

A decorative header with a light blue background. It is filled with various colorful icons related to science and technology, including beakers, flasks, test tubes, gloves, a microscope, a lightbulb, a pencil, and a pair of glasses. In the center, the text "GALILEO CLUB" is written in large, bold, black capital letters, with "SCIENCE" in smaller, bold, black capital letters underneath it.

GALILEO CLUB

SCIENCE

"The science of today is the technology of tomorrow"

Edward Teller.

Science club would like to arouse interest in learning Science, hence promoting their academic achievement in science. We intend to facilitate scientific learning outside their classroom and apply their knowledge of science in their daily life through activities. It also aims at guiding the students to develop an independent, logical and creative mind. We are organizing a variety of activities like making electronic components, making invisible ink, electroplating, biodiesel, fire writing and making venation of leaves. The students can get the latest news of our club and information about science will be displayed on the notice board.

Our vision

To cultivate the vibrant community of scientific explorers, fostering curiosity, critical thinking and a lifelong love for learning through engaging activities and real World applications of science.

Objectives

- Solve relevant, science-based problems, set within a scenario.
- Work in pairs or small groups or independently.
- Take part in practical, hands-on science activities.
- Think and talk about science, during the activity and while sharing their results.

Activities to achieve the vision:

- To conduct seminar, workshop, exhibition and quiz competitions in order to inculcate students' knowledge in the field of science.
- To make students acquire knowledge by conducting lectures once in a month.
- To encourage students to participate actively in activities organized by the science club.
- To help the students to promote discussion on the recent innovation in the field of science.

- Decorating the walls of the classroom and laboratory with scientific pictures and charts prepared by students themselves.

Hands-on Experiments & Demonstrations:

- Volcanic Eruptions: A classic and fun experiment using baking soda, vinegar, and a bottle.
- Slime Making: A popular activity that explores the properties of polymers.
- Lemon Battery: A simple experiment to demonstrate how lemons can generate electricity.
- Growing Mold Science Experiment: A long-term experiment to observe the growth of mold under different conditions
- Density Experiments: Explore how different liquids and solids behave when layered.

Special Events

Monthly club activity	<ul style="list-style-type: none"> ● Birthdays of famous Indian scientists ● Scientific innovations 	<ul style="list-style-type: none"> ● To create awareness about the contribution of our scientists to society. ● exploring and conducting scientific lectures, experiments etc.
Science Fair	Nov (tentative)	exploring and conducting scientific lectures,experiments etc. (CLASS KG - X)
National Science Day	Feb 1, 2028	Science Quiz (CLASS VI-IX)

IPS
INFORMATION PROCESSING SYSTEM
 IT CLUB



In the digital era, integrating technology into education is paramount for preparing students to navigate and excel in a technology-driven world. Establishing a Computer Club within our school offers a structured platform for students from primary to high school to explore, learn, and innovate in the realm of technology. This initiative aligns with the growing emphasis on computer science education, aiming to bridge the digital divide and equip students with essential skills for the future.

Vision

Our Computer Club is dedicated to fostering a passion for technology and innovation among students. By providing engaging and educational experiences, we aim to cultivate problem-solving abilities, creativity, and collaboration. The club strives to create an inclusive environment where students can explore various technological domains, from coding and AI to digital art, ensuring they are well-prepared for future academic and career pursuits in the ever-evolving digital landscape.

Recent Developments in School Technology Clubs

Objectives

- 1. Enhance Digital Literacy:** Offer training sessions on basic and advanced computer skills to bridge the digital divide.
- 2. Promote Technological Awareness:** Organize workshops and seminars to keep students updated on the latest technological trends and innovations.
- 3. Encourage Practical Application:** Engage students in hands-on projects, coding competitions, and collaborative activities to apply their knowledge.
- 4. Support Academic Excellence:** Assist students and faculty in utilizing technology for educational purposes, including research and resource sharing.
- 5. Foster Community Engagement:** Participate in different kind of real life projects that leverage technology to address some real life challenges.

Activities

- **Workshops and Training:** Conduct sessions on topics such as basic computer operations, internet safety, programming languages, and digital content creation.
- **Competitions:** Host tech challenges, tech quizzes, and digital art contests to stimulate interest and recognize talent.
- **Collaborative Projects:** Develop projects that integrate technology with other subjects, enhancing interdisciplinary learning.

