



JAGRAN SOCIAL  
WELFARE SOCIETY



**Delhi Public School**  
Kolar Road Bhopal



# SUMMER HOLIDAY HOMEWORK

**CLASS-VI**



*Laying the foundation of excellence*



**Delhi Public School**  
Kolar Road Bhopal

## **PREFACE**

**Dear Parents and Students,**

It is summer vacation time again, a time to relax as well as to get fruitfully occupied in various scholastic and co-scholastic areas. Keeping this in mind, we have designed interesting Projects / Assignments to be completed during the summer vacation. This would encourage in-depth learning, strengthen concepts and prepare ground for improved academic output.

It will not only enable you to recapitulate what was taught but will also help you to connect yourselves to the various learning processes. These projects will be assessed as Subject Enrichment Activity for Term I.

As parents, kindly motivate and lend support to your children and ensure that they complete the given work well-in-time and to the best of their ability. Your encouragement can actually make a huge difference to the ultimate learning outcome of these projects.

The Holiday Home Work Projects are based on the 'Art Integration'. This art-integrated approach will make our students understand the diverse Indian art and culture and will help in imbibing the Indian ethos through integration of Indian art and culture.

The states which are integrated are Madhya Pradesh and Bihar.

### **Guidelines for Holiday Home Work: -**

- All projects / Homework to be done as specified.
- Work to be done neatly, creatively and relevant to the question given.
- Parental supervision is advised and required while surfing the internet.

**Principal**  
**DPS Kolar Road**

## ENGLISH

1. Summer break is a perfect opportunity to improve your **handwriting**- Let's do some writing of **20 pages** in a thin notebook. You may copy down short newspaper headlines from any English newspaper every day.

2. **Art Integrated Activity on the State of Bihar- Title: Comic Strip: "The Legends of Bihar"**

This creative storytelling activity allows you to blend art and writing skills by illustrating a **6-panel** comic strip based on a legend or folk tale from Bihar. Through dialogues, drawings, and colours, you will bring historical and cultural stories to life in a visually engaging format. Choose Your Story: **(Any 1)**

- The Story of Emperor Ashoka
- A Tale from Bihar's Folklore
- A Day in Nalanda University

### **Materials Required:**

1. Scrapbook
2. Colour pencils, crayons, or markers
3. Reference materials about Bihar (books, internet resources, etc.)

3. **Supplementary Reader-** Read the extended reading text *Twenty Thousand Leagues Under the Sea* Chapters 1 & 2. In your handwriting notebook, write **the summary** of each chapter in the original language without incorporating content from the internet.

## HINDI

बिहार एवं मध्यप्रदेश राज्य के साहित्य में नदियों का विशेष प्रभाव दिखाई देता है। अनेक कवि और लेखकों ने अपनी रचनाओं में यहाँ की नदियों के सौंदर्य और महत्व को दर्शाया है।

इसी संदर्भ में बिहार की कर्मनाशा एवं फल्गु नदी अथवा मध्यप्रदेश की नर्मदा नदी एवं सोन नद से जुड़ी प्रचलित लोककथा का चित्रात्मक वर्णन करते हुए (लगभग 60 से 80 शब्दों में) अनुच्छेद लिखिए

(A -4 साइज रंगीन शीट )



## FRENCH

Unité - 1 : Connaissons la France

Make a scrapbook where you have to paste the pictures of each heading and write about it. (Headings : Découvrir la France, Les symboles, les spécialités, Les Pays voisins et les pays francophones)

For example : L'Hexagone - Paste the picture of the Map of France. Write the points about it as mentioned in the book.

Similarly for L'hymn, le drapeau, Les fromage, les Vin etc. draw or Paste the pictures of each type of fromage, monuments, vins, fleuves, couturier etc and Name them accordingly.

