

HOLIDAYS HOMEWORK

Class- II (2026-27)

English:-

- Read lesson 1-3 thoroughly and learn all the work done in the notebook.
- Complete pages 1-19 in your English Cursive Handwriting book neatly.
- Try to converse in English with your family members and friends to enhance your speaking skills.
- Read story books and learn to narrate any story in your own words.
- Learn any 15 new words with its meaning and learn to use in daily conversation.

ENGLISH ART INTEGRATION:-

Roll no 29-35

1. 'NOUN TOWN' — Naming words (People, Place, Animals, Things)

- Make a 3D model or chart of a town.
- Label parts of the town with people (doctor, teacher), places (school, park), animals (dog, cat) and things (bag, chair) etc.
- Use cut-outs, small boxes, drawing etc.

➤ **Roll no 36-42**

2. 'PRONOUN PUPPETS' — Pronouns

- Create 5-6 paper puppets with pronouns I, He, She, We, They, It.
- Write one sentence for each puppet.
- Use socks, paper rolls or craft sticks.

➤ **Roll no 43-49**

● 'VERB TREE' — Action words

- Create a tree model with leaves showing action words.
- Each leaf = an action like run, jump, play, read etc.
- Add small stick drawings or cut-outs of children doing these actions.

➤ Roll no 50-55

• 'Punctuation Superheroes' — Punctuation Marks

- Create comic-strip style characters:
 - Captain Full Stop (.)
 - Question Mark Queen (?)
- Each should have 1-2 example sentences in bubbles.

Enjoy your holidays and learn any new skill to groom your personality.

MATHEMATICS:-

I. Learn & write Tables 2 to 10 (Read them aloud everyday).

II. Practice all the topics done in the class.

III. Do the assigned worksheets (Brain teasers and Mental maths).

IV. Fun based learning

Following models will be assigned Roll no. wise:-

➤ Roll No.1-4

1. Addition machine working model

An addition machine is a working model that visually demonstrates addition by physically combining two groups. It will be made by using materials like cups and beads, cardboard etc.

➤ Roll No. 5-8

2. Subtraction machine working model

A subtraction machine working model helps the children to understand the concept of 'taking away' by physically moving objects. It will be made by using recycled materials promoting sustainability and creativity.

➤ Roll No. 9-12

3. Multiplication wheel

A multiplication wheel helps children to visualise multiplication facts. It is designed as a rotating wheel, enabling children to turn the wheel to select the number they wish to practice.

➤ Roll No. 13-16

4. Time Clock Craft

A time clock is designed to create a functional or decorative analog materials like paper, plates or cardboard etc. It helps children to understand the concept of time, improve their ability to read analog clocks and develop fine motor skills through cutting, painting and



assembling parts.

➤ Roll No. 17-20

5. Shapes Park (Using 2D and 3D shapes)

A Shapes Park is designed to teach 2D and 3D shapes to the students. -For example - circular walkways, triangular benches etc.

➤ Roll No. 21-24

6. Place Value working model

A place value working model enables students to physically move digits or objects to understand place value expansion and face value.

➤ Roll No. 25-28

7. Expanded form wheel working model

An expanded form wheel working model helps students understand place value and break down numbers into their component parts by rotating stacked circular discs.

✚ PUNJABI:-

- ਮਾਤਰਾਵਾਂ ਅਤੇ ਲਗਾਖਰ ਦੀ ਦੁਹਰਾਈਕਰੋ।
- ਪਾਠ-ਪੁਸਤਕ ਵਿਚਲੇ ਪਾਠਾਂ ਨੂੰ ਰੋਜ਼ਾਨਾਪੜ੍ਹੋ।
- ਸੁਲੇਖ ਪੁਸਤਕ ਦੇ ਪੰਨੇ (1 ਤੋਂ 20 ਤੱਕ) ਸਾਫ਼ ਲਿਖਾਈਵਿੱਚਲਿਖੋ।
- ਗਤੀਵਿਧੀ: ਪਾਠ-7 ਨਾਲ ਸੰਬੰਧਿਤਕਵਿਤਾ- ਸਾਡਾਝੰਡਾਕਾਪੀਵਿੱਚਲਿਖੋ ਅਤੇ ਝੰਡੇ ਦੀ ਤਸਵੀਰਬਣਾ ਕੇ ਰੰਗ ਭਰੋ।

✚ HINDI:-

1. कक्षा में करवाया गया सारा कार्य याद करें और **Rough notebook** में लिखित अभ्यास करें।
2. मौखिक गतिविधि हेतु "अकबर और बीरबल" की कोई एक कहानी याद करें।
3. रोज़ाना हिंदी की पाठ्य पुस्तक पढ़ें।

✚ COMPUTER:-

1. Make a scenery in MS paint.
2. In scenery you can make mountains, clouds, sun, birds, houses and trees. Fill colors in it.
3. Take printout and write your name on it.
4. Bring the printout when school reopens.
5. Revise the work done in class.