



D.A.V. POLICE PUBLIC SCHOOL, GURUGRAM



HOLIDAY HOMEWORK CLASS-V

"Under the summer sun, let your
imagination run wild and your laughter fill
the air."

SUBJECT	HOLIDAY HOMEWORK
English	<p>1. Design a colorful poster on A3 sheet as a tribute to Indian soldiers. Use slogans like "Salute to Our Heroes" or "Bravery and Sacrifice" and include images of soldiers in action. Write a short message of appreciation and respect.</p> <p>2. Roll No. 1 to 10 – Make a 3D model on Prepositions (e.g., in, on, under, beside) and write one sentence for each preposition used in your model.</p> <p>Roll No. 11 to 20 – Create a 3D model showing Sentences. Use objects or craft materials to represent different types of sentences (e.g., declarative, interrogative, exclamatory, imperative). Label each sentence type clearly.</p> <p>Roll No. 21 to 31 – Make a 3D model on Adjectives (e.g., big, small, beautiful) and write one sentence for each adjective used.</p> <p>3. Read the newspaper regularly during holidays. Cut five pictures based on nature per week from old newspapers. Paste them in your notebook and give captions to each picture.</p> <p>4. War has caused immense suffering in many parts of the world today. What do you think are the reasons for war in modern times? How can countries and people work together to bring peace? Write a detailed paragraph explaining how we can prevent war and promote peace. Write a paragraph in an A4 size sheet.</p> <p>5. Design a Brochure/Flyer Document on the famous zoological park of Haryana and Manipur. (https://youtu.be/MoKEgF47Z_w)</p> <p>6. Create a decorative portfolio file to organize your classwork, label it with your class name and your name, and ensure the sheets are neatly arranged in sections.</p> <p>7. Draw and colour your favourite scene from Harry Potter. Write a short letter to Harry Potter, thanking him for inspiring you. Make a mini wand using a pencil, paper, and glitter!</p>
Hindi	<p>1. रोल नंबर 1–6: व्याकरण मॉडल – "संज्ञा के भेद"</p> <p>कार्य विवरण: "संज्ञा" और उसके भेदों (व्यक्तिवाचक, जातिवाचक, भाववाचक) का एक 3D मॉडल तैयार करें।</p> <p>निर्देश:</p> <ul style="list-style-type: none"> * रंगीन कागज, कार्डबोर्ड, चित्रों और उदाहरणों का उपयोग करें। * प्रत्येक भेद के लिए उदाहरण और चित्र शामिल करें। * मॉडल को आकर्षक और शिक्षाप्रद बनाएं। <p>संदर्भ लिंक:</p> <ul style="list-style-type: none"> * 📌 [संज्ञा चार्ट - Pinterest](https://www.pinterest.com/pin/hindi-language-learning--759771399651608092/) * 📺 [संज्ञा हिंदी TLM/ व्याकरण प्रोजेक्ट - YouTube](https://m.youtube.com/watch?v=vSWvsMnntjk) <p>2. 🌐 रोल नंबर 7–12: प्रोजेक्ट – "तेलंगाना और हरियाणा राज्य"</p>

कार्य विवरण:

"एक भारत श्रेष्ठ भारत" पहल के अंतर्गत तेलंगाना और हरियाणा राज्यों की संस्कृति, भोजन, पोशाक, भाषा और त्योहारों पर एक प्रोजेक्ट फाइल या स्कैपबुक तैयार करें।

निर्देश:

- * दोनों राज्यों की समानताओं और भिन्नताओं को दर्शाएं।
- * चित्र, मानचित्र और जानकारी शामिल करें।
- * प्रोजेक्ट को रंगीन और आकर्षक बनाएं।

संदर्भ लिंक:

- *  [हरियाणा-तेलंगाना प्रोजेक्ट - SlideShare](https://www.slideshare.net/slideshow/haryana-telangana-pp-tpptx/252322390)
- *  [हरियाणा-तेलंगाना स्कैपबुक - PDF](https://www.ekbharat.gov.in/images/InstituteActivities/Documents/5928/Scrap%20Book-KVS%20Haryana-Telangana.pdf)

