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experience the joy of giving

PRESENTS

SUMMER CAMP

2025

April 1st - 8th

Come Fall in Love with Learning
Discover the joy of knowledge,
one step at a time!

 

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SUMMER CAMP 2025

Time invested in the right company of Purposeful people is remembered for life. As they say Photo's may fade but Memories will never.

The Summer Heat with the Playful and informative sessions of Summer Camp from 'Youth for Seva' is an initiative to give an opportunity to the Students of Government school in the age group of 10-13 years of classes 5th to 7th, to have a Holistic Development during their Holidays and transform themselves as Responsible Citizens of our Motherland.

Activities that are creative, informative and transformative in nature are planned in the format of ART- Activity that is followed by a Reflective session and which leads to Transformation not only in the child but also the Trainer who facilitates the Activity.

Here is an opportunity to help the students to spend fruitful post examinations days.

Come let's have fun together and build a New India...



SCHEDULE

	Session 1	Session 2	Session 3	Session 4	Session 5

Day 1	Interaction, volunteers' rapport building activities with children & school staff, summer camp induction programme				
Day 2	30 mins	30 mins	30 mins	Coloring Paint	<ul style="list-style-type: none"> Group activity Additional activities based on children's interests/ suggestions Collection of responses / output product from students. Analysis & judgment of main activity
Day 3	<ul style="list-style-type: none"> Brief introduction of activities covered in particular day Camp Song Yoga & Meditation 	<ul style="list-style-type: none"> Desha bhakthi geethe Shlokas Preparation for activities covered in a particular day 	<ul style="list-style-type: none"> Kagga Vachana Group activity or Games Did You Know Facts Freedom Fighters Stories 	Hale Haale Hosa Pustaka	
Day 4				Bird Water Feeder	
Day 5				Exposure Visits near by School (ROK)	
				Paper Bag Making(BLR)	
Day 6				Best Out Of Waste & Fabric Bangle Making	
Day 7	Cultural activities, vote of thanks				

Note:

- Main activity= 60 minutes
- Games as buffer in between the activities
- Volunteers can teach their skills according to their capability

DESHA BHAKTI GEETHE

<p>ದೇಶ ದೇಶ ದೇಶ ದೇಶ ದೇಶ ನನ್ನದು (×2) ಸಿಂಧು ಕಣಿವೆ ಕೈಲಾಸ ಗಿರಿಯು ನನ್ನದು(×2) ದೇಶ ದೇಶ ದೇಶ ದೇಶ ದೇಶ ನನ್ನದು(×2)</p> <p>ಹರಿಹರಿಯವ ನೀರಕಣ ಮೇಲನಗುವ ಬಾನಂಗಣ ಹಸಿರಾಗಿಹ ಮಣ್ಣಕಣ ಹಾರಾಡುವ ಹಕ್ಕಿಗಣ ಹೊಳೆಹೊಳೆಯುವ ಚುಕ್ಕಿಗಣ ಎಲ್ಲ ನನ್ನದು.. ಎಲ್ಲ ನನ್ನದು ,ಎಲ್ಲಾ ನನ್ನದು</p> <p>ದೇಶ ದೇಶ ದೇಶ ದೇಶ ದೇಶ ನನ್ನದು (×2)</p> <p>ನಗೆಚೆಲ್ಲುವ ಮಲ್ಲಿಗೆಯ ಹೂದಳವು ನನ್ನದು ಬಗೆಬಗೆಯ ತೆಂಗುಬಾಳೆ ಕಡಲಾಗಿಹ ಕಾಡಹೊಳೆ ಬೆಳೆದು ನಿಂತ ವನಸಿರಿಯು,ಕಣ್ಣೊಳಿವ ಬೃಂದಾವನ ಎಲ್ಲ ನನ್ನದು..ಎಲ್ಲಾ ನನ್ನದು</p> <p>ದೇಶ ದೇಶ ದೇಶ ದೇಶ ದೇಶ ನನ್ನದು ಸಿಂಧು ಕಣಿವೆ ಕೈಲಾಸ ಗಿರಿಯು ನನ್ನದು ದೇಶ ದೇಶ ದೇಶ ದೇಶ ದೇಶ ನನ್ನದು(×2)</p> <p>ನರಹರಿಯ ಪಾಂಚಜನ್ಯ ವಾಲ್ಮೀಕಿ ರಾಮಾಯಣ ವೇದಗಳ ಉದ್ಭೋಷ , ಮಂತ್ರತಂತ್ರ ಆವಾಸ ಕಿವಿಯಮೊರೆವ ಮೇಘದೂತ ಕರುಳ ಕೊರೆವ ಕುರುಕ್ಷೇತ್ರ ಎಲ್ಲ ನನ್ನದು ಎಲ್ಲಾ ನನ್ನದು</p> <p>ದೇಶ ದೇಶ ದೇಶ ದೇಶ ದೇಶ ನನ್ನದು ಸಿಂಧು ಕಣಿವೆ ಕೈಲಾಸ ಗಿರಿಯು ನನ್ನದು</p>	<p>Desha desha desha desha desha nannadu (x2) Sindhu kanive kailasa giriya nannadu (x2) Desha desha desha desha desha nannadu (x2)</p> <p>Hari hariyuva neerakana melanaguva banangana hasiragiha mannakana haraduva hakkigana hole holeyuva chukkigana ella nannadu Ella nannadu, ella nannadu</p> <p>Desha desha desha desha desha nannadu (x2)</p> <p>Nagechelluva malligeya hodalavu nannadu bagebageya thengubale kadalagiha kadahole beledu nintha vanasiriyu, kangolipa brindavana ella nannadu, ella nannadu</p> <p>Desha desha desha desha desha nannadu Sindhu kanive kailasa giriya nannadu Desha desha desha desha desha nannadu (x2)</p> <p>Narahariya panchajanya valmiki ramayana vedagala udghosha, manthra thanthra avasa kiviya moreva meghadutha karulua koreva kurukshethra ella nannadu, ella nannadu</p> <p>Desha desha desha desha desha nannadu Sindhu kanive kailasa giriya nannadu Desha desha desha desha desha nannadu</p> <p>Vyasa bhasa kalidasa, budda basava kanakadasa ramakrishna paramahamsa madhukeshava nilahamsa Thaya madila mugulu nage koti thutiya manda hasa Ella nannadu, ella nannadu</p>
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<p>ದೇಶ ದೇಶ ದೇಶ ದೇಶ ದೇಶ ನನ್ನದು</p> <p>ವ್ಯಾಸ ಭಾಸ ಕಾಳಿದಾಸ , ಬುದ್ಧ ಬಸವ ಕನಕದಾಸ</p> <p>ರಾಮಕೃಷ್ಣ ಪರಮಹಂಸ ಮಧುಕೇಶವ ನೀಲಹಂಸ</p> <p>ತಾಯ ಮಡಿಲ ಮುಗಳುನಗೆ ಕೋಟಿ ತುಟಿಯ ಮಂದಹಾಸ</p> <p>ಎಲ್ಲ ನನ್ನದು ಎಲ್ಲಾ ನನ್ನದು</p> <p>ದೇಶ ದೇಶ ದೇಶ ದೇಶ ದೇಶ ನನ್ನದು(×2)</p> <p>ಸಿಂಧು ಕಣಿವೆ ಕೈಲಾಸ ಗಿರಿಯು ನನ್ನದು(×2)</p> <p>ದೇಶ ದೇಶ ದೇಶ ದೇಶ ದೇಶ ನನ್ನದು(×4)</p>	<p>Desha desha desha desha desha nannadu (x2)</p> <p>Sindhu kanive kailasa giriyu nannadu (x2)</p> <p>Desha desha desha desha desha nannadu (x4)</p>
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SHLOKAS