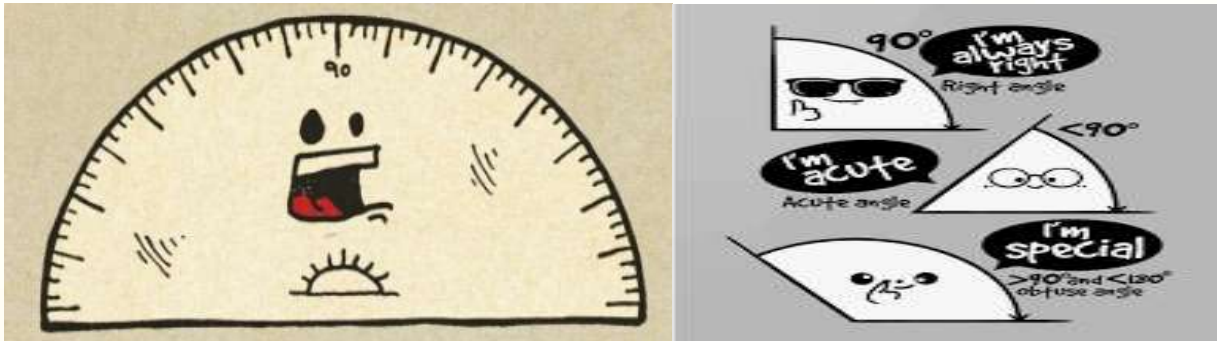
## SANSKRIT

बिहार राज्य के किन्हीं दो संस्कृत कवियों का परिचय संस्कृत में देते हुए उन वाक्यों में आए हुए किन्हीं दो क्रियापदों के लटलकार एवं लृटलकार में धातुरूप लिखिए और उन कवियों के चित्र भी चिपकाइए । (A -4 साइज रंगीन शीट )

## MATHEMATICS

*"Without mathematics, there's nothing you can do.*

*Everything around you is mathematics. Everything around you is numbers."*




**Dear Geometry Explorers,**

Are you ready to embark on a thrilling adventure?

This holiday, we are diving into the world of angles—where lines meet to create magic!

Let's combine art and maths to make learning unforgettable.

Topic:

 Understanding Angles (Acute, Right, Obtuse, Straight, Reflex and complete)

A. Mathematical Models:

i. Create an Angle Wheel- link is given below for reference:

<https://youtu.be/iKU5sSiJeqA?si=qAafVDsoILA1Tgck>



ii. Angle Fan - link is given below for reference:

[https://youtu.be/Fd49bBqpy5o?si=yeZieXDIL7\\_EiXpI](https://youtu.be/Fd49bBqpy5o?si=yeZieXDIL7_EiXpI)



*Note: Roll no. 1 to 15 (Angle wheel) and Roll no 15 to 30 (Angle fan)*

B. Learn and write tables up to 20.

C. Solve Assignment no.1 of Maths Assignment booklet.

## SCIENCE

**“ A healthy outside starts from what you choose to eat “**

Culinary Journey through Bihar and Madhya Pradesh

Objective : Studying regional cuisine helps us to understand tradition and lifestyle.

2. Refer the table given listing the famous dishes from each state.

<b>Bihar</b>	<b>Madhya Pradesh</b>
1.Litti Chokha	1. Bhutt Ke Kees
2.Thekua	2. Dal Bafla
3.Sattu Paratha	3. Poha - Jalebi
4 Khadi Bhari	4. Indori Namkeen

**Pick 2 favourite dishes from each state. Write:**

- **A list of ingredients**
- **Write nutritional value of each dish**
- **Picture (you can draw or paste a printed photo)**

**Note :** use A4 size sheet and submit in a folder



## **SOCIAL SCIENCE**

‘ History is a cyclic poem written by Time upon the memories of man.’

SEA1: Read Chapter -5 India, That is Bharat to gain knowledge about the ancient India.

Write a report on the topic "Ancient History of Bihar" in about 200-250 words.

Include the following points in your report:

1. An introduction to Bihar’s location and cultural importance.
2. Key points about important ancient kingdoms (e.g., Magadha, Maurya Empire).
3. Famous historical personalities (e.g., Chandragupta Maurya, Ashoka).
4. Major ancient cities or universities (e.g., Nalanda).

**Note:**

1. Use simple and clear language
2. You can use drawings, pictures or maps to make your report more attractive.
3. Try to refer to books or websites (with parents' help) for information.
4. The homework should be done in the scrapbook.

The report should be neatly written and properly organized.



# COMPUTER

*“The future belongs to those who learn more skills and combine them in creative ways.”*

*Robert Greene*

## Activity 1:

Our school in collaboration with Adobe Express is organizing **Adobe Express online Summer Boot camp**, which will be held from **5th May to 29th May 2025**. Get ready to dive into the world of innovation, creativity, and cutting-edge technology. This boot camp is designed to equip students with the real-world skills that power the digital age.

Students have to attend this boot camp and mark their attendance. Link for attending the camp will be shared in class groups. Use official .org accounts to join the camp.

At the end of the boot camp, you will be awarded certificates from Adobe .Hardcopy of this certificate will be considered under their S.E.A activity and will fetch marks.



**Adobe Express for Education**

# Summer Online Bootcamp

**We're back... and cooler than ever!**

Dear Schools,  
The Adobe Express Summer Boot-camp returns with a fresh dose of creativity and fun!  
Tailored for Grades 5-10, this exciting 8-session FREE ONLINE program helps students' level up their Digital Creativity and AI skills in a hands-on, engaging way.

