ACADEMIC WORLD SCHOOL™
BEMETARA

SESSION: 2026-27

SUMMER VACATION ASSIGNMENT

GRADE : VII

Name _____ Class_____ Section_____

GENERAL GUIDELINES:

1. USE A SEPARATE NOTE BOOK / PROJECT FILE FOR EACH SUBJECT (100 Pages). Activity based Homework to be done in a separate file.

*2. **Do not copy & paste from the Internet**. Questions will be asked verbally on the content of the assignments given.*

*3. Submission of Holidays HW : **18th June, 2026.***

4. The Summer Assingment can be downloaded from the school's

website: www.academicworld.co.in and School's ERP

5. For Assignment related queries, do contact the subject teacher via e-mail given underneath every subject assignment.

6. In case the subject teacher does not respond to the mail redirect it to principal@academicworld.co.in

1. ENGLISH

1. Visual Map of an Imaginary Place
OR
2. Story Map + Character Tree

Learning Outcomes:

The students will be able to :

1. Explain the components of an imaginary world (creatures, geography, rules) and how they interconnect.
2. Create visual representations (diagrams, maps, trees) that convey complex ideas simply and clearly.
3. Demonstrate a deeper understanding of writing skill by briefing out the characters, setting, and plot.
4. Present their ideas in a neat, visually engaging, and informative manner.

Option 1: Visual Map of an Imaginary Place - This option requires you to create a detailed map of an imaginary world with specific components. Here's how you can approach it:

- Brainstorm ideas for your imaginary world. Think about:
  - The **name** of your place (e.g., Elaria, Mythos, Thaloria).
  - The **creatures** in your world (e.g., dragons, fairies, robots, etc.).
  - The **rules** of your world (e.g., gravity manipulation, magic).
  - The **geography** (e.g., floating cities, underground caverns, oceans of mist). Research creatures and settings in fantasy novels or games for inspiration (e.g., *Harry Potter*, *Avatar*, *Lord of the Rings*).
- Draw or sketch the main features of your map.
  - Add **landforms** (rivers, mountains, forests).
  - Mark the **creatures** and **geographical locations** (e.g., Sky Dragons' nest, Cloud Fairies' kingdom).
- Write descriptions for the creatures and the geography. For example, describe the **Sky Dragons** or how **gravity manipulation** works.
- Finalize the layout and color your map, using bright, vivid colors for each component (e.g., green for forests, blue for rivers).
- Neatly write the **rules** of your world and **legend** of your map (key for symbols).
- Organize your work into a **scrapbook** or a neatly bound folder. Add images, borders, and designs that make your map visually appealing.
- Double-check the map for neatness, spelling, and creativity.

Option 2: Story Map + Character Tree - **This option requires you to outline a story structure and map out a character's qualities. Here's how to approach it:**

Planning & Story Structure

- Choose a story you want to work with (this can be a book you've read, a movie, or your own creation).
- Map out the **story structure** using the following elements:
  - **Characters**: Who are the main characters? (e.g., protagonist, antagonist, sidekick).
  - **Setting**: Where and when does the story take place? (e.g., a futuristic city, medieval castle).
  - **Problem**: What conflict or challenge does the protagonist face?
  - **Climax**: What is the high point of the story? (e.g., the battle, the moment of truth).
  - **Resolution**: How does the story resolve?

Character Tree

- Create the **Character Tree**:
  - **Trunk**: Write the name of your character.
  - **Branches**: List 3-5 key qualities of the character (e.g., brave, curious, determined).
  - **Leaves**: Give specific examples from the story that show these qualities (e.g., "She stepped into the wardrobe and felt something warm and soft behind the coats").
- Start assembling your **story diagram** with boxes and arrows. Organize the elements logically, from characters to resolution.
- Finalize your diagram with colors and pictures (e.g., icons for setting, characters).
- Review your character tree and story structure for completeness and clarity.
- Neatly organize everything in a **scrapbook** or a chart paper.

Tips for Both Options

- **Use Vibrant Colors**: Color coding will help make the map or tree visually engaging.
- **Be Creative**: Don't be afraid to think outside the box! The more unique your ideas, the better.
- **Focus on Neatness**: Keep your handwriting legible, and check your spelling.
- **Use Images**: Add illustrations, icons, and pictures to make your work stand out.
- **Scrapbook**: This is an excellent way to present your work creatively and organize everything.