Steps to learn Shlokas, poems and songs

- * One sentence should have a complete meaning and should be taught by dividing it into two parts.
- * While teaching pronunciation it should be the right way.
- * After teaching once, we should have the children repeat at least 2-4 times.
- * Each line of shloka should be taught one after the other.
- * Each and every time we need to ensure that our voice modulation, way of singing is done correctly.

Shloka is a Sanskrit word used to denote a prayerful verse written as per certain strict grammatical rules. The shlokas presented here can be used in our daily prayers. These prayers are generally directed to specific God or Goddess forms such as Saraswati, Lakshmi, Genesha, Rama, Krishna etc. Conveying the majesty and the omnipotence of God, the shlokas portray vivid descriptions of the different Divine God forms and their divine powers. Anyone who chants these powerful verses and mentally invokes the God/Goddess forms will be able to achieve a steady and peaceful mind full of devotion.

<p>ಕರಾಗ್ರೇ ವಸತೇ ಲಕ್ಷ್ಮೀ ಕರಮಧ್ಯೇ ಸರಸ್ವತಿ!</p> <p>ಕರಮೂಲೇ ಸ್ಥಿತಾ ಗೌರೀ ಪ್ರಭಾತೇ</p> <p>ಕರದರ್ಶನಮ್</p>	<p>Karagre vasathe lakshmi karamadhye saraswathi!</p> <p>Karamuule sthithaa gowry prabhathe karadarshanam</p>
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ಅನ್ನಪೂರ್ಣೇ ಸದಾ ಪೂರ್ಣೇ ಶಂಕರ ಪ್ರಾಣ ವಲ್ಲಭೇ! ಜ್ಞಾನ ವೈರಾಗ್ಯ ಸಿದ್ಧಿ ಥ್ಯಂ ಭಿಕ್ಷಾಂದೇಹಿ ಚ ಪಾರ್ವತಿ!!	Annapurnee sadaa purne shankara prana vallabhe! Jnana vairaagya siddhyanthartham bhiksyamdehi cha parvati!!
ವಸುದೇವ ಸುತಂ ದೇವಂ ಕಂಸ ಚಾಣೂರ ಮರ್ದನಂ! ದೇವಕೀ ಪರಮಾನಂದಂ ಕೃಷ್ಣಂ ವಂದೇ ಜಗದ್ಗುರುಂ!!	Vasudeva sutham devam kamsa chanoora mardana! Devaki paramaanandam krushnam vande jagadhgurum!!
ಮೂಲತೋ ಬ್ರಹ್ಮರೂಪಾಯ ಮಧ್ಯತೋ ವಿಷ್ಣುರೂಪಿಣೇ! ಅಗ್ರತಃ ಶಿವರೂಪಾಯ ವೃಕ್ಷರಾಜಾಯ ತೇ ನಮಃ!!	Moolathoo brahmaroopaaya madhyathoo vishnuroopine! Agrathah shivaroopaaya vrusksharajaya the namah!!
ಲೋಕವೀರಂ ಮಹಾಪೂಜ್ಯಂ ಸರ್ವರಕ್ಷಾಕರಂ ವಿಭುಂ! ಪಾರ್ವತಿ ಹೃದಯಾನಂದಂ ಶಾಸ್ತ್ರಾರಂ ಪ್ರಣಮಾಮ್ಯಹಂ!!	Lokaveeram mahapuuujyam sarvarakshakaram vibhum! Paarvati hrudayaanandam shaastraaram pranamaamyaham!!