3. रोल नंबर 13–18: हैंगिंग आइटम – "स्वर वल्लरी"


कार्य विवरण:

हिंदी स्वरों (अ से अः) को दर्शाने वाला एक **हैंगिंग चार्ट** या **वॉल हैंगिंग** बनाएं।

निर्देश:

- * प्रत्येक स्वर को एक पत्ती या टैग पर लिखें।
- * रंगीन कागज, धागे और सजावटी सामग्री का उपयोग करें।
- * हैंगिंग को कक्षा में सजाने योग्य बनाएं।

संदर्भ लिंक:

- *  [स्वर वॉल हैंगिंग प्रोजेक्ट - Pinterest](https://in.pinterest.com/pin/wall-hanging-project--107101297383505893/)

4. रोल नंबर 19–24: सजावटी वस्तु – "हिंदी वर्णमाला पेड़"

कार्य विवरण:

हिंदी वर्णमाला (अ से ज्ञ) को दर्शाने वाला एक वर्णमाला पेड़ बनाएं।

निर्देश:

- * पेड़ के पत्तों पर प्रत्येक अक्षर लिखें।
- * रंगीन कागज, थर्माकोल और अन्य सजावटी सामग्री का उपयोग करें।
- * यह कक्षा की प्रदर्शनी के लिए उपयोगी होगा।

संदर्भ लिंक:

- *  [हिंदी TLM कार्यशील मॉडल - Pinterest](https://www.pinterest.com/pin/822540319447079299/)

5. रोल नंबर 25–30: 3D मॉडल – "विशेषण के प्रकार"

कार्य विवरण:

विशेषण और उसके प्रकारों (गुणवाचक, संख्यावाचक, परिमाणवाचक, संबंधवाचक) का एक 3D मॉडल बनाएं।

निर्देश:

- * प्रत्येक प्रकार के विशेषण के लिए उदाहरण और चित्र शामिल करें।
- * रंगीन कागज, कार्डबोर्ड और अन्य सामग्री का उपयोग करें।
- * मॉडल को आकर्षक और शिक्षाप्रद बनाएं।

संदर्भ लिंक:

*  [विशेषण 3D प्रोजेक्ट मॉडल - Instagram](https://www.instagram.com/choudharydaksh22/reel/DEAxVR0TDVz/)

Sanskrit

1.(अनुक्रमांक -1 से 3 तक)

मानव के शरीर का चित्र बनाकर संस्कृत में शरीर के अंगों के नाम लिखेंगे। कक्षा-5 की संस्कृत की पुस्तक (सुरभि:) के अन्त में दिए गए शरीर के अंगों के नामों की सहायता लेंगे। (A-4 अथवा A-3 शीट पर)

(अनुक्रमांक -4 से 6 तक)

1-4 तीनों लिङ्गों में संस्कृत में सङ्ख्या लिखेंगे। (A-4 शीट पर) और पाँच पक्षियों के चित्र बनाकर या चित्र चिपकाकर उनके संस्कृत में नाम लिखें।

(अनुक्रमांक -7 से 9 तक)

कारक- विभक्ति-चिह्नों को लिखेंगे। लिंक के सहयोग से।

<https://youtu.be/qDIBIXmXIZ8?si=iOIWppOhNddQIzVj>

(अनुक्रमांक-10 से 12 तक)

1-50 तक की सङ्ख्याओं को संस्कृत में लिखकर एक चार्ट बनाइए।

<https://youtu.be/l0wrUycxptk?si=TbD1cHO8DSzInlsp>

(अनुक्रमांक-13 से 15 तक)

संस्कृत में रंगों के नाम लिखिए। लिंक के सहयोग से।

<https://youtube.com/shorts/GeyQuFZCMw8?feature=shared>

(अनुक्रमांक 16 से 18 तक)

