




DDMS. P.OBUL REDDY PUBLIC SCHOOL  
GRADE IV - HOLIDAY HOMEWORK – 2025-26

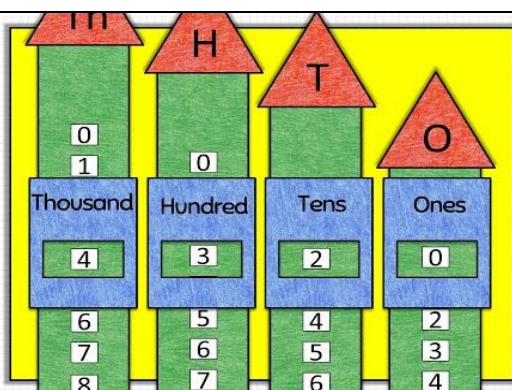
*To be ready for tomorrow's opportunities, do your homework today.  
Learn, refine your skills and focus on your growth.*

*Summer holidays have arrived and brought with it your amazing and fun-filled holidays. Summer break is a well-deserved opportunity to relax and unwind by indulging in various activities. Your Holiday Homework has been specially designed for you to be creative, innovative and imaginative while completing your tasks. It will also enable you to recapitulate what was taught in the classrooms.*

*We hope you will play, learn, research, analyze, experiment, imagine, think, value, appreciate and above all enjoy during your holidays.*

Class: IV	
1	<p><b>ENGLISH</b></p> <p><b>Summer Experiential Learning Activity</b></p> <p><b>I.</b> Describe the types of games played in the summer vacation, whether Indoor or Outdoor. Follow the below points to complete the assignment. Prepare a colourful cover page for the assignment. Names of the game: Number of players: Rules of the game: Objective: Learning Outcome:</p> <p><b>II.</b> Share your experiences in 10 to 12 sentences about the games that you played in summer on an A4 sheet.</p> <p><b>III. Reading Time:</b> Read books like “Panchatantra Stories” and “The Jungle Book” to enhance reading skills.</p> <p><b>IV.</b> Maintain 100 pages single ruled notebook for practicing handwriting every day. Copy 6 to 8 lines write-up from any book and mention the date to the left of margin. Submit the same on the re-opening day.</p> <p><b>Learning Outcomes:</b> They offer range of learning outcomes encompassing cognitive, social, emotional and physical development. Reading activities enhance skills like problem-solving, creativity, teamwork, communication, and self-regulation, while also promoting physical health and a deeper understanding of the world.</p> <p><b>Rubrics:</b> Total 10M Cover page-2m Usage of vocabulary and grammar-3m Creativity and imagination/description-3m Presentation/neatness-2m</p>

2	<p><b>EVS</b></p> <p>India is one of the richest countries in the world in terms of history, culture and heritage. Since ancient times, it has seen very powerful and graceful rulers who transformed the lives of people dramatically. They left their imprints in history by winning battles, making remarkable monuments, writing scriptures, etc. They have played vital role in shaping our country.</p> <p><b>Topic: The Great Rulers of India</b></p>  <p><b><u>Art Integrated Activity :</u></b></p> <ul style="list-style-type: none"> <li>* Visit a museum and explore about the famous rulers who lived in India.</li> <li>* Create a collage of your favourite ruler of India.</li> <li>* Name of the ruler :</li> <li>* Time period of their rule :</li> <li>* Mention his/her achievements :</li> <li>* What quality of the ruler inspired you and how will you implement in your daily life?</li> </ul> <p><b><u>Learning Outcome :</u></b> Learning about India's great rulers offers several outcomes, including understanding different governance styles, appreciating cultural and social influences, and recognizing the lasting impact of their policies and achievements.</p> <p><b><u>Rubrics:</u></b></p> <p><b>Content: 3</b></p> <p><b>Presentation: 3</b></p> <p><b>Creativity: 2</b></p> <p><b>Punctuality: 2</b></p>
3	<p><b>MATHEMATICS</b></p> <p><b><u>PLACE VALUE CHART-WORKING MODEL</u></b></p> <p>In mathematics, place value refers to the value of a digit based on its position within a number. Each position in a number (ones, tens, hundreds, etc.) represents a power of 10, and the value of a digit is determined by its position.</p> <p>Activity 1:- Prepare a place value working model as shown.</p>



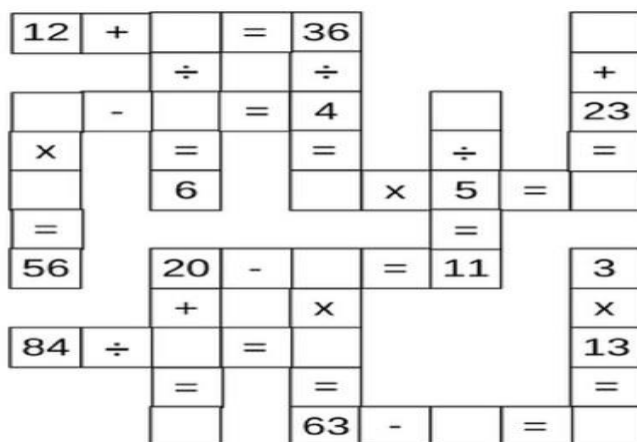
URL: <https://youtu.be/LbEqH25ndf0>

(Refer to the above URL for preparing the working model. Answer the following on A4 sheet.

