

Circus Parade Day

Ms. Shahana (Nursery Educator)



Our nursery students had a special day called circus parade day. They all dressed up like animals and spoke about the different characteristics of wild animals. They also went on animal walks and listened to the sounds of animals.





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Celebrating Republic Day at BHISK Special coverage: Republic Day Celebration 2022

"Republic Day is celebrated on 26th January every year to mark the day on which our constitution came into effect in 1950. After this day, our country truly became democratic and independent. The fundamental law of the country, the Constitution, was enacted out of the diligence and hard work of great men like Mahatma Gandhi and the numerous other freedom fighters who fought and sacrificed their lives for the independence of our country. The day brings together people of different castes, creeds, colours and backgrounds to celebrate the occasion with great fervour and enthusiasm. We at Billabong, celebrated our 73rd Republic Day on the 26th of January 2022 with utmost joy and excitement. The Flag hoisting by our Principal, Ms. Asma Nainar marked the beginning of our celebration. We had a colourful virtual event where students showed their tribute with songs and patriotic speeches highlighting the importance of Republic Day. The event was graced by the presence of our Chairperson, Mr. Yasir Nainar, our Principal, Ms. Asma Nainar, Academic Advisor, Ms. Shibanti Bhowmik in addition to parents and Billabongers across all grades. A general quiz on the importance of Republic Day where the audience polled their votes was the highlight of the event. Let us remember the golden heritage of our country and feel proud to be a part of India. Wishing you all a very Happy Republic Day 2022!



Ms. Portia Guha (Primary Educator)

Genius Hour – Middle School

Learning is not a Spectator sport: so, let us play! Genius Hour: Grade 6



"The idea of kaleidoscope is that it is a structure that's filled with broken bits and pieces, and somehow if you can look through them, you will still see something beautiful. "~ Sara Bareilles

There is no great genius without some touch of creativity and integration. Our Grade 6 students presented their Genius Hour project on the topic "Kaleidoscope of Themes in Indian Literature" as it envisioned to create a platform for our budding Billabongers to showcase their talent and to integrate English Literature with Math, Science, Social, Art, Music, Dance, Tamil, French and Hindi. In addition, Hiren, Sarvesh, Anbu, Khenisha, Samyak, Koushika, Ansh and Shampratha had the chance to exhibit their technological skills by exploring the use of various editing software to create mind-blowing videos. The event was graced by our honorable chairperson, Mr.Yasir Nainar, esteemed Director and Principal, Ms. Asma Nainar and our Academic Advisor, Ms. Shibanti Bhowmik. The planning of this event and script editing was done by the class teachers of Grade 6, Ms. Sathiya Parameswari and Ms. Neha as they integrated all the subjects with English Literature. We will continue to have more such events to showcase the hidden talents of our Billabongers in future.

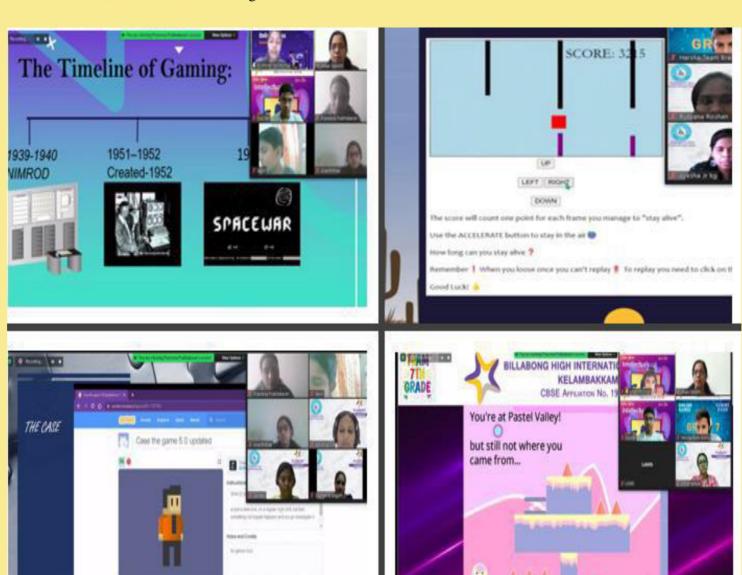


Ms. Sathiya Parameswari T (English Educator, CAIE)

Online Games Genius Hour: Grade 7

Genius hour is a teamwork activity where the students pick a topic and get to work on it.

