimum of 5 blocks of the board game/ 5 cards of the card game should be allocated to each subject (except English and 2nd language).

- 2 SAMPLES HAVE BEEN PROVIDED FOR REFERENCE. DO NOT COPY THEM.



Roles for 5 or 6 Members (Research + Creative Contribution)

1. **Members 1 and 2 –** Will make the **Board or Cards**
2. **Members 3 and 4 –** Will make the **Cue Cards or Questionnaire.**
3. **Member 5 –** Will make the **rules** of the game.
4. **Member 6** ***(if there are 6 members in a group)*** **–** Will help members 3 and 4.

Each student must also help in the **research, planning** and **presentation** of the game.

LEARNING OBJECTIVES-

- To integrate different subjects with a game.
- To enhance self-awareness.
- To enhance creativity and critical thinking skills.
- To combat stress management.
- To enhance decision making.
- To build skills for establishing and maintaining the positive and respectful relationship.

LEARNING OUTCOMES-

- Improved communication.
- Enhanced time management and stress management.
- Creativity, decision making and critical thinking skills are enhanced.
- Students learn to work in a team.
- To enhance collaboration skills

RUBRICS FOR EVALUATION: ENGLISH, HINDI/ BENGALI (2ND LANGUAGE) AND ALL THIRD LANGUAGES.

Parameters	5	4	3	1/2
Content (5)	Applicable to theoretical knowledge and all facts are correct.	Applicable to theoretical knowledge and all facts are correct. One or two factual errors	Applicable to theoretical knowledge and all facts are correct. Few factual errors.	Applicable to theoretical knowledge and no facts are relevant to the topic.
Presentation - (5)	Excellent document layout, with effective use of colors, text, and images	Overall impact of the project is attractive and appealing.	Overall impact of the project is quite appealing.	Some attempt has been made to make the presentation appealing.
Graphics /Design / Cue cards /Relevance to the topic- (5)	Presentation includes relevant photographs/ charts/ diagrams.	Adequate photographs and charts missing	Presentation includes irrelevant photographs/ charts/ diagrams.	Graphics & Cue cards are not clear. They are irrelevant to the topic.
Team Work- (5)	Excellent collaboration	Satisfactory collaboration	All participants did not collaborate	Independent research work with little collaboration.

RUBRICS FOR EVALUATION – HISTORY, CIVICS AND GEOGRAPHY

Parameters	3	2	1
Content (3)	Applicable to Theoretical knowledge and all facts are correct.	Applicable to Theoretical knowledge and all facts are correct. Few factual errors.	Applicable to theoretical knowledge and all facts are not at all relevant to the topic.
Presentation (3)	Overall impact of the project is attractive and appealing to the viewers. Students are well prepared. Teamwork is visible. Project is compiled up to the mark.	Overall impact of the project is quite appealing to the viewers. Students are well prepared. Teamwork is visible. Project is fairly compiled.	Some attempt has been made to make the presentation appealing to the viewers. Students are well prepared. Teamwork is visible. Project is not compiled up to the mark.
Graphics/ Photographs/ Charts/ Relevance to the topic (2)	–	Presentation includes relevant photographs/ charts/ diagrams.	Graphics & charts are not clear. They are irrelevant to the topic.
Team Work (2)	–	Students are well prepared. Teamwork is visible. Project is compiled up to the mark.	All participants did not collaborate

RUBRICS FOR EVALUATION – SCIENCE, MATHEMATICS

Parameters	5	4	3	2/1
Content (5)	Applicable to Theoretical knowledge and all facts are correct.	Applicable to Theoretical knowledge and all facts are correct. One or two factual errors	Applicable to Theoretical knowledge and all facts are correct. Few factual errors.	Applicable to theoretical knowledge and all facts are not at all relevant to the topic.
Presentation (5)	Excellent document layout, with effective use of colors, text, and images	Overall impact of the project is attractive and appealing to the viewers. Students are well prepared. Teamwork is visible. Project is compiled up to the mark.	Overall impact of the project is quite appealing to the viewers. Students are well prepared. Teamwork is visible. Project is fairly compiled.	Some attempt has been made to make the presentation appealing to the viewers. Students are well prepared. Teamwork is visible. Project is not compiled up to the mark.
Graphics/Photographs/Charts/Relevance to the topic (5)	Presentation includes relevant photographs/ charts/ diagrams.	Adequate photographs and charts missing	Presentation includes relevant photographs/ charts/ diagrams.	Graphics & Chart are not clear. They are irrelevant to the topic.
Team Work (5)	Excellent collaboration	Satisfactory collaboration	All participants did not collaborate	Independent research work and collaboration. Tried to adapt the new technology.

SUBJECT: COMPUTER EDUCATION

From Dal Lake to Marina Beach – IT Connects

Introduction - IT (Information Technology) connects people, businesses, and services across the country. From **Dal Lake in Srinagar** to **Marina Beach in Chennai**, IT enables communication, education, banking, healthcare, and entertainment. Using **hardware and software**, data travels instantly, making geographical distance irrelevant.

Learning Objectives:-

i. Understand the basic components of a computer network
ii. Explain how data travels across a network from one location to another
iii. Develop spatial and geographic awareness through IT mapping
iv. Collaborate effectively in a group setting to create a visual representation of IT connectivity

Learning Outcome:

At the end of the project, the students will be able to:

i. Trace a path for connectivity through network, which helps you understand the country's geography.
ii. Understand the concept of network
iii. Know about the details of different types of networking hardware and their uses.
iv. Know about specific pieces of technology like **fiber optic cables** and why they are so fast for sending information.
v. Learn to work in groups

The project will be done house wise. Each house will be further divide into 2 groups. Maps of Srinagar and Tamil Nadu to be brought from home. The groups will divide the work among themselves to bring the materials as per the instructions given below.