Rubrics

Idea & Creativity	-	2M
Expression & Language	-	1M
Effort & Completion	-	1M
Presentation	-	1M

CONTACT US FOR HELP:

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2. HINDI

1. पाठ 5 नहीं होना बीमार पाठ पढ़कर पाठ मे आए सभी पात्रों की चारित्रिक विशेषताएँ लिखिए ।
2. कहानी में यदि आप कोई दूसरा मोड़ देना चाहेंगे तो क्या देंगे ।
3. निबंध लिखिए ।

विषय – डिजिटल युग में हिन्दी भाषा की भूमिका

संकेत बिंदु – सोशल मिडिया और हिन्दी , शिक्षा और डिजिटल हिन्दी , हिन्दी भाषा और मोबाइल तकनीक , हिन्दी भाषा और ई गवर्नेंस , डिजिटल पत्रकारिता ,डिजिटल साहित्य और डिजिटल बाजार

4 व्याकरण – वीवा व्याकरण पृष्ठ संख्या 19 ,पृष्ठ संख्या 41 एवं पृष्ठ संख्या 61 कें प्रश्नों को हल कीजिए ।

उद्देश्य – व्याकरण का मुख्य उद्देश्य भाषा को शुद्ध रूप में बोलना, लिखना और पढ़ना सिखाना है। यह भाषा के नियमों (वर्ण, शब्द, वाक्य) का ज्ञान कराकर अभिव्यक्ति को प्रभावी और त्रुटिहीन बनाता है। कहानी लेखन का मुख्य उद्देश्य पाठकों का मनोरंजन करने के साथ–साथ ज्ञानवर्धन, नैतिक शिक्षा, और रचनात्मकता का विकास करना है। यह कल्पना शक्ति को बढ़ाता है निबंध लिखने के कई उद्देश्य होते हैं। सूचनात्मक लेखन का अर्थ है कि लेखक पाठकों को तथ्य और जानकारी देना चाहता है, जैसे कि कोई रिपोर्ट या समाचार। प्रेरक लेखन में पाठकों को किसी मुद्दे पर लेखक के दृष्टिकोण या स्थिति से सहमत कराने का प्रयास किया जाता है। अंत में, व्याख्यात्मक लेखन सूचनात्मक लेखन का ही विस्तार है, जिसमें लेखक विषय के बारे में अपने विचार और कारण बताओ।

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3. SANSKRIT

SUMMER ASSIGNMENT	PROCEDURE	LEARNING OUTCOME
प्रश्न 1 सूर्यनमस्कारस्य द्वादशानाम् आसनानां भित्ति पत्राणि रचयन्तु। मन्त्रान् अपि लिखन्तु।	विद्यार्थी योगा एवं प्राणायां के महत्व को समझकर किन्ही पाँच योगासनों के विषय में जानकारी प्राप्त कर उनका सचित्र संक्षिप्त वर्णन कर मन्त्रों को भी अर्थ सहित लिखिए।	छात्रों में संस्कुत भाषा के लेखन कौशल कें विकास के साथ–साथ योगाभ्यास के महत्व से अवगत होंगे व योग के महत्व को जानेंगे।
प्रश्न 2 भवतां गृहस्य परिवेशे विद्यमानानां आयुर्वेदीय पदार्थानामं नामानि तेषाम् औषधीयं प्रयोगं च लिखन्तु।	छात्र अपने घर परिवेश में स्थित औषधीय पदार्थो के बारे में शोध करके उनका वर्णन संस्कृत भाषा में करेगे। (पाँच–पाँच वाक्यों में)	छात्रों में संज्ञान, शोध एवं लेखन क्षमता का विकास होगा एवं वे औषधीय पदार्थो व वस्तुओं के बारे में जान पाएंगे।
प्रश्न 3 क, व, न, त, य इति पंचाभिः वर्णे श्लोकान् संग्रह्य स्व परियोजना पुस्तिकाम् लिखन्तु।	छात्र क, व, न, त, य वर्णो से प्रारंभ होनेवाले श्लोकों का संग्रह् कर अपनी संस्कृत पुस्तिका में लिखिए।	छात्र लयबद्व सस्वर श्लोक वाचन एवं गायन करना सीखेंगे। एवं भगवद् गीता में निहित नैतिक मूल्यों से अवगत होंगें।