The objective of the Grade 7 Genius Hour project was to highlight the development of online games with statistics. As online games and video games are growing in popularity with each passing decade, the students demonstrated the games created by them. It was exquisite as they were complemented their presentations with excellent explanations. The Grade 7 IG and CB students did some good research work and presented reports about the Timeline of Online Games, Benefits of online Games and Online gaming statistics. There were totally 3 teams: ASTUTE, BRAINY, and INTELLECTUALS. The following games were created by the students and well demonstrated: Combat shoot, Sky Accelerate, The Case, and Pastel Valley. The response from the audience was good and the students were well appreciated by them. All the information was compiled on the website along with the game link and shared during the Genius hour in zoom. This Genius hour helped the students to build cooperative skills and it allowed them to learn much more about methods to create online games.



Ms. Jalaja Ganesh (Grade 7 Educator)

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The Students of Grade 7 Reflect on Their Project



Hello everyone, this is about the Genius Hour project for Grade 7. Well let me tell you, it was not easy at all to execute our topic, 'Online Games', but we Grade 7 students did it!

The story of our success first began when we decided that we should find topics for our games and sites that we need to use for creating the game. After a few days, we each decided on a few sites and topics, then we got the brilliant idea from our teachers that we should be divided into groups and create unique games! The groups were, Rakshita and Ananthitha, Harsha and Lohith, Pratyush, Syprian and Shubhansh. From then on, we put our heart and soul into the games and created multiple games! Suddenly, we all were taken into the world of gaming and let me tell you, it felt like we were playing in the games while we were creating them. After multiple weeks of coding and programming, we were finally ready with our games. But if you are thinking we were finally done...well, you were wrong because that was just the starter. But now, here's the real breakfast! We were rehearsing on all days of the week for at least 1 hour till we were perfect and then the day finally came where we presented our games and ended our campaign with a BANG! We could not have done this without our superheroes, our teachers who helped us a lot. Thank you.

SriHarsha Goud Gundrai (Grade 7)

Hi, my name is Pratyush. I will tell you about our journey in Genius hour. We started by deciding a topic. We then did a poll through which the topic turned out to be 'Online Video Games'. We were separated into groups so that we could make as many games as possible. The group names were 'Intellectuals' containing Pratyush, Shubhansh, and Syprian. 'Astutes' contained Rakshitha and Ananthitha. Last but not the least, 'Brainy' contained Harsha, Sanjay, Kavin, and Lohith. The Intellectuals team's game was 'The Pastel Valley'. This game was based on a kid getting lost and getting back to his home is a necessity. There are obstacles, jump pads, and uplifting colors. Next come the Astutes with 2 games: Sky Axcelerate, and Combat Shoot. Combat Shoot was created using an app called Construct 3. Combat Shoot is a game where you must shoot the dice out of the frame with a gun machine. Combat Shoot is a game in which you must shoot the dice at a certain angle which moves the dice out of the frame and then you win. Sky Axelerate was created using HTML5 code. Sky Accelerate is a game in which you must prevent a red block from touching or crashing into any of the green poles. Moving on, we have the Brainy group with their game, The Case. The game was created from scratch and it is about a person named Jack who gets a warning that there is an intruder near him. There is a gun in one room, and he has to find a code to find that gun and save himself. Thank you.

Pratyush Singh (Grade 7)

English Writers Galore Genius Hour: Grade 8



It is one of life's greatest joys to see our own children perform wonder and worthwhile. In fact, a sensational Genius Hour project was presented on the topic 'Famous English Writers' by the students of Grade 8 under the guidance of their Class Teachers and Coordinators. A systematic investigation was put into the stream of Literature and embarked with intense zeal and ardour. It was a moment of privilege for every individual to dispel their brilliancy by means of carrying out varied impressive projects with an interdisciplinary approach. Some of the presentations by our students were a quiz on words invented by Shakespeare, a singing of William Wordsworth's poem 'The Solitary Reaper', a humorous yet informative roleplay about where a budding author might get his inspiration from, a choral speaking of Robert Frost's poem, 'The Road Not Taken', and presentations on various English writers from the past and present were the elements of the event that gave a wider platform to exhibit the hidden talents of the students. The Genius Hour event was successful enough to impress the audience and good enough to foster the individual skill of performance. The very juncture was graced by the presence of our Chairperson, Mr. Yasir Nainar and Principal, Mrs. Asma Nainar. The valuable words of Ms. Shibanti Bhowmik, our Academic Advisor also left the moment in cheers.