KAGGA

ಮಂಕುತಿಮ್ಮನ ಕಗ್ಗ

ಅಕ್ಕಿಯೊಳಗನ್ನವನು ಮೊದಲಾರು ಕಂಡವರು ಅಕ್ಕರದ ಬರಹಕ್ಕೆ ಮೊದಲಿಗನದಾರು ಲೆಕ್ಕವಿರಿಸಿಲ್ಲ ಜಗ ತನ್ನಾದಿಬಂಧುಗಳ ದಕ್ಕುವುದೆ ನಿನಗೆ ಜನ - ಮಂಕುತಿಮ್ಮ	Akkiyolagannavanu modalaaru kandavaru Akkarada barahakke modaliganadaaru Lekkavirisilla jaga thannaadibandhugala Dakkuvude ninage jasa – Mankuthimma
ಹೊಸ ಚಿಗುರು ಹಳೆ ಬೇರು ಕೂಡಿರಲು ಮರಸೊಬಗು ಹೊಸಯುಕ್ತಿ ಹಳೆತತ್ತ್ವ ದೊಡಗುಡೆ ಧರ್ಮ	Hosa chiguru hale беру kuudiralu morasobagu Hosayukthi halethathvadodagude dharma Rushivaakyadhodane vijnana kale melavise Aasavu janajeevanakke – Mankuthimma

ಋಷಿವಾಕ್ಯದೊಡನೆ ವಿಜ್ಞಾನ ಕಲೆ ಮೇಳವಿಸೆ ಆಸವು ಜನಜೀವನಕೆ - ಮಂಕುತಿಮ್ಮ	
ಹುಲ್ಲಾಗು ಬೆಟ್ಟದಡಿ ಮನೆಗೆ ಮಲ್ಲಿಗೆಯಾಗು ಕಲ್ಲಾಗು ಕಷ್ಟಗಳ ಮಳೆಯ ವಿಧಿ ಸುರಿಯೆ ಬೆಲ್ಲ ಸತ್ಕರೆಯಾಗು ದೀನದುರ್ಬಲರಿಗೆ ಎಲ್ಲರೊಳಗೊಂದಾಗು - ಮಂಕುತಿಮ್ಮ	Hullagu bettadadi manege malligeyagu Kallagu kashtagala maleya vidhi suriye Bella sakkareyaagu deenadurbalaringe Yellarolagondaagu - Mankuthimma
ನಗುವು ಸಹಜದ ಧರ್ಮ: ನಗಿಸುವುದು ಪರಧರ್ಮ ನಗುವ ಕೇಳುತ ನಗುವುದತಿಶಯದ ಧರ್ಮ ನಗುವ ನಗಿಸುವ ನಗಿಸಿ ನಗುತ ಬಾಳುವ ವರವ ಮಿಗೆ ನೀನು ಬೇಡಿಕೊಳೊ - ಮಂಕುತಿಮ್ಮ	Naguvu sahajada dharma nagisuvudu paradharm Naguva kelutha naguvudathesheyadha dharma Naguva nagisuva nagisi nagutha baaluva varava Mige neenu bedikolo - Mankuthimma
ಬದುಕು ಜಟಕಾಬಂಡಿ ವಿಧಿಯದರ ಸಾಹೇಬ ಕುದುರೆ ನೀನ್ ಅವನು ಪೇಳ್ವಂತೆ ಪಯಣಿಗರು ಮದುವೆಗೋ ಮಸಣಕೋ ಹೋಗೆಂದ ಕಡೆಗೋಡು ಪದ ಕುಸಿಯೆ ನೆಲವಿಹುದು - ಮಂಕುತಿಮ್ಮ	Baduku jatakaabandi vidhiyadara saaheba Kudure neen avanu peldhanthe payanigaru Madhuvego masanako hoogendha kadegoodu Pada kusiye nelavihudu - Mankuthimma