संस्कृत में सप्ताह के नाम लिखिए। लिंक के सहयोग से।

<https://youtu.be/f6zzyf-RxHA?si=1-H5iZEtffPqisVy>

(अनुक्रमांक-19 से 21 तक)

12 महीनों के संस्कृत में नाम लिखेंगे। लिंक के सहयोग से।

https://youtube.com/shorts/J0fF_rNs6EI?si=eIRn4NRFMFoNFg1M

(अनुक्रमांक-22 से 24 तक)

पाँच वन्यपशुओं, पाँच पालतूपशुओं के चित्र बनाकर या चित्र चिपकाकर उनके संस्कृत में नाम लिखें।

(अनुक्रमांक-25 से ऊपर तक)

पाँच फलों व पाँच सब्जियों के चित्र बनाकर या चित्र चिपकाकर उनके संस्कृत में नाम लिखें।

Mathematics

Assignment : Do the given assignment

https://drive.google.com/file/d/1sT0jRXkEalADOFHZnP_qw5Ugl7-z85mk/view?usp=drivesdk

Lab Activities

 **Angle sum property of triangle**

 **Addition and Subtraction of fraction using paper grid strips.**

Project

 **Math and Culture: Exploring Haryana and Telangana Through Numbers**

 **Objective**

To apply multiplication and division of large numbers using real-life cultural and geographical scenarios from the Indian states of Haryana and Telangana.

 **Project Activities / Subheadings**

1. State Population Math

Use the population of the two states (Haryana and Telangana) for the following tasks:

Tasks:

- **Write the population of each state in number form and word form.**
- **Compare the two using greater than/less than symbols.**
- **Find the difference in population between the two states.**
- **Multiply each population by 5 to estimate population after 5 decades.**
- **Divide Telangana's population equally among 7 districts (assume for simplicity) to find the population per district.**

2. Festival Food Calculation

Haryana – Baisakhi

- **If a fair gets 18,400 visitors and they are seated in rows of 80, how many rows are needed?**

Telangana – Bathukamma Festival

- **If 1 community prepares 3,200 flower plates and there are 14 communities, how many flower plates are made in total?**

3. Cultural Costume Making

Haryana

- A group of tailors makes 48,600 traditional costumes. If each tailor made 1,800 costumes, how many tailors worked?

Telangana

- A weaver makes 160 Pochampally sarees per month. How many sarees are made in 12 months?

4. Travel Math

- Distance from Hyderabad to Chandigarh is 1,800 km. If a bus travels 300 km per day, how many days will it take?
- If the ticket price is ₹2,450 per person, how much will it cost for a group of 25 students?

5. Math Passport: Monuments and Numbers

Task:

Choose one famous monument from each state and make a creative “Math Passport” page. Include:

- Monument name
- Location
- A short cultural fact
- One math fact or problem (based on visitors, area, etc.)