- **Tech Talks:** Invite guest speaker or experts in the IT field to share their knowledge, and experiences with students, providing insights into the current trends and career paths.
- **Digital Art and Design:** Offer opportunities for students to explore digital art and design using software like Photoshop or Illustrator.
- **Webpage Creation:** Guide students in creating their own web pages using web development tool
- **Multimedia Projects:** Encourage students to create multimedia projects, such as presentations, paint, videos, or animations
- **Social Media Management:** Teach students about social media platforms and how to manage online presence

Community Engagement:

- **Student Work Showcase:** Organize events to showcase student projects, creations, and achievements.
- **Participate in Competitions:** Encourage students to participate in local or national tech challenges.
- **Help Other Students:** Form a special interest group to help other students with their computer-related questions or problems.
- **Dissipate Computer Knowledge:** Share computer knowledge and resources with the wider school community.

Year Plan

Serial No.	Month	Primary classes	High school
1	June	Grade 1 & 2: Identify the devices of computer. Grade 3 & 4: Basics of Internet	Grade 5 to 12: Introduction to Adobe
2	August	Grade 1 & 2: Tracing and puzzles Grade 3 & 4: MS Word(letter format)	Grade 5 to 9: Poster making competition in Adobe
3	November & December	Grade 1 & 2: storyboard in TUXPAINT Grade 3 & 4: Type Writing	Grade 5 to 8: Website designing
4	January	Competition: Grade 1& 2: Paint Grade 3: MS Word Grade 4: Power Point	Competition: Grade 5: Excel Grade 6: Basic AI tools Grade 7 & 8: Cyber Security

Note:

- Encouraging students for giving online(E-certificate) and offline certificate for their hard work .
- Encouraging children to participate in Adobe bootcamp.
- Final competition will be performed on stage in front of invited Guests(Judge)



Vision:

“A person without the knowledge of their past, origin and culture is like a tree with no roots”

Heritage Education is not merely recreation for students but should be an important part of their learning process. It will help them understand history and society and will inculcate values of respect for diversity and tolerance. While it is important to highlight aspects of national heritage, it is also important to bring local heritages into the purview of heritage education programmed.

Objectives:

To sensitize the students about the pluralistic cultural legacy of India

To instill a sense of social responsibility towards preserving our common heritage

To protect and conserve necessary actions and measures.

It also tries to develop respect in students towards the diversity in cultures. It tries to inculcate a sense of patience, tolerance as well as mutual understanding in the children so as to nurture a peaceful co-existence amongst them.

Activities and Competitions planned for the Academic Year 2025-26:

Sl. No	Month	Activities/ Competitions	Instructions	Rubrics
1	June	Peace Poster Contest	In an A5 size paper, students need to draw and colour their imagination of Peace. In the world.	Presentation - 2marks Creativity - 2 marks Theme - 1 mark
2	August	Fancy Dress Competition	Cultural attire design display as a National Leader, Historical Person or state representation	Presentation - 2marks Costume- 2marks Dialogue delivery - 2 marks
3	Sep	Folk Dance	The student needs to do a folk dance of any particular state	Choreography- 2 marks Rhythm/ Tempo- 2 marks Expressions- 2 marks
4	October	Bulletin Board display on Heritage of India (Class Activity)	Class notice boards need to be decorated with the theme Heritage of India	Presentation - 2marks Neatness- 2 mark Theme - 1 mark
5	Nov	Painting or Drawing World heritage Sites	The students can sketch or paint any world heritage sites	Presentation - 2 marks Craftsmanship and work quality - 2 marks Art Skills - 1 mark
6	Dec	Quiz on Flags	Different countries flags will be displayed where the students need to guess	Quiz based on marks

7	Dec	Grandparents Day	The students of the heritage club will prepare some fun games for the grandparents and wish them well.	-
8	Jan	Fabric Painting	Can paint any fabric using paint brush, sponge, leaf based on the topic given (eg- Ecosystem)	Presentation -2marks Creativity - 2 mark Theme - 1 mark