ಕಬೀರರ ದೋಹೆ

ಇತರರ ದೋಷವ ನೋಡುತ ಜನರು ಹಾಸ್ಯವ ಗೈಯುವರಲ್ಲ ತಮ್ಮಳಗಿಹುದೈ ಸಾಸಿರ ದೋಷ ಕಾಣುವುದೇ ಇಲ್ಲ -ಕಬೀರ	Ethrara doshava nodutha janaru haasyava gaiyuvaralla Thammalagihudai saasira dossha Kaanuvude illa - Kabeera
ಯತಿಗಳ ಜಾತಿಯ ಕೇಳುಲು ಬೇಡ ಜ್ಞಾನವನೇ ನೋಡು ಕೇವಲ ಖಡ್ಗದ ಬೆಲೆಯನು ಕಟ್ಟು ಒರೆಯಲು ಬದಿಗಿಟ್ಟು -ಕಬೀರ	Yathigala jaathiya kelulu beda jnanavane nodu Kevala khadgada beleyanu kattu yoreyalu Badigittu - Kabeera
	Shilavanthane shreshtanu sakala rathnagala ganiyu

<p>ಶೀಲವಂತನೇ ಶ್ರೇಷ್ಠನು ಸಕಲ ರತ್ನಗಳ ಗಣಿಯು </p> <p>ಮೂಲೋಕದ ಸಿರಿ ಸಂಪದವೆಲ್ಲಾ ಶೀಲದೊಳಗೆ ಇಹುದು -ಕಬೀರ</p> <p>ಮಾತು ಅಮೂಲ್ಯ ಎನ್ನುವುದನ್ನು ಬಲ್ಲವನೇಬಲ್ಲ </p> <p>ಹೃದಯದ ತಕ್ಕಡಿ ತೂಗಿ ತೂಗಿ ಬಾಯಿಯ ನೀತೆರೆಯೋ -ಕಬೀರ</p> <p>ದೇವರಿಗಿಲ್ಲ ಜಾತಿಯ ಭೇದ ಭಕುತರಿಗಂತೂ ಇಲ್ಲ </p> <p>ಜಾತಿಭೇದದಾ ಸೆಳತೆ ಸಿಲುಕಿ ಮುಳುಗದಿರೋ ಮನುಜಾ -ಕಬೀರ</p> <p>ವೃಕ್ಷಕಲ್ಲ ವೃಕ್ಷದ ಫಲವು ನದಿಯ ನೀರು ನದಿಗಲ್ಲ </p> <p>ಸಂತನ ಬದುಕು ಸಂತನಿಗಲ್ಲ ಅದು ಲೋಕದ ಹಿತಕೆ -ಕಬೀರ</p>	<p>Muulokada siri sampadavellaa sheeladolage ehudu </p> <p>Maathu amuulya yennuvudannu ballavaneballa </p> <p>Hrudayada thakkadi thoogii thoogi baayiya nethereyoo - Kabeera</p> <p>Devarigilla jaathiya bheda bhakuthariganthuu illa </p> <p>Jaathibhedadaa selathake siluki mulugadiroo manujaa – Kabeera</p> <p>Vrukkshakalla vrukkshada phalavu nadiya neeru nadigalla </p> <p>Santhana baduku santhanigalla adu lookada hethake – Kabeera</p>
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GENERAL ACTIVITIES:

1. Freedom Fighters Story Telling:

Freedom fighters inspired and motivated others to fight injustice. They are the pillars behind the freedom movement. They made people aware of their rights and their power. It is all because of the freedom fighters that we prospered into a free country free from any kind of colonizers or injustice. Let us know more about our freedom fighters now.

Examples:

1. Bhagat Singh

Saheed-e-Azam **Bhagat Singh**, he sacrificed his life for his country India, he happily kissed the noose and hung himself for the freedom of his beloved Bharat, merely, at the age of 23 years and 6 months. He died the death of a martyr. Following the day of 23 April 1931, the supporters and followers of Bhagat Singh regarded him as a “Shaheed” (martyr). Bhagat Singh could have asked for mercy but he refused. He wanted his death to ignite a strong fire at every nook and cranny of the country and wanted each and every citizen to participate in the struggle for freedom. His dream was to see India as a free country and can even die for his dream. Bhagat Singh does not believe in violence from his childhood. His family believed in the Gandhian ideology of non-violence. And for a while, he was also the supporter of the Gandhian philosophy but there were the 2 incidents which shifted his heart away from Mahatma Gandhi. The incidents of Jalliwala Bagh massacre and the Chauri Chaura. Even at the end of their life, they were not scared of the death and consulting the ways with the Britishers, they want to die. Such is a brave heart. It is said that they proceeded quite cheerfully towards the gallows while chanting their favorite slogans.