Presentation Guidelines

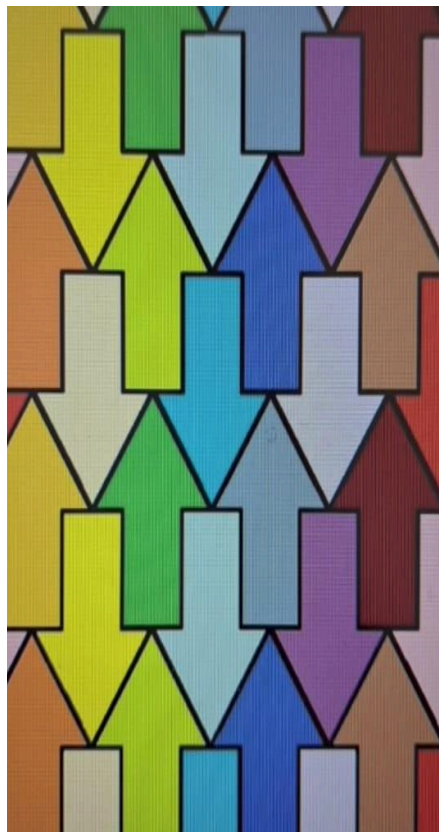
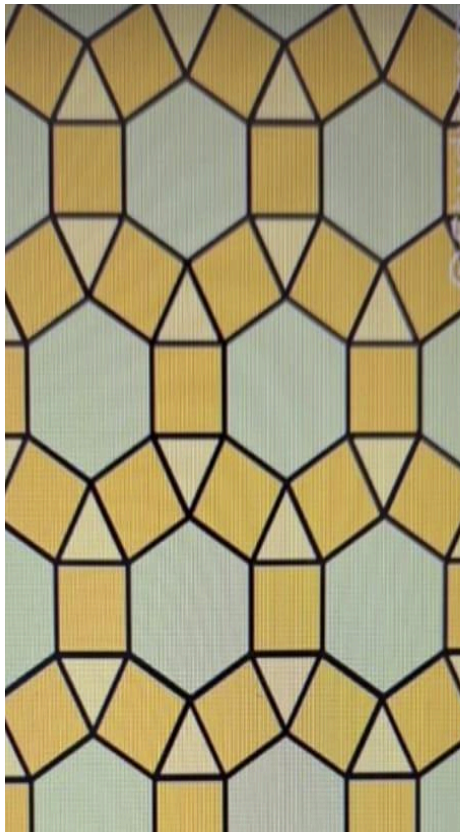
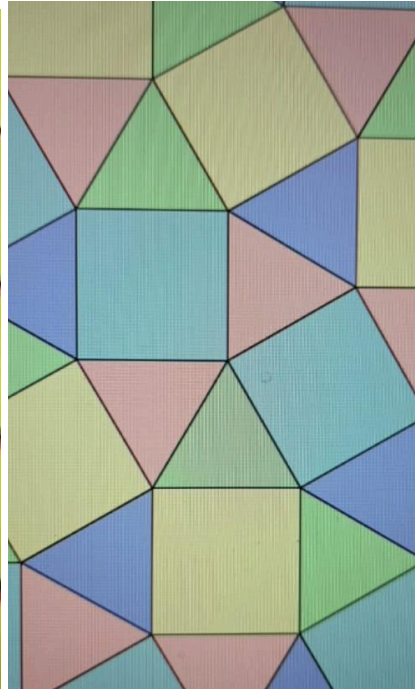
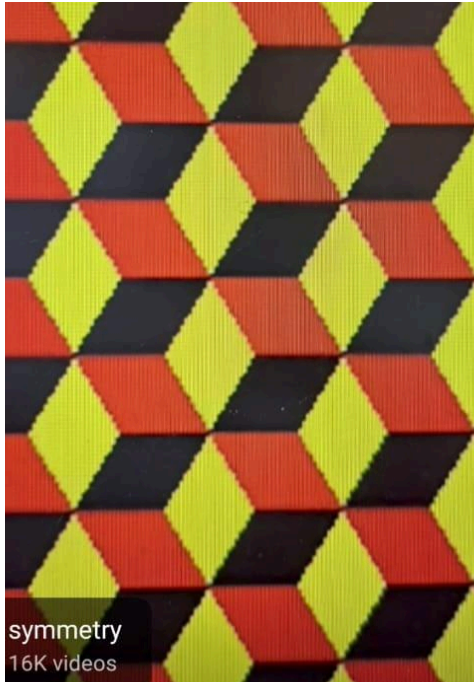
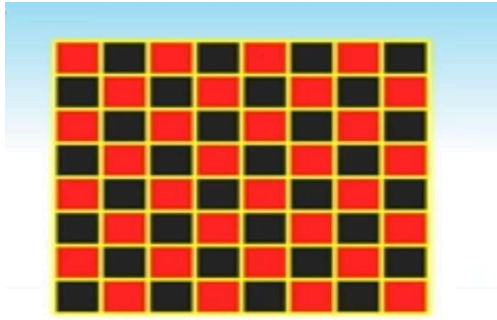
- Use colorful A4 or scrapbook pages — different colors for Haryana and Telangana.
- Decorate with drawings, pictures of festivals, food, monuments, and costumes.
- Write neatly and solve problems step-by-step.
- Include pictures or drawings of coins and notes where money is involved.
- Make the project creative and informative, showing both math and culture.