- Choose any 5 –Four digit numbers and write their number name, expanded form and standard form.
- Note down the greatest and the smallest numbers chosen (4digit).
- Find the sum of all the chosen numbers.
- Find the difference between the greatest number and the smallest number.
- Form the greatest number by using the digits of answer d (difference).

### Activity 2:-

Take a printout of the below crossword puzzle and complete it.



### Learning outcomes:

**Cognitive Domain:** The students will be able to identify the place values of each and every digit in the formed number and also will be able to complete the cross number puzzle.

**Affective Domain:** Students will enthusiastically make the place value chart by choosing their own combination of colours.

**Psychomotor Domain:** The students will improve their fine motor skills by cutting and pasting.

**Rubrics:**

Creativity : 3M

Neatness :3M

Accuracy : 3M

Punctuality :1M

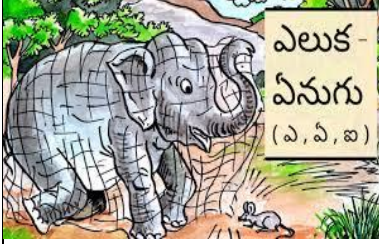
## II LANGUAGE - TELUGU:

“ విద్యార్థులలో ఉన్న భాషా నైపుణ్యాన్ని మెరుగులు దిద్దడానికి, విరామ కాలాన్ని సద్వినియోగం చేసుకోవాడానికి ఈ కృత్యం సహాయ పడుతుంది. అంతేకాకుండా ఇది వారికి సృజనాత్మకతను మరియు విమర్శనాత్మక ఆలోచనను పెంపొందించడానికి ఒక వేదికగా పని చేస్తుంది.”

TOPIC : వివిధ రకాల ఆకులను సేకరించండి. ఆకులు, మరియు రంగులతో వివిధ జంతువుల యొక్క ఏదైనా ఐదు(5) చిత్రాలను A4 Sheet / చార్ట్ Paper లో అతికించి, వాటి పేర్లు రాసి, ఆ జంతువులతో ఏదైనా ఒక చిన్న నీతి కథను రాయండి.



ఉదాహరణ : “ ఆకులతో జు లో నీతి కథ ”



అనగనగా ఒక అడవిలో చాలా జంతువులు ఉన్నాయి. వాటితోపాటు ఎలుక, ఏనుగు ఉండేవి. ఎలుక, ఏనుగుతో సోపతి చేయాలనుకున్నది. కాని ఏనుగు లెక్క చేయలేదు. ఒకనాడు ఏనుగు వేటగాడి వలలో చిక్కుకొన్నది. భయంతో చూసింది. అంతలో అటువైపు ఎలుక వచ్చింది. వలలో చిక్కిన ఏనుగును చూసింది. దానిని కాపాడాలనుకున్నది. వెంటనే వలను కొరికింది. ఏనుగును అపాయం నుండి తప్పించింది. ఏనుగు తన తప్పు తెలుసుకుని ఎలుకతో సోపతి చేసింది. నీతి: “ చిన్నగా వున్నా, పెద్దగా వున్నా ఎవరి గొప్ప వారిదే. ఎవరిని చులకనగా చూడకూడదు.”

RUBRICS: - ప్రదర్శన - 5 మా

చిత్రాలు - 3 మా

విషయ వివరణ / సేకరణ - 2 మా

మొత్తం - 10మా

LEARNING OUT COME : సృజనాత్మకత ఆలోచనలు పెంపొందించుకుంటారు. సరైన పదజాల వినియోగం ద్వారా భాషా ప్రజ్ఞను పెంపొందించుకుంటారు.

**Introduction** - A puppet is a figure, often resembling a human, animal, or mythical creature, that is moved by a person, usually for entertainment or storytelling. The person who manipulates the puppet is called a puppeteer. Puppets can be made of various materials and can be moved using hands, strings, rods, or other mechanisms.

कठपुतली एक आकृति होती है, जो अक्सर किसी मानव, पशु या पौराणिक प्राणी जैसी होती है, जिसे कोई व्यक्ति आमतौर पर मनोरंजन या कहानी सुनाने के लिए चलाता है। कठपुतली को चलाने वाले व्यक्ति को कठपुतली संचालक कहा जाता है।

*ग्रीष्मकालीन अवकाश (summer vacation) में आप सभी से आशा की जाती है कि,*

*हिंदी वर्णमाला के कोई भी पाँच वर्णों से संबंधित चित्रों की रंग- बिरंगी कठपुतलियाँ बनाएँ।*

*Make colorful puppets of pictures related to any five letters of the Hindi varnamala.*

*Cotton, Chart paper, cloth, icecream sticks etc. can be used in making the puppets.*

*Place all your puppets in a neatly labelled envelope or a ziplock cover and submit.*



Refer the link given below as an example to make the puppets.

<https://youtu.be/gkEocqIXwIM?si=lfYhAk5OJ1t-GoX>

**RUBRICS-**

Topic	Creativity and Originality	Visual representation	Presentation
3M	3M	2M	2M

**Learning Outcomes:-**

कठपुतलियाँ बनाने से विभिन्न प्रकार के शिक्षण परिणाम प्राप्त हो सकते हैं, जिनमें सूक्ष्म मोटर कौशल का विकास, रचनात्मकता को बढ़ावा, भाषा कौशल में वृद्धि, तथा सामाजिक-भावनात्मक विकास को बढ़ावा देना शामिल है।

**Note:** Submit Holiday Homework on the first day of the school after summer vacation (11<sup>th</sup> June, 2025).

Wishing you happy holidays!



Have a great  
**Summer**  
Vacation!