2. Subhash Chandra Bose

Subhash Chandra Bose was an Indian nationalist whose unconditional love for his country made him a hero in India. He, with the help of Nazi Germany and Imperial Japan, attempted to rid India of British Rule. He Gained the Honorific Title of Netaji by the Indian soldiers at Germany. But he knew, his journey to free India was not going to be easy. There were many challenges which hinder him from his goal. He became the Congress President in 1938 but soon in next year was ousted. He was placed under house arrest by the British Govt. but soon escaped in 1940. In 1941, Bose arrived in Germany, where the response toward India's Independence was ambivalent. So, he did what he can with the limited resources he gets. In November that same year, with the German Funds, a Free India Centre was set up in Berlin, and soon nightly

broadcast on a Free India Radio and motivate Indians for their struggle for Freedom. Then In 1943, Bose boarded a German submarine which transferred him to Japanese submarine and With Japanese support, Bose revamped the Indian National Army, then composed of Indian soldiers of the British Indian Army captured in the war of Singapore. Soon, the Indian civilians also began to take part in the struggle. Bose had great Charisma creating Indian popular slogans – “Jai Hind”, “Tum Mujhe Khoon Do, Main Tumhe Azadi Dooga.” His Struggle for Indian Freedom continued and then came the news of his Plane Crash in Taiwan. Some Indians, however, didn’t believe the news and consider it as false, and believes that Bose would return for his India’s Independence. The struggle to independence continued with more leaders and more freedom fighters, and the list of inspirational short stories of Freedom fighters goes on.

3. Rani of Jhansi, Lakshmibai

Rani Lakshmibai was the Queen of the Princely state of Jhansi, Uttar Pradesh, India. She was one of the first leading figures of the Indian Rebellion of 1857 and She was the symbol of resistance to the British Raj for Indian Nationalists. She knows that the responsibilities were going to hit her soon because her childhood studies involved shooting, horsemanship, fencing, and Mallakhamba. Her Struggle started when her husband died. Lakshmibai gave birth to a boy, named Damodar Rao, in 1851, who died after four months. The Maharaja, then adopted a child named Anand Rao, the son of Maharaja’s cousin and named him Damodar Rao. The adoption was in the presence of British political officer and a letter was given instructing them to treat the child with respect and that the government of Jhansi should be given to her widow Laxmibai. But after the death of Maharaja, British East India Company denied the Damodar Rao’s claim to the throne. The Rani exercise at weightlifting, wrestling, and steeplechasing before breakfast. An intelligent woman, she ruled in a business-like manner. In 1857, when she heard the news of the Indian Rebellion, she asked the British political officer, to permission to raise a body of armed men for her own protection and the same year in June, she rebels against the British by seizing the Star Fort of Jhansi. In 1858, when the British forces arrived at Jhansi to maintain control but found it well defended with heavy guns. British forces demanded the surrender of the city. The defenders **refused to surrender and rather die to earn eternal glory and salvation.** As the army was fighting outside the fort, soon there was a breach in the walls and the Street fighting continued. Rani withdrew from the palace to the fort and join the rebellion. According to tradition with Damodar Rao on her back jumped on her horse from the fort. They both survived but the horse died. The Rani escaped in the night with her son. She then joined additional rebel forces but were again defeated. She led several fights and one day died fighting, dressed as a

cavalry leader. She told a hermit to burn her body, not wishing the Britishers to capture her. Rani Laxmibai is a “**Personable, Clever, and Beautiful**” and she is “**the most dangerous of all Indian Leaders**” in the words of Hugh Rose, in his British report after the capture of the city of Gwalior.

2. Did you know facts:

There are some facts that not many of us are aware of. Let us know more about these facts.

Few interesting facts:

- Even though dragonflies have six legs, they cannot walk.
- When humans take a breath, they replace only 15% of the air in their lungs with fresh air. When dolphins take a breath, they replace 90% of the air in their lungs with fresh air.
- A baby has around 30,000 taste buds. They are not just on the tongue but also on the sides, back, and roof of the mouth. Adults have about 10,000.
- To make one pound of honey, honey bees must gather nectar from nearly 20 lakh flowers

3. Word Search:

It is a word game that consists of the letters of words placed in a grid, which usually has a rectangular or square shape. The objective of this puzzle is to find and mark all the words hidden inside the box.



GAMES (GROUP ACTIVITY)

INDOOR (Games which be played within class normally)

- 1, 2, 3, 4, CLAP, 6, 7, 8, 9, CLAP, 11, 12, 13, 14, CLAP,

Aim - Counting numbers in forward/increasing/ascending order.

Description - Starting from one end of class, each student must say a number in ascending order. Whenever numbers that are divisible by 5 arise, s/he should not

say number instead one must clap. If they say so, they are eliminated & game id picked from the number where the previous person was eliminated.

Output - 1, 2, 3, 4, CLAP, 6, 7, 8, 9, CLAP,

Error - 1, 2, 3, 4, 5

2. Viparait Sankya

Meaning - Reverse Counting

Aim: To count backwards

Description: Starting from one child, who will say the large number chosen by the teacher, the next child will decrease this number by one every time. If any child makes a mistake then he will be out of the game. The next child after him will have to correct his mistake.

3. Khayenge

Meaning: Khayenge - I can eat

Aim: To avoid getting caught out with items which are not edible.

Description: Instructor will shout items to child at a time, which are edible. The child will respond by saying Khayenge and doing eating action. If the Instructor shouts an item which is not edible and the child says Khayenge or does eating action then he will be out of the game. Edible foods do not include fluids which are edible.