Assessment Criteria

- Accuracy of Math (Multiplication and Division): ____ /10
- Creativity and Presentation: ____ /10
- Cultural Connection and Research: ____ /10
- Completion of All Tasks: ____ /10

Patterns:

Make one of these 3-D patterns on A3 sheet.



Model

- ☐ Preparing a model focused on ‘Mathematics and Architecture’ in the world.(compulsory)

Roll no. 1 to 7 : Taj Mahal / Charminar

Roll no. 8 to 14 : India Gate / Gateway of India

Roll no. 15 to 21 : Hawa Mahal / Qutub Minar

Roll no. 22 to 28 : Sun Temple / Rome Colosseum

Roll no. 29 and above: Tower of Pisa / Statue of liberty

<https://youtube.com/shorts/BFtU6OIHdj8?si=kQuB4PVLfxJBz-Zw>

<https://youtube.com/shorts/fv-yEuv1MKs?si=Wv5ACHd3DrKHAT5P>

<https://youtube.com/shorts/rxuAAZttrH0?si=Rk-nLCXs3vyf6Cx0>

<https://youtu.be/AHk3XyYXGis?si=DfA9vFD-WYhAn6AX>

<https://youtu.be/zafDZXIiDbY?si=pwb4DUrKWA3GNFp5>

- ☐ Draw a architect image using mathematical shapes keeping in mind concept of “Future Architecture and Math”.(compulsory)reference image for future architect:





Link for present city models:

<https://youtube.com/shorts/4X94l3MjWlo?si=TZWlNyOAdX-9Xchg>

https://youtube.com/shorts/AQkvfAvS_sI?si=IjkbEIrS0StYdmY

All even roll numbers will make present architect design and odd will make future architect city design. Use your own creativity to make your models.

Along with your monument model, write a short paragraph on an A4 size sheet on how mathematics is used in the design and construction of monuments. Use the guide below to help you.

 **Suggested Write-Up Format**

Title: *Mathematical Value of [Monument Name]*

Sample Language (customize based on your monument):

Mathematics plays an important role in the design and construction of monuments like the [insert monument name]. Architects use geometry to create perfect shapes such as arches, domes, towers, and pillars. Symmetry is used to make the monument look balanced and beautiful from all sides. The height, width, and area of each part must be measured accurately using units and scale. Builders use ratios and proportions to make miniature models or to repeat patterns. For example, the Charminar has four equal arches forming a square layout, which is a geometric design. The total area and number of steps, doors, or windows also involve math. Without proper measurement and calculations, the monument would not be safe or strong.

- **Ratios/proportions in domes, staircases, columns**

Game Zone

Design a toy or game that reinforce the used mathematical concept(s) properly.

Start here	1+1	4+5	2+3	5+1	4+6	3+3	1+4	4+2	3+1
3+6	<h2 style="color: green;">Roll and Add</h2> (2-10)								2+4
1+3	<p>Roll one die. Move ahead that many spaces. Add the numbers on the space. Find the answer in one of the circles and write your initials in that circle. If the answer is not in a circle, it's the other player's turn. Keep playing around the board until 11 circles are filled. The player with the least number of circles covered wins the game!</p>								5+4
2+1	4	2	3	7	10	2+6			
3+4	5	9	10	6	1+2				
4+4	6	8	7	3+5					
1+5	2	2	5	4+3					
5+2	5+5	2+2	1+6	5+3	6+6	3+2	4+1	5+5	2+5