Beat the heat, unleash creativity, and earn globally recognized certificates — all from the comfort of home.

**Let's make this summer smart, skillful, and super fun!**

Session	Date	Session Topic	Session Time
Session-1	05-May-25	Exploring Art through Apps	03:00-4:00 PM
Session-2	06-May-25	Celebrating Tagore: An Artistic Tribute	03:00-4:00 PM
Session-3	12-May-25	Game Art: Game On: Design Your Own Mini Game	03:00-4:00 PM
Session-4	15-May-25	Palette of India - A Digital Scrapbook	03:00-4:00 PM
Session-5	19-May-25	Foodie Pack Lab : Design Your Own Food Package	03:00-4:00 PM
Session-6	22-May-25	Design a Postage Stamp to Celebrate International Day of Biodiversity	03:00-4:00 PM
Session-7	26-May-25	Inside-out Summer Collage /Summer-Adventure Map	03:00-4:00 PM
Session-8	29-May-25	Art, Creativity and Mental Well-being	03:00-4:00 PM

**Surprise BONUS SESSION !!**

## Activity 2:

Create an informative, attractive, and colourful **chart** using details and pictures on any **one** of the following topics and submit the chart to the computer teacher.

- 1) Generation of Computer languages from Generation I to Generation V
- 2) Translator programs - Assembler, Interpreter, and Compiler.

## Instructions:

There are 4 teams of students per class.

Each team has to prepare a chart in collaboration on any **one** topic mentioned above. For ideas of content, students can refer to computer book pages no.12 & 13 and can use the internet for appropriate Images for the chart.

### Computer Languages and Translators

To communicate with a computer, you need a language that a computer understands. A **program** is a set of instructions that tells the computer what to do. The process of writing specific instructions in a computer language is called **programming**. The development of computer languages is classified into the following categories:

#### Machine Language

- It is expressed in binary form, i.e., 0s and 1s, which is more difficult and time-consuming.
- It is the only language that a computer understands. It is inherently machine-dependent.
- Machine language is a **Low-level Language (LLL)**.

#### Assembly Language

- It uses **Mnemonic codes or Symbols** in place of 0s and 1s. For example, if the operation code is 0010 in machine language, it can be directly written as ADD in assembly language.
- Since assembly language uses symbolic codes, it is easier to work with assembly language than machine language.

#### High-level Languages

- High-level Languages (HLL)** are machine-independent, simple, and user-friendly.
- They are quite similar to the English language, so a large number of people started writing computer programs using these languages.

**Basic, C, C++, Java, etc., are some of the very popular examples of high-level languages.**

#### Advanced High-level Languages

- These languages consist of statements that are similar to the human readable language. These can be easily modified, programmed, and compiled.
- These languages are highly user-friendly and independent of any operating system.

**Advanced examples of high-level languages include: Perl, Ruby, Python, Fort, C#, and Matlab (Matrix/Laboratory).**

#### AI Languages

- These languages, used in AI research, allow computers to solve problems without direct programming. Users focus on identifying problems and conditions without worrying about implementation details.
- These languages are used to develop programs for the fields of Artificial Intelligence and Artificial Neural Networks.

#### Translator Programs

A computer can understand only machine language, so the programs written in any other language have to be converted into machine language. The translator programs are used to convert high-level language programs into low-level language programs.

#### Assembler

An **assembler** is a program used to convert assembly language into machine language. It translates the program written in mnemonic codes into machine code so that the computer can understand it.

**Some examples of AI languages are: Microsoft, OpenGL, and Prolog.**

#### Interpreter

An **interpreter** translates a program written in a high-level language into a low-level language line-by-line. It executes an instruction and then repeats the procedure for the remaining instructions. If any errors are found, they are to be removed immediately.

#### Compiler

A **compiler** is a translator program, which is used to convert a high-level language program into machine language. It translates the whole program at once. It generates the object code for the program along with the list of errors. Once all the errors are removed, the object code is fed into the computer. The execution speed of a compiler is faster as compared to an interpreter.



## ART & CRAFT

### Gond art on flowers vase

Take an old flower vase or plastic jar( prefer plastic jar or bottle instead of glass vase), apply texture white (let it dry),then draw any gond art design on it (can take reference from Google) and paint it with acrylic paint.

### Required material -

- Old plastic jar or old flower vase
- Texture white
- Acrylic paint
- Brushes

### Reference link

<https://youtu.be/1IwwfMDLeuI?si=Kal60ObdmQyussCH>