Output - Puliogare - Khayenge(with gesture of eating (GoE)), Banana - Khayenge(with GoE), Rock - no Khayenge & (no GoE),

Error - Water - Khayenge (with any GoE), all the fluids

Tricky Examples - Chillies, Ice cubes, Gulab Jamun (both liquid & solid), etc

4. Netaji Swamiji Gandhiji

Description - A referee has to say the names of one name [Netaji, Swamiji, or Gandhiji] and do an action reminding them. Netaji means salute as a jawan, Swamiji means folding hands (as Swami Vivekanda folds his hands), and Gandhiji (as Gandhi standing with a stick). Students should do what the referee is saying and not what he is doing. Referee can say Gandhiji and salute. The students who are saluting are out. Examples of outputs required.



5. Word Build / Train

This game is played sitting on the ground. This game requires good memory power. The game resembles the journey of a train from one station to another. One player should first start by saying the name of a place of his choice. The next player continues saying the previous place's name along with a new name of the place of his choice.

The game continues and whoever makes an error in the order or forgets to say a place's name is out of the game.

USES OF THIS GAME: this game explicitly helps in improving the memory power. The children are introduced to many cities, towns and villages.

OUTPUT - one, one + apple, one + apple + mango, one + apple + mango + ____ (something)

ERROR - one, one + apple, one + mango.

6. Kombu Kombu

This game also requires the children to sit in a circle. This game is related to those animals with horns (Kombu). The person conducting the game calls out the names of various animals and the children go on saying 'KOMBU KOMBU' and make a horn gesture with their hands if those animals have horns. Sometimes names of animals without horns should be said to which the children should NOT say 'KOMBU KOMBU' and whoever does is out of the game.

USES OF THE GAME: the children are introduced to a variety of animal species and they tend to differentiate those animals with and without horns. Output is as shown in below image when animals with horns are stated.



7. Point out

Students are said to observe the referee carefully. The referee must point out one part of the body by his index finger & say out part of the body, it is not necessary to say & point at the same part. Students must point & say the part of the body which has been said by the instructor. It is mandatory for students to point & say the same part which has been stated by the instructor. Students who failed to do so are eliminated from the game.

USES OF THIS GAME: The children become more attentive. Quick thinking and concentrating power is enhanced.

INSTRUCTOR - 1, Eyes(Command) & pointing on eyes; 2, Nose (Command) & pointing ears.

STUDENTS - 1, Eyes (Pointing & Saying out loud); 2, Nose (Pointing & Saying out loud)

ERROR - 2, Pointing & Saying out loud of ears (or other parts)

8. Ear to Ear

The children are split into two groups. As this is a mental based game, the two groups can sit separately. The person conducting the game whispers in one child's ear in each of the groups, a long sentence. **For example:** “Rama's father is dasharatha. Dasharatha's son is Lakshmana. Bharata is Rama's brother” the child in whose ears this is whispered is supposed to whisper into the next child's ears and thus it should continue throughout the group. In whichever team, the last child says the whole sentence without any error that the team is the winner of the game.

USES OF THIS GAME: Memory power is enhanced playing this game.

Examples:

- With great power there must also come great responsibility
- I am God, God is great
- Give me blood, I will give you freedom
- Leaders are born, they are made
- Heluvudakku keluvudakku idhu samayavalla (ಹೇಳುವುದಕ್ಕೂ ಕೇಳುವುದಕ್ಕೂ ಇದು ಸಮಯವಲ್ಲಾ)
- **Volunteers can add any additional sayings or movie dialogues that entertain students.**

9. Simon Says

Children are said to stay in their benches. When the instructor says “**Simon says** _____” followed by any action that can be done in the classroom. Then students must perform the action which was stated by the instructor. They must only enact when SIMON SAYS is added before mentioning an act to be performed, if not they must stay in their previous position. Students who don't follow the rules are eliminated.

INPUT - Simon says sit, Simon says stand, Simon says clap,

OUTPUT - Sit, Stand, Clap,

10. Akki Rotti - Ragi Rotti

Students are said to stretch their hands in front of them approximately to shoulder level. Referee must enact the actions for terms before starting game:

- Akki rotti means showing palms towards sky
 - Ragi rotti means showing dorsal part towards sky or palms towards ground
- Whenever students do the opposite of command, they are eliminated. For **advancement** of the game in the second round, action for commands is interchanged.

INPUT - akki rotti, ragi rotti

OUTPUT - palms towards sky, dorsal towards sky (interchange results for second round)

11. Head or tail

Divide the whole class & form 2 lines of equal members. Now, one of the instructors will toss a coin & display it to the last members of each line. They have to pass a certain signal (which must be pre-determined by respective teams) to the person standing in front them. Except the first persons of either team, no one is allowed to speak. Based on the signal received, the first students of either team must present their answers. Team that gives quick & correct answer are awarded by 1 point. Game proceeds by interchanging the positions of teammates in such a way that all of them get a chance to be in all positions.

INPUT - Tossing coin

SIGNALS - Touching head or tapping right hand/shoulder for head. Touching left hand/shoulder for tails. **Explain the game through this signal & give 4-5 minutes to decide their own or above-mentioned signals.**

ERROR - Saying / whispering answer.