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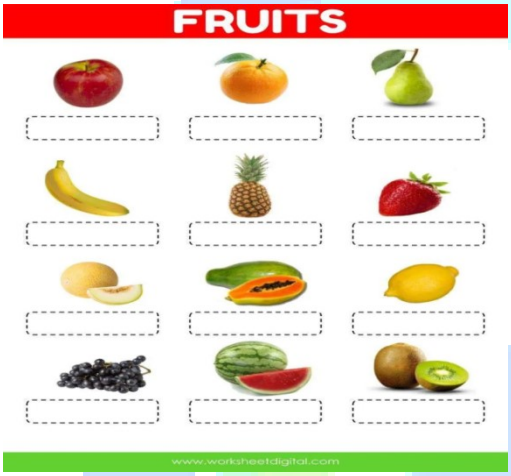
4. FRENCH

Q1. Regardez les image et decrivez.(See the picture and describe with adjectives given below)

Petie, beau, belle, grand, content, gentil,chemise, jeans, jupe, tee-shirt.

Q.2 See the picture and write their name:

(Pasteque, Pomme, Banane, Raisin, Poire,Ananas,Goyave, Lemon,Kiwi,papaya,



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5. SCIENCE

Activity 1: Interactive Rotating Wheel Model

Aim of Activity- To create a rotating wheel model that helps classify everyday substances as acidic, basic, or neutral, and shows their uses in daily life.

Materials Required

- Cardboard (thick sheet for base and wheel)
- Compass or round plate (to draw circles)
- Scissors or cutter
- Glue or stapler
- Sketch pens/markers (red, blue, green)
- Split pin/paper fastener (to fix the wheel so it rotates)
- Chart paper (for neat covering)
- Pictures or drawings of substances (lemon, soap, water, milk, vinegar, baking soda, etc.)
- Scale and pencil

Procedure

- **Prepare the Base**

Cut a square or rectangular piece of cardboard (about A4 size).
Cover it with chart paper for neatness.

- **Make the Wheel**

Draw a large circle (about 15–20 cm diameter) on cardboard.
Divide the circle into 6–8 equal sections like a pizza.
In each section, paste/draw a picture of a substance (e.g., lemon, soap, water).
Write its name clearly.

- **Add Categories**

On the base board, make three colored sections:
Red → Acids
Blue → Bases
Green → Neutral
Write short notes under each category (e.g., "Acids taste sour," "Bases feel slippery," "Neutral substances are balanced").

- **Attach the Wheel**

Place the wheel on the base board.
Fix it at the center using a split pin/paper fastener so it can rotate freely.

- **Interactive Feature**

Cut a small window/arrow on the base board.
As you spin the wheel, one substance appears in the window.
Below the window, write: "Category: ___ Use: ___"
Fill in the blank with the correct classification and use (e.g., Lemon → Acid Used in cooking).

- **Finishing Touches**

Decorate with borders, labels, and colors.

Observation- Test the wheel by spinning it and checking if substances align with their categories.
Example
Lemon Juice → Acid used in food flavoring
Soap → Base used in cleaning
Water → Neutral used for drinking

Activity 2: The Bio-Fuel Cell (Fruit/Vegetable Battery)

Aim of Activity- To generate electricity using the chemical energy stored in fruits/vegetables and understand the principles of flow of current.

Materials Needed

- 3–4 Lemons or Potatoes (Potatoes last longer; Lemons are more acidic).
- Zinc Electrodes: Galvanised nails or strips.
- Copper Electrodes: Copper coins or thick copper wire.
- Alligator Clip Wires: For easy connections.
- Low-Voltage LED: (Red/Green usually work best at low voltage).
- Digital Multimeter: To measure exact voltage.

Procedure

- **Prep:** Roll the lemons on a table to loosen the juice inside (this releases the electrolytes).
- **Insertion:** In each fruit, insert one copper nail and one zinc nail about 2 inches apart. Do not let them touch inside the fruit.
- **The Series Connection:** Connect the Zinc of the first lemon to the Copper of the second lemon using a clip wire. Repeat this for all fruits.
- **The Load:** Connect the long leg (+) of the LED to the first Copper nail and the short leg (-) to the last Zinc nail.

Observation- The fruit acts as an acidic medium. A chemical reaction at the Zinc electrode releases electrons, which travel through the wire to the Copper electrode. This flow of electrons is electricity to light an LED.

Fact- One lemon produces about 0.7V–0.9V; by connecting four in series, we reach the ~3V needed to light an LED.

