

VIKAS BHARATI PUBLIC SCHOOL

SESSION: 2026-2027

Multiple Assessment – Class 6

Dear students,

This file contains the details of the activities you are required to prepare and present in class as part of the Multiple Assessment. Please use your summer vacations to complete them along with your holiday homework. We will share the presentation dates later, so please stay prepared. All the best.

English

TERM 1: Song Composition on Parts of Speech

Create your own short and creative song on Parts of Speech. Your song must include at least four different parts of speech.

Your song must:

1. Clearly explain the meaning or function of each part of speech included.
2. Include at least one example word in each verse.
3. Have a catchy rhythm (you may use the tune of any known poem or rhyme).
4. Be presented within 1-2 minutes.

SUBJECT ENRICHMENT

TERM 1: Speaking Skill

Change a story into a **limerick poem** (a funny five-line poem with rhyme and rhythm).

Your limerick should:

- Have 5 lines
- Be short, simple and creative
- Capture the main idea of the story
- Have a funny or playful tone

Science

Multiple Assessment–1 (The Biodiversity Newsroom) (In the month of July)

Ch-2 Diversity in the Living World

Mode of Work

- Group Activity (4 students; maximum 5)
- Equal participation of all members is compulsory

Task- Each group will prepare a **5-minutes News Bulletin** on ONE of the following themes:

- Biodiversity Around Us
- Understanding Vertebrates
- Life Without Plants
- Animals and Their Habitats
- Importance of Biodiversity

Presentation Format

Each group presentation should include:

1. Introduction

- Brief introduction to the selected topic
- Explain the importance of biodiversity in daily life

2. Role-Based Oral Presentation

Every member must perform one role:

- **News Anchor** – introduces and concludes the bulletin
- **Field Reporter** – reports facts/examples from nature
- **Science Expert** – explains scientific concepts/facts
- **Organism Representative** – speaks as an animal/plant creatively

(Groups with 5 students may include an Environmental Activist/Weather Reporter/Wildlife Officer.)

Mandatory Requirements

- Minimum **3 scientific facts** from the chapter must be included
- At least **one real-life example** should be discussed
- Presentation should be creative, clear, and informative
- Proper coordination among group members is expected
- All students must speak during the presentation

Presentation Guidelines

- Time limit: 4-5 minutes
- All members must speak
- Simple cue cards allowed
- Clear conclusion required

RUBRICS

- Scientific accuracy
- Clarity of concepts
- Creativity

Social Science

Multiple Assessment -2

Activity- Story Telling Activity: Role of Rural Local Government

Chapter 11 Grassroots Democracy- Part 2: Local Government in Rural Areas

Topic: STORYTELLING ACTIVITY: “Role of Rural Local Government”

Objective: To understand the functions of Gram Sabha, Gram Panchayat, Sarpanch, Ward Members, and Panchayat Secretary through storytelling by presenting a creative and informative story.

Time Limit: Each student will get 2 to 3 minutes to present their story.

Instructions for Students:

- Each student will prepare a short story based on the situation assigned according to the Roll Number.
- The story must clearly show:
 - The role of local government
 - Decision-making process
 - Participation of villagers
- Use props, drawings, or simple costume items (optional) to enhance your presentation

Topic Allocation:

Students should adhere to the assigned situation to create their story according to their respective Roll Numbers

- Roll No- 1-10 Situation: Water shortage in the village during summer.
- Roll no- 11-20 Situation: Broken village road causing problems for school children.
- Roll No- 21-30 Situation: Village school needs repair and more benches.
- Roll No- 30-40 Situation: Cleanliness problem in the village.
- Roll No- -41 onwards Situation: Dispute between two farmers over irrigation water.

Assessment Rubrics:

- | | |
|------------------------------------|----------------------|
| • Content Accuracy | • Time Adherence |
| • Creativity & Presentation Skills | • Relevance to Theme |

MATHEMATICS

Multiple Assessment – I

Design Your Own Maths Game

Objective:

To encourage students to explore mathematical concepts through creativity, critical thinking, and interactive learning. Students will design an innovative and enjoyable Maths Game that explains a mathematical concept in a simple and engaging manner.

Time Limit: Maximum **5 minutes** per student/group (including presentation and demonstration).

Instructions for Students

◆ Step 1: Choose a Maths Concept

Design an exciting and meaningful Maths Game based on any concept studied in the current or previous academic session.

Suggested Topics:

- Measurement
- Area
- Perimeter
- Money
- Time
- Fractions
- Algebra

◆ Step 2: Design Your Game (Online or Offline)

Create a fun, interactive, and visually appealing game. Your game may be:

- Board Game (Offline)
- Card Game (Offline)
- Puzzle Game (Online/Offline)
- Digital Game using PPT or Apps

You may use:

- ✓ Dice, counters, or tokens
- ✓ Digital tools such as PowerPoint, Canva, or educational apps

◆ Step 3: Frame the Game Rules

Write clear, well-structured, and easy-to-follow rules for your game. Mention:

- Number of players
- How the game begins

- Step-by-step gameplay
- Winning criteria

◆ **Step 4: Highlight the Maths Concept Clearly**

Your game must demonstrate mathematical learning through:

- ✓ Maths-based questions or challenges.
- ✓ Calculations, problem-solving, or logical thinking.
- ✓ Concept-based learning and application.

◆ **Step 5: Add a Creative Touch**

Make your game attractive and memorable!

- Give your game a catchy and creative title.
- Use colours, illustrations, symbols, or digital effects.
- Ensure the game is engaging, educational, and enjoyable.

Presentation Guidelines

Students should confidently present:

- Name of the game
- Maths concept used
- Rules and gameplay
- Demonstration of how the game works
- Key learning outcome of the activity

Assessment Rubric (5 Marks)

Component	Criteria	Marks
Concept Understanding	Accurate and clear application of the Maths concept	1
Creativity & Innovation	Originality and uniqueness of the game idea	1
Game Design	Clarity of rules and organisation of the game	1
Presentation Skills	Confidence, communication, and explanation	1
Learning Value	Effectiveness in helping others learn Maths	1

Final Instructions

- ✓ The game may be designed in either online or offline mode
- ✓ Rules should be simple, clear, and easy to understand
- ✓ Focus on creativity, interaction, and meaningful learning
- ✓ Ensure that your game is neat, well-prepared, and enjoyable for everyone to play.