12. Scribble

One student is picked from class. He must pick a chit (pre-defined set of words, names of celebrities, movies, etc). Now, s/he must draw a sketch that describes the word chosen on the board without speaking. Rest of the class must guess the answer. It seems feasible if everyone takes part in this game. **Students are encouraged to act instead of sketching.**

Examples - mountain Everest, rainbow, sun, half-moon, mobile, book, hammer, spectacles, bulb, double bus, animals, fruits, cup, shirt, pant, north (other directions), body parts, solar system, camera, shapes (rectangle, circle, pentagon, octagon), bullet, etc

<https://skribbliohints.github.io/> for more words.

13. Alpha-numeric

Referee must assign numeric values in ascending order corresponding to alphabets i.e., A=1 B=2 ... Y=25 Z=26. Now, the instructor must give a set of numeric values out of which a meaningful alphabetical word appears & let students find out the word. After a few trails, reverse the assigning order of alphabets to numbers, i.e., Z=1 Y=2 B=25 A=26 & repeat giving some more numeric values and let them find out.

A - 1	B - 2	C - 3	D - 4	E - 5	F - 6	G - 7
H - 8	I - 9	J - 10	K - 11	L - 12	M -13	N - 14
O - 15	P - 16	Q - 17	R -18	S -19	T -20	U - 21
V - 22	W - 23	X -24	Y - 25	Z -26	Please write table on board	

- 1) 25 15 21 20 8 (Youth)
- 2) 18, 1, 9, 14, 2, 15, 23 (Rainbow)
- 3) 3, 8, 15, 20, 1 __ 2, 8, 5, 5, 13 (Chota Bheem)
- 4) 19, 21, 16, 5, 18, 13, 1 ,14 (Superman)
- 5) 3, 15, 13, 16, 21, 20, 5, 18 (Computer)
- 6) 12, 9, 20, 20, 12, 5 __ 11, 18, 9, 19, 14, 1 (Little Krishna)

Z - 1	Y - 2	X - 3	W - 4	V - 5	U - 6	T - 7
S - 8	R - 9	Q - 10	P - 11	O - 12	N -13	M - 14
L - 15	K - 16	J - 17	I -18	H -19	G -20	F - 21
E - 22	D - 23	C -24	B - 25	A - 26	Please write table on board	

Second round after interchanging values of alphabets examples are as follows

- 1) 9, 26, 17, 16, 6, 14, 26, 9 (RAJKUMAR)
- 2) 6, 20, 9, 26, 14,14 (UGRAMM)
- 3) 14, 18, 7, 19, 26, 15, 18 __ 9, 26, 17 (MITHALI RAJ)
- 4) 14, 18, 15, 16, 26 __ 8, 18, 13, 20, 19 (MILKA SINGH)
- 5) 19, 12, 2, 8, 26, 15, 26 (HOYSALA)
- 7) 22, 14, 11, 22, 9, 12, 9 __ 26, 8, 19, 12, 16, 26 (EMPEROR ASHOKA)

14. Pass the Ball

It is a really simple classroom game. While the music plays, students pass the ball around the class. When the music stops, the student with the ball has to do something

OUTDOOR

1. KERE DADA (ಕೆರೆ ದಡ)

Students are said to form a circle. Referee must either say kere or dada. Whenever instructor say **KERE** students must jump forward, similarly when said **DADA** they must jump backwards. If a word is said twice & continuously, then students are not allowed to repeat the act twice instead they must stand still in previous position

Demo for the game - <https://youtu.be/4DqyhLVFj3g>

2. BLIND TRAIN

Two teams are made to stand and every person closes the eyes of the person in front of her/him with their bare hands. Only the last person is allowed to keep his eyes open. Now the instructor decides a place to which the teams should reach. Only the last person (whose eyes are open) guides the others in his team whether as to go left or right, front or back and thus whichever team reaches the determined destination first is the winner.

Uses of the game: The students develop the skills of concentrating better, time management, sense of time keeping and the determination to reach the goal.

Demo for the game - <https://youtu.be/j6x0nckHVds>

3. DOG BONE

Equipment: Small throw-able (hand sized) bean-bag or some other small unbreakable object.

Divide into two teams of equal numbers. Place the bean-bag in the middle of the room, teams can either sit in a big/wide circle around this or in two lines down the edges of a playing area. Either way make sure there is plenty of space between players and the bean-bag.

Give the players in each team a number so that they are partnered off with a player of the same number on the opposite team. When team members hear their number called the objective is to rush to grab the bag and get it back to their space (or goal if preferred) before being tagged/touched by the player with the same number from the opposing team. If players are tagged, they must immediately drop the object and the opposing player must then try to get it back to their line without being tagged in return. Players must have the bag in their hand to win.

Demo for the game - <https://youtu.be/u48KVRegAKg>

ADDITIONAL ACTIVITIES / HOMEWORK

- Give 5 - 15 short forms mentioned below or any short forms to students in the form of homework daily & let them find & submit their solutions in the next class.