EGMA-2

1 2 3 4 5 6 7 8 9 10 11 12

© 2013 by The Math Learning Center

The board game layout is a rectangular path with various colored squares and instructions. The path starts at a pink square labeled 'Start' with a house icon, moves right to a light blue square, then down through a green square, a light blue square, and a purple square to a yellow square labeled 'Lose a Turn'. From there, it moves left through a green square, a light blue square, and a purple square to a light green square labeled 'Read all of your word cards'. From the light green square, it moves up through a purple square, a light blue square, and a pink square labeled 'Finish'. From the 'Finish' square, it moves right through a light blue square, a green square, and a purple square to a yellow square labeled 'Lose a Turn'. From there, it moves down through a light green square, a purple square, and a light blue square to a yellow square labeled 'Lose a Turn'. From the bottom yellow square, it moves left through a green square, a light blue square, and a purple square to a yellow square labeled 'Lose a Turn'. From the bottom yellow square, it moves up through a light green square, a purple square, and a light blue square to a yellow square labeled 'Lose a Turn'. From the top yellow square, it moves right through a light blue square, a green square, and a purple square to a yellow square labeled 'Lose a Turn'. From the top yellow square, it moves down through a light green square, a purple square, and a light blue square to a yellow square labeled 'Lose a Turn'. The board is decorated with a pink and white striped border and small black starburst icons.

Start

Move Forward 2 spaces!

Lose a Turn

Draw a card and roll again!

Read all of your word cards.

Finish

Read all of your word cards.

Move Forward 2 spaces!

Draw a card and roll again!

Lose a Turn

Lose a Turn

Lose a Turn




Lose a Turn

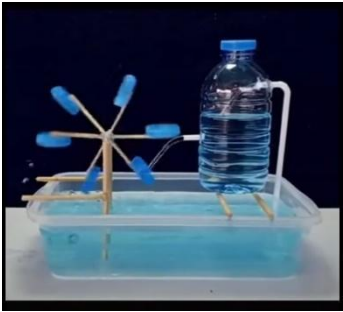
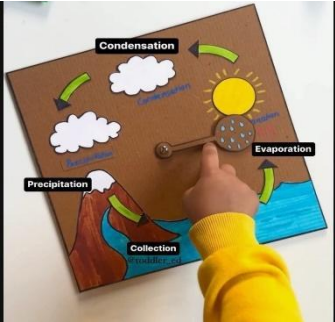


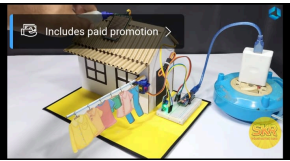
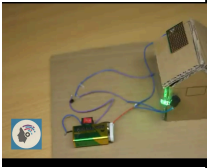
Start	4x3	10x4	1x3	9x4	7x3		9x3	5x4	8x3
6x3	20	18	6	30	8	9	21		6x4
	27	LUCKY SEA TIMES 3 AND 4 <i>a game for 2 players. Needs dice, counters in 2 different colors</i>						16	2x3
3x3								12	3x4
9x4								32	
8x4	40	15	36	3	4	28	24		8x3
4x4	6x3	2x4	5x3	5x4	7x3	1x4		7x4	10x3



Science

- 1) COLLECT INFORMATION AND MAKE A SCRAPBOOK OF FORESTS AND WILDLIFE SANCTUARIES OF HARYANA AND TELANGANA.
- 2) MAKE MODELS ON THE TOPIC ALLOTTED ACCORDING TO YOUR ROLL NUMBERS:

ROLL NO.	TOPIC	Link or Image
1 to 4	HUMAN EYE MODEL	
5 to 8	RESCUE RANGER BOARD GAME	
9 to 12	GREEN HOUSE EFFECT MODEL	

	13 to 16	WATER WHEEL WORKING MODEL	https://pin.it/6HL9W17pN 
	17 to 20	WATER CYCLE	
	21 to 24	ROLE OF PLANTS	 <p>This shows the value of KEEPING trees, and plants living on our soil! As soon as we rip out all of the resources we pollute our ground water...which becomes harder to purify for us to then drink!!!</p>
	25 to 28	RAIN WATER DETECTOR	https://youtu.be/2OQPRYe18No?si=mn1ofp4thNOvM OR Look at this video...  https://pin.it/38Um  