Mr. Chaitanya. S (English Educator, Grade 8)

Jewellery Making (Semi Circle)

Ms. Priya Nicholas (Grade 3 Educator)



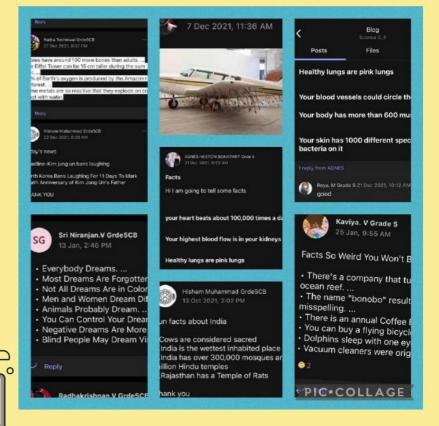
Integrating art with Mathematics provides an engaging and effective way to achieve standards. The goal of art integration is to increase knowledge of a general subject area while concurrently fostering a greater understanding and appreciation of the fine and performing arts through the concept. Our Learners of Grade 3 were engaged in an art integrated session through the Topic - Semi circle (Jewellery Making). Our creative designers designed semi-circled jewellery for themselves, their mommies as well as sisters with the minimal available stationaries. They enthusiastically participated in an activity and the results were mind-blowing.



Blog Time!

Kaviya (Grade 5)

The purpose of the blog is to work on writing skills and to enhance writing skills. Writing helps to improve analytical or problem-solving skills. It develops thought processes and gains the experience in blogging. We Grade 5 students started writing blogs at the beginning of the year. Throughout these years, we have been writing blogs about different topics. It helped us to learn new facts. All the Grade 5 students can view the blog, so the knowledge sharing took place in an effective way. On the other hand, it also increases the knowledge about current affairs.



இயந்திர மனிதன்

வணக்கம் எட்டாம் வகுப்பு மாணவர்கள் தமிழ் பிரிவில் பாடப் தமிழ் ஆசிரியர் திரு சத்யானந்தம் அவர்கள் நடத்திய மனித மூலம் இயந்திரம் பாடத்தின் மனிதன் தவறு ஆனால் செய்வது இயல்பு அந்த தவறை உணர்ந்து திருத்திக் கொள்வது நன்று என மாணவர்களுக்கு இப்பாடத்தின் மூலம் நேர்மையாக வறுமையிலும் இருக்க வேண்டுமென நடத்தினார். இப்பாடத்திற்கு உயிரோட்டம் மாணவர்கள் தருவதற்காக தாங்களாகவே முன்வந்து இவற்றில் வரும் கதாபாத்திரங்கள் போன்று நாங்கள் நடித்துக் காட்ட விரும்புகிறோம் எனக்கூறி, வகுப்பு பாட வேளையில் ஒவ்வொரு கதாபாத்திரத்தை போன்று வேடமிட்டு நடித்து தன் திறமைகளை வெளிப்படுத்தினர். ஆசிரியர் பாடத்தை சிறப்பாக போன்று மாணவர்களும் நடத்தியதைத் வகையில் ஆசிரியரே வியக்கும் அந்த நிகழ்வை நேரடியாக நடந்ததைப் போன்று தங்கள் நடிப்பு திறமையால் வெளிப்படுத்தினர். இவ்வாறு தமிழ் பாடப்பிரிவு படிக்கும் பாடத்தை மாணவர்கள் இயல்பாக உணர்ந்து கொள்ளும் வகையில் மாணவர்களின் ஆர்வத்தோடு தனித்திறமையை கற்றல், கற்பித்தல் போன்ற திறன்களோடு இனிமையாக நடந்தது.





Mr. Sathianandham. M (Tamil Educator)

We Love India

Ms. Devi. S (Sr. KG Educator)



Each year, 26th January is a day on which every Indian heart fills up with patriotic fervor and immense love for the motherland. The day plays an important part in India's history and defines the democratic structure of the nation. Our Senior KG students also had the same feel and understood the significance of Republic Day. They showed their love for the nation through an art activity – Tricolor Peacock. They drew a peacock in their art books and colored it using tricolors. Our national bird's beauty got enhanced with the beautiful tricolored feathers.



ART CORNER Republic Day Art Activity



Grade 1: Indian National Bird









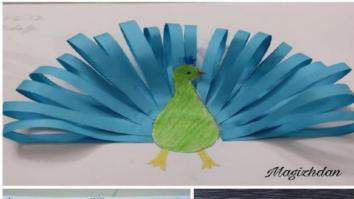






Happy Republic Day

















Grade 2: Indian National Animal



Grade 3: Indian Map Pattern





Grade 5: Indian Folk Art - Madhubani Art











Ms. Shalini. D (Art Educator)