Link: https://youtu.be/OQIULFK-Mwc

Activity 3: Motorized Propeller / Toy Car

Aim of Activity- To demonstrate the conversion of electrical energy into mechanical energy using a DC motor and to study the effect of current.

Learning Outcomes

- Students will be able to understand and demonstrate the process of Energy Transformation: Electrical (Battery) → Kinetic (Motor) → Mechanical (Movement).
- Apply skills of using a switch to break or complete a high-draw circuit.
- Understand how a spinning propeller creates thrust to move the toy car.

Materials Needed

- DC Toy Motor: (3V - 6V).
- Battery: 9V Battery with connector or 2 AA batteries in a holder.
- Switch: SPST (Single Pole Single Throw) slide or toggle switch.
- Propeller: Lightweight plastic fan blade.
- Chassis: Cardboard, plastic bottle, or lightweight wood.
- Wheels: Plastic bottle caps or toy wheels with axles (straws work well as axle holders)

Procedure

- **Chassis Build:** Fix the axles (straws) to the bottom of the cardboard and slide the wheels

through.

- **Motor Mount:** Secure the DC motor at the rear or top of the car using hot glue or tape. Attach the propeller to the motor shaft.
- **Wiring:**
  Connect the Red wire from the battery to one terminal of the Switch.
  Connect the other terminal of the Switch to one pin of the Motor.
  Connect the Black wire from the battery directly to the other pin of the Motor.
- **Testing:** Flip the switch. If the car moves backward, swap the two wires on the motor pins to reverse the spinning direction.

Observation- When the circuit is closed, the battery provides current to the motor's internal coils, creating a magnetic field that spins the shaft. The propeller pushes air backward (Action), and according to Newton's Third Law (Every action has an equal and opposite reaction) the air pushes the car forward (Reaction).

Link: https://www.youtube.com/watch?v=3nuOLv3W2m8

Note: *The student can choose any one activity mentioned above.*

Rubrics- Total Marks: 5

- Explanation – 2 Marks
- Presentation – 2 Marks
- Accuracy – 1 Mark

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6. SOCIAL SCIENCE

SUMMER ASSIGNMENT-1 (SEA-I)

Aim of the Assignment: To explore and understand the diverse food cultures of different countries and develop appreciation for global cuisines.

Introduction: Food is an important part of every culture. Different countries have unique dishes based on their climate, geography, and traditions. Through this activity, students will explore how people across the world eat and celebrate food. This will help them understand cultural diversity and global connections.

Objective:

- To learn about traditional dishes of different countries.
- To compare food habits across nations.
- To understand the influence of culture and geography on food.
- To enhance creativity and research skills.

Materials Required

- A4 sheets / Project notebook/Scrap Book
- Colour pens and pencils
- Pictures (printed or hand-drawn)
- Glue and scissors
- Internet / books for research

Procedure:

- Select the five countries given in the topic.
- Research at least 2 famous dishes from each country.
- Write about ingredients, cooking methods, and cultural importance.
- Prepare a comparative table showing differences and similarities.
- Add pictures or drawings of dishes.
- Create a creative project (scrapbook/menu/food passport/chart).
- Prepare one simple dish at home and document it through video,send it via email id at **protyusha.chowdhury@academicworld.co.in**
- Compile all work neatly and present it in a project file or scrapbook.
- Use the below table format to document your Comparative Study
- Make a digital recipe book/recipe Passport using Canva with traditional recipe process and photos and videos of the recipes of five countries.

Part B: Comparative Table

Country	Famous Dish	Ingredients	Cooking Style	Special Feature
India				
Nepal				
UK				
South Korea				
Japan				

Learning Outcomes

By completing this assignment, students will be able to:

- Identify and describe cuisines from different countries.
- Compare food habits and cultural practices.
- Develop research and presentation skills.
- Appreciate diversity in global food traditions.

Submission Instructions

Submit your assignment neatly and prepare yourself to speak regarding the comparative study and research work for enhancing your oratory skills

SDGs:

SDG 2: Zero Hunger

SDG 3: Good Health and Well-being

SDG 4: Quality Education

Rubrics

Effort and clarity-1M

Explanation of Cultural Significance of food-1M

Quality and Completeness of Contribution, Collaboration and Teamwork in compiling Recipe Book-3M

SEA-II Topic - Monuments Mania – Explore World Heritage

- **Project Title:** "Famous Monuments of the World"

Objective:

Students will learn about important monuments of different countries and understand their cultural and historical importance.