Transport - BMTC, KSRTC, NASA, ISRO, IRCTC, RTO

Industry - HAL, BEL, BHEL, BEML, AMUL, BSNL

Banking - FD, GST, MPIN, KYC, OTP, PIN, UPI, ATM, IFSC, EMI

Technology - devices - SMS, LASER, UPS, RAM, ROM, COMPUTER, CPU, DVD, CD, GPS

Government - IPS, IAS, DSP, DCP, NCC, NSS, RAW, CBI, CID, BCCI, DRDO, ECI

General - AIDS, HIV, UNO, B.A, B.E, NEWS, NGO, YFS, PAN, PF, ESI, WWE, WHO

HALE HAALE HOSA PUSTAKA And Paper Bag Making

Hale haale hosa pustaka means making a new book out of old sheets. This activity is to promote the reuse of old/used books which have empty sheets left out in them. Most of the school books of the previous grade will have a lot of empty sheets left. Many trees will be cut down to make just one book. And most of the time these books will be discarded. Students must learn the habit of reusing these books and this fun activity involves making new books using the leftover sheets from old books.



PAPER BAG MAKING

Paper bags are biodegradable. It means paper bags can be decomposed in soil with the help of bacteria. Making a paper bag is easy, one might not even need to spend a penny

to make one. Use yesterday's newspapers at home, gift wrapper, unused textbooks, and many more to make a paper bag. Paper bags are one hundred percent recyclable because they don't contain toxic and poisonous gas. The Objective of this session is to teach volunteers how to make a paper bag, and we'd like volunteers to spread this awareness in their families & communities.

Example for Paper Bag:



BIRD WATER FEEDER

Just like us, our wild bird friends need water for survival. Whether our backyard visitors are cleaning their plumage or just washing down their food; water is the best way to attract birds and complement a birdsaped backyard. One of the easiest ways to bring a water source to your yard is to add a bird waterer. Bird waterers look a lot like bird feeders – the only difference is that you fill them with water instead of seed. They work wonderfully when placed near a seed-filled feeder, but you should take a few precautions when placing one in your yard. It can be easily made and this is one of the activities planned.



4. Exposure visit to nearby places

A.Community Engagement through exposure visits nearby places:

One activity for community engagement through exposure visits to nearby nature reserves could be organizing a guided nature walk led by local Known persons. During the walk, participants can learn about the special in that place, the importance of conservation efforts, and how they can actively contribute to preserving the natural environment. Additionally, the walk could include interactive activities such as bird watching, plant identification, or wildlife tracking, fostering a deeper connection between the community members and their local natural surroundings.



B. Health and wellness benefits of outdoor exposures visits:

One activity for promoting the health and wellness benefits of outdoor exposure visits to nearby parks and recreation areas could be organizing a community yoga or meditation session in the park. This activity would encourage participants to connect with nature while engaging in physical and mental exercises that promote relaxation, stress reduction, and overall well-being. Before going the we should collect information about that park or place and encouraging participants to appreciate the natural beauty surrounding them. This activity not only promotes physical activity but also fosters a sense of community and connection with the outdoors, enhancing the overall health and wellness of participants.



BEST OUT OF WASTE

WASTE

- Bottles
- Newspaper
- Juice Tins
- Stones
- Sea shells
- Ice cream sticks
- Plastic spoons
- Fork
- Broken hanger
- Waste/used shoes
- Earbuds (cleaning cotton swab)
- Frooti tetra packet
- Waste pencil
- Mobile boxes (<https://youtu.be/EUCVMOgcHLk>) to pen stand
- Nail polish bottles (<https://youtu.be/xIJ2iQbvFKw>)
- Medicine packets (<https://youtu.be/seIh2-8OXps>)

Examples :







Fabric Bangle Making

You can create new looks even with old bangles by using some craft and creativity. Apply glue on all the bangles one by one and use a beautiful thread or Gota to decorate your old bangles. Make sure that you wrap the thread around the bangles without any gap until the thread covers the entire bangle until the thread covers the entire bangle. Your new bangles are ready to elevate your looks!

You can also make a creative and handy pen stand using old bangles. Take a stack of old bangles and paste them with glue on one another. Cut a cardboard in the size of a bangle and paste it on one end of the glued-up stack of bangles. Your unique and stylish multipurpose pen stand is ready for use! You can also use it as a spoon holder or brush stand.

Cultural Activities

Conduct a cultural activity program at the end of the final day before prize distribution. The activities may include:

- Dance
- Singing / Musical
- Drama
- Sports
- Speech
- Painting

Collect the feedback and experiences of the camp from students & school staff.

THANK YOU

The 1-week summer camp at government schools aims to provide a fun, educational, and holistic experience for students aged 9-14. Through a combination of workshops on science, math, literature, and environmental awareness, along with sports, arts & crafts, and soft skills development, the camp will foster creativity, teamwork, and personal growth. Students will also engage in cultural activities and for hands-on learning. Led by trained facilitators and volunteers, the camp will enhance students' critical thinking, physical fitness, and confidence, ensuring an enriching and memorable summer break.