Materials to Bring

i. Map of **Srinagar (Dal Lake)**
ii. Map of **Tamil Nadu (Marina Beach)**
iii. Printed or hand-drawn pictures of **computers, laptops, mobile phones, routers, servers, towers, etc.**
iv. Small props (optional): USB cable, SIM card, router photo for 3D effect

Instructions for the group members:

Two members from each group will do Step 1 other two members will do step 2 and the rest of the tem member will work on step 3. Enhancement will be a total group effort where each member will put in their ideas to bring out the best in the project.

To Do: Diagram Ideas on Chart Paper: Place the **map of Srinagar (Dal Lake)** at one end of the chart and **Tamil Nadu (Marina Beach)** at the other (top–bottom or diagonal).

i. Add **computers, laptops, and mobile phones** around Dal Lake and Marina Beach.
   a) Connect them with lines showing:
      - **Fiber optic cables** (blue)
      - **Wi-Fi connections** (green)
      - **Routers/servers** (orange dots)
ii. Include a **legend box** explaining the color codes and symbols.
iii. Add a **title banner** with city names and IT symbols (Wi-Fi, cloud, cable).
iv. Keep diagrams simple, clear, and well-labeled.

Step 2: Networking Devices to Highlight

i. **Router** – connects local devices to the internet
ii. **Switch** – directs data inside networks
iii. **Server** – stores data, hosts websites/apps
iv. **Computer / Laptop / Mobile** – end devices used by people
v. **Modem** – converts digital signals for transmission
vi. **Fiber optic cables / Satellite link** – the backbone connection between cities

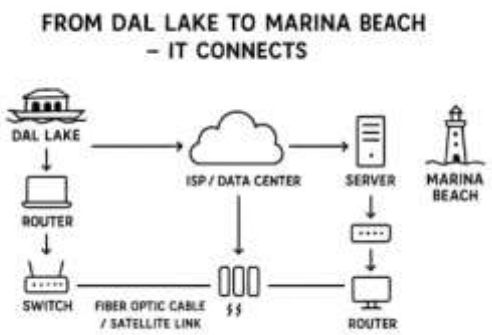
Step 3: Add Labels / Notes

i. **Router** – directs data to the correct device.
ii. **Switch** – connects multiple devices within a local network.
iii. **Server** – stores and provides data/services.
iv. **Fiber Optic Cable** – transmits data at high speed over long distances.
v. **Modem** – converts digital signals to transmit over cable or internet.

Suggested Data Flow (Logical Order)

Dal Lake Side (Srinagar):

[Computer] → [Switch] → [Router + Firewall] → [Modem] → [Repeater/Booster] → [Fiber Optic Cable / Satellite]
(Data travels long distance)



Middle (Network Backbone between cities):

→ [Gateway] → [Internet Cloud / ISP Data Center] → [Server]

Marina Beach Side (Chennai):

→ [Repeater/Booster] → [Modem] → [Switch] → [Router+ Firewall] → [Computer / Mobile]

Enhancements

- **Use arrows** along the lines to show **data flow**.
- **Color code connections:**
  - Blue → Fiber optic cable
  - Green → Wi-Fi signals
  - Orange → Routers / Switches
- **Optional:** Draw small lightning icons or “data packets” along the lines to make it more lively.
- Add **city landmarks** (Dal Lake, Houseboats, Marina Beach, Lighthouse) for a touch of realism.

Resources:

https://www.geeksforgeeks.org/basics-of-computer-networking/

https://www.tutorialspoint.com/computer_fundamentals/computer_networking.htm

https://www.youtube.com/watch?v=Dxcc6ycZ73M

https://chatgpt.com/

https://gemini.google.com

Rubrics:

Criteria	Excellent (5 marks)	Good (4 marks)	Satisfactory (3 marks)	Fair (2 marks)	Poor (1 mark)
1. Content Accuracy & Relevance (Understanding of IT concepts, devices, and networking flow) (5 marks)	All devices and connections are accurate, logically placed, and well-explained with correct IT terminology.	Minor inaccuracies, but most devices and connections are correct and relevant.	Basic understanding shown; a few incorrect/missing devices or unclear explanations.	Several inaccuracies; weak explanation of devices or missing key elements.	Major errors; shows no clear understanding of IT concepts.
2. Visual Presentation (Chart layout, clarity, labeling, creativity, and legend usage) (5 marks)	Chart is neat, colorful, and engaging. All labels, legends, and diagrams are clear. 3D elements enhance presentation.	Mostly neat and clear. Labels and diagrams readable; legend and title present.	Basic effort shown; labeling/legends may be unclear or incomplete.	Messy layout; diagrams hard to follow, legend/title weak.	Very poor or incomplete work; major visual elements missing.
3. Conceptual Understanding & Creativity (Original ideas, logic in device connection, application of concepts) (5 marks)	Deep understanding of networking concepts. Creative and logical presentation of IT connectivity.	Good understanding with some creativity. Connections mostly logical.	Basic understanding; limited creativity or reasoning.	Weak understanding; connections illogical or incomplete.	No understanding of device connectivity; lacks creativity or logic.

4. Teamwork & Collaboration (Division of work, coordination, group participation) (5 marks)	Excellent collaboration; clear role division and equal participation.	Good collaboration; most members participated actively.	Some collaboration; participation uneven or unclear roles.	Little collaboration; only a few students contributed.	No collaboration; project appears to be done by 1 person only.