Instructions for Students

Each student will:

- Select one famous monument of all the countries mentioned below:
- **India, South Korea, Nepal, Japan, France, UK**
- Prepare a Project File / Chart / Scrapbook including:
    - Name of the monument
    - Country
    - 5–6 lines about its history
    - Importance (Why it is famous?)
    - Draw or paste a picture
- Decorate your project neatly and creatively
- Write in simple English

Project Format (To be written in Scrapbook/chart):

Page 1: Title Page
Page 2: Introduction
Page 3: About the Monument
Page 4: Importance
Page 5: Picture / Drawing

For Example -

India – Taj Mahal

- Located in Agra
- Built by Shah Jahan
- Symbol of love
- Made of white marble

Learning Outcomes

Students will:

- Learn about world heritage monuments
- Develop research skills
- Improve creativity
- Understand global culture

RUBRICS (ASSESSMENT) -

- Research & Accuracy – 2 marks
- Cultural/Historical Significance – 1 mark
- Presentation & Communication – 1 mark
- Global Awareness & Connection – 1 mark

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7B & 7C - aditya.ojha@academicworld.co.in

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7. MATHEMATICS

Math in Action: Exploring Fractions, Shapes, and Real-Life Measurements.

Aim: To help students discover and understand fractions , shapes and concepts of Maths related to daily life through fun and engaging activities. This will increase their interest and curiosity towards learning the concepts rather than rote learning.

Learning Outcomes: By the end of this assignment, students will be able to:

1. Recognise and solve various operations on fractions.
2. Apply basic Mathematical operations in daily life .
3. Measure various dimensions like length, area and also the corresponding expenditure.

1. Knowing More About Fractions :

•How to do:- Conduct a survey of 15 families of your locality and collect data that

✓ How many families have four wheeler?

✓ How many families have two wheeler?

✓ How many families have both four wheeler and two wheeler?

✓ How many families have Bicycle?

Calculate the fraction of data collected to that of total number of families in all the four parts. Also represent those fractions on different circles and paste them.

2. Reviewing Lines and Angles :

• How to do :- Take a political Map of India, draw the following line segments and answer the questions that follows:

✓ Join Srinagar to Thiruvanthpuram and name it AB

✓ Imphal to Gandhinagar and name it CD.

✓ Itanagar to Simla and name it EF.

✓ Patna to Chennai and name it GH.

Questions: (i) Which is the shortest line segment?

(ii) Which line segment passes through Arabian Sea?

(iii) Which line segment passes through a country other than India?

(iv) Which line segment passes through the maximum states?

(v) Join the line segments CD and EF and the point of intersection as XY, then name supplementary angles, opposite angles and adjacent angles.

3. Let's Explore the Real World

Question:

Visit a nearby grocery shop with your parent and purchase some items. Collect the bill provided by the shopkeeper.

1. Write the names, quantity, rate, and total cost of each item in a table.
2. Calculate the total cost of all items manually.
3. Compare your calculated total with the bill amount.
4. Check if there is any difference. If yes, find the error.
5. Paste the bill and pictures of your visit.

4. To understand and apply concepts of perimeter and surface area using real-life surroundings.

Instructions:

a. Choose a room in your house (bedroom).

b. Measure : Length (L), Breadth (B) and Height (H) of your room.

c. Find the **perimeter of the floor** of the room.
(Hint: Perimeter = 2 × (L + B))

d. If you want to put a decorative border along the edges of the floor, how much border (in meters) is required?
e. Find the **area of the floor**.
(Area = L × B)
f. If 1 tile covers 1 m², how many tiles are needed to cover the floor?
g. Find the **area of four walls**.
(Formula: 2 × H × (L + B))
h. If you want to paint the walls, how much area will be painted?
i. If painting costs ₹20 per m², find the total cost of painting the walls.
j. If a boundary wire is placed around the floor, how much wire is needed?

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8. ARTIFICIAL INTELLIGENCE

Task/Activity	Learning objective	Learning outcomes	Skill to be acquired
Students will **convert a given message into binary secret code** using the ASCII chart. *Do it in A.I notebook and share the pdf of the given task to the concerned subject teacher via school email id.*	To help students **explore how letters are represented in computers using ASCII codes and binary numbers**.	Students will be able to **identify letters using ASCII and binary codes**.	Research-1M Code Generation-2M Decoded Message-2M

*__Note:__ Kindly send your file according to the sections given below:

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