29 to 32

PADDY
STUBBLE
(BEST OUT OF
WASTE)

https://youtube.com/shorts/j1bb9zKoB_w?oN17hWzvyMxUI



- ☐ KINDLY MAKE NEAT AND CLEAN MODELS, HEADINGS AND LABELLINGS SHOULD BE DONE IN CAPITAL LETTERS.
- ☐ **INDIA IN SCIENCE:** COLLECT INFORMATION ABOUT FIVE INDIAN SCIENTIST, AND MAKE A SCRAPBOOK.
- ☐ KINDLY NOTE THAT SUGGESTED PHOTOGRAPHS AND LINKS FOR MODELS OR DISPLAYS ARE PROVIDED FOR REFERENCE ONLY. YOU ARE ENCOURAGED TO USE YOUR OWN CREATIVITY, IDEAS AND METHODS TO COMPLETE THE TASK.

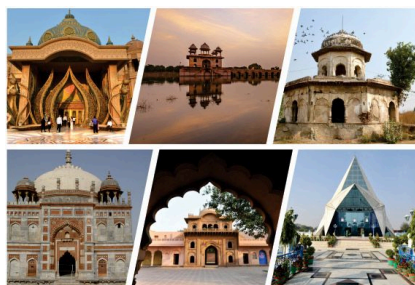
Social Science

TASK-1: Assignment

Chapter-3

<https://docs.google.com/document/d/1jdAngn8IADO6fCwhAWdJEotVu6O-tI-2tQPSfD8eOE4/edit?usp=drivesdk>

TASK-2: Make a collage on different monuments of Telangana and Haryana on A3 size sheet.



TASK-3: Collect information about Helen Keller or Kailash Satyarthi (and write in a scrapbook.

The details should be included:

- Early life
- Education and literary career
- Works
- Achievements
- Books



TASK-4: Collect lesser known information and make a 3D model of the following monuments according to your roll no.:

- **Roll no. 1-8:** India Gate
- **Roll no. 9-16:** Taj Mahal
- **Roll no. 17-24:** Qutub Minar
- **Roll no. 25-last:** Mysore Palace



Computer

Instructions:-

- Theme: 3D Models & Creative Presentation
- Topics Covered: Memory, Storage Devices, Hardware, Software, Files & Folders
- Submission: First day after vacation
- Format: 3D Project models (using cardboard, clay, paper, waste materials)

Roll Number-Wise Topics (1 to 35)

- **Roll Nos. 1–7: Memory (RAM, ROM, Cache)**
 - Make a 3D model of RAM & ROM chips using cardboard or matchbox-style designs.
 - Label parts and write their uses (RAM: Temporary memory, ROM: Permanent memory).
- **Roll Nos. 8–14: Storage Devices**
 - Create 3D models of Pen Drive, Hard Disk, CD/DVD, Memory Card, SSD.
 - Label them and mention their storage capacity.
- **Roll Nos. 15–21: Hardware**
 - Make models of any 2 hardware components (Keyboard, CPU, Monitor, Mouse, Printer).
 - Use clay, cardboard, or plastic items. Add labels and uses.
- **Roll Nos. 22–28: Software**
 - Create a chart + 3D symbol/poster to explain:
 - System Software (e.g., Windows, macOS)
 - Application Software (e.g., MS Word, Paint, Tux Paint)
 - Represent icons with cutouts or drawings.
- **Roll Nos. 29–35: Organizing Files and Folders**
 - Make a mini 3D computer folder system using colored

	<p>paper:</p> <ul style="list-style-type: none">● Main Folder → Subfolders → Files (like a tree).● Show how to save, rename, and move files using labeled arrows or steps. <p>→ General Instructions for All</p> <ul style="list-style-type: none">◆ Use eco-friendly or recycled materials.◆ Add a title card with Name, Class, Roll No., Topic.◆ Be neat and creative.◆ You may take help from parents for cutting or pasting
Art & Craft	<p>1- Draw a Mandala art on A-3 sheet and also make a black color frame for it so as to make it look more creative.</p> <p>2- Make a creative lamp with ice cream sticks and add mini battery operated bulb for the glow.</p>