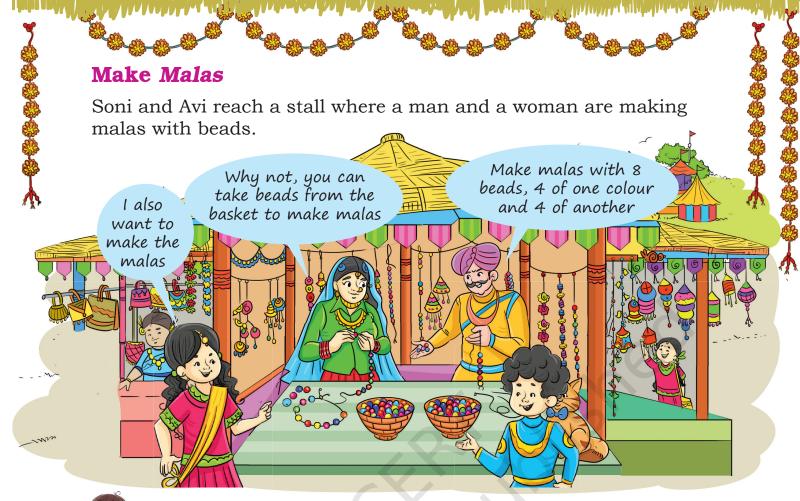


- What do you see in the picture?
- Spot things in the picture that look the same from the left and right side.

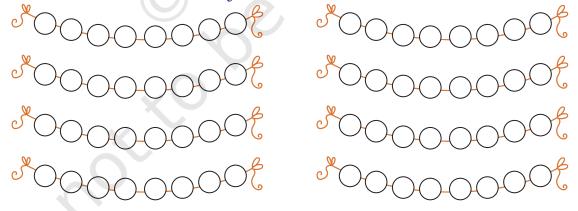


**Teacher's Note:** Discuss with children about any local mela they have visited. Encourage them to look at the picture and observe different patterns, like tiling on the floor and the symmetry they see in objects and shapes.





1. Colour the beads in the strings using two colours ( ) to show the *malas* that you have made.

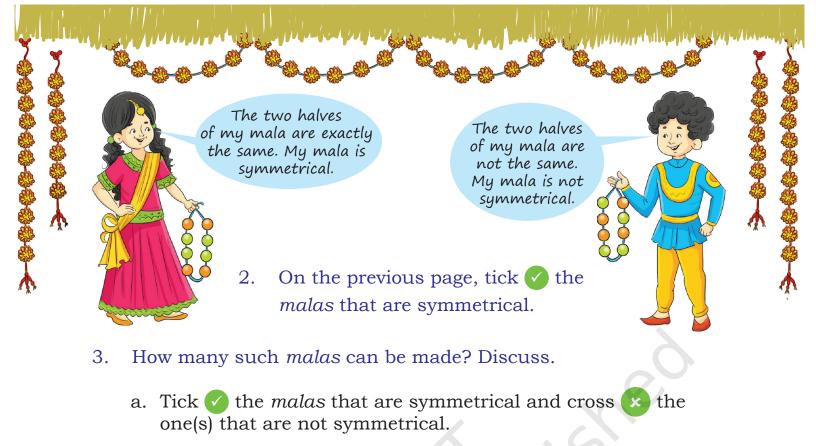


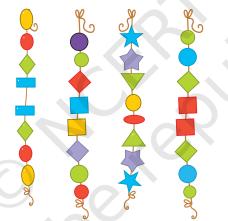
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**Teacher's Note:** You may provide children with a string and 8 beads of two colours from a *ginmala*. They can make a record of their constructions by colouring the *malas* given here.

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b. Now, use 6 beads of one colour and 2 beads of another colour to make symmetrical *malas*.



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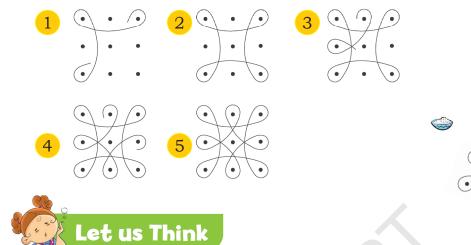
**Teacher's Note:** Encourage children to see the differences between symmetrical and non-symmetrical objects around them. Provide them opportunities to share their justification and reasons.



## Vanakkam! Rangolis all around!

Soni and Avi arrive at the stall of Tamil Nadu. Amma was making *kolam* in front of the hut.

Follow the steps:

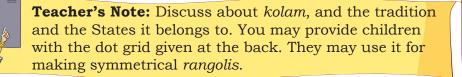


1. Observe the *rangolis* given below. Are all *rangolis* symmetrical?



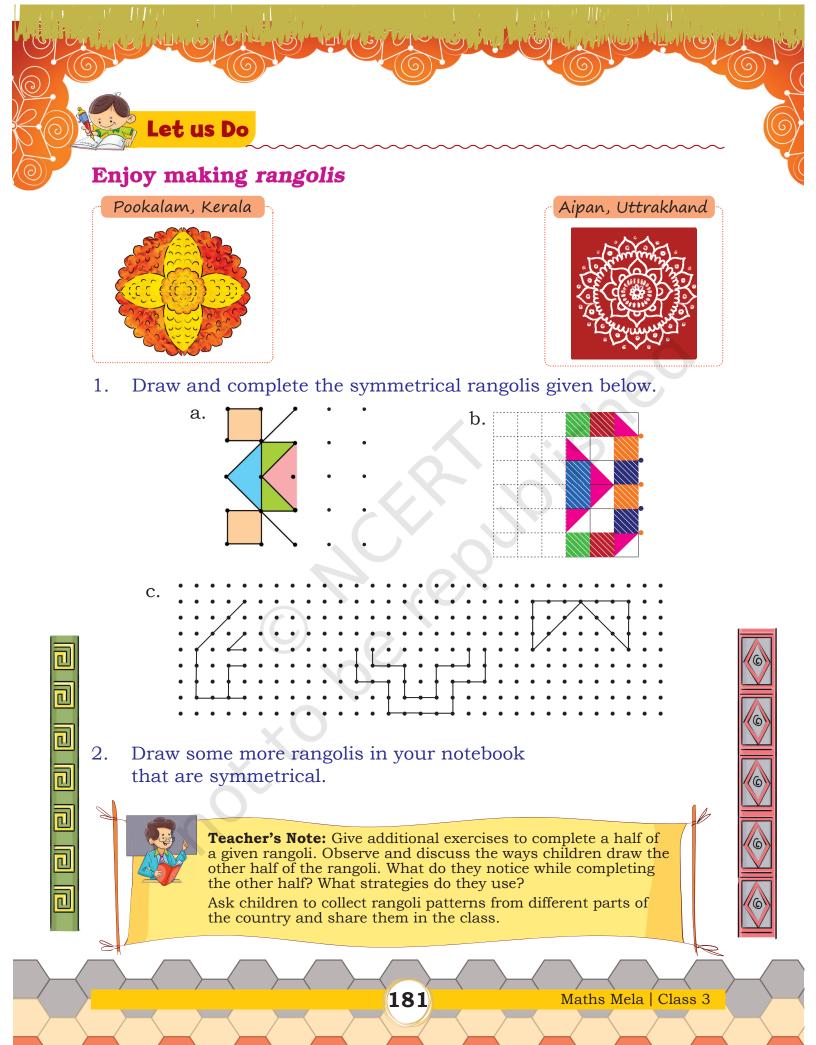
I can see two equal halves in my rangoli by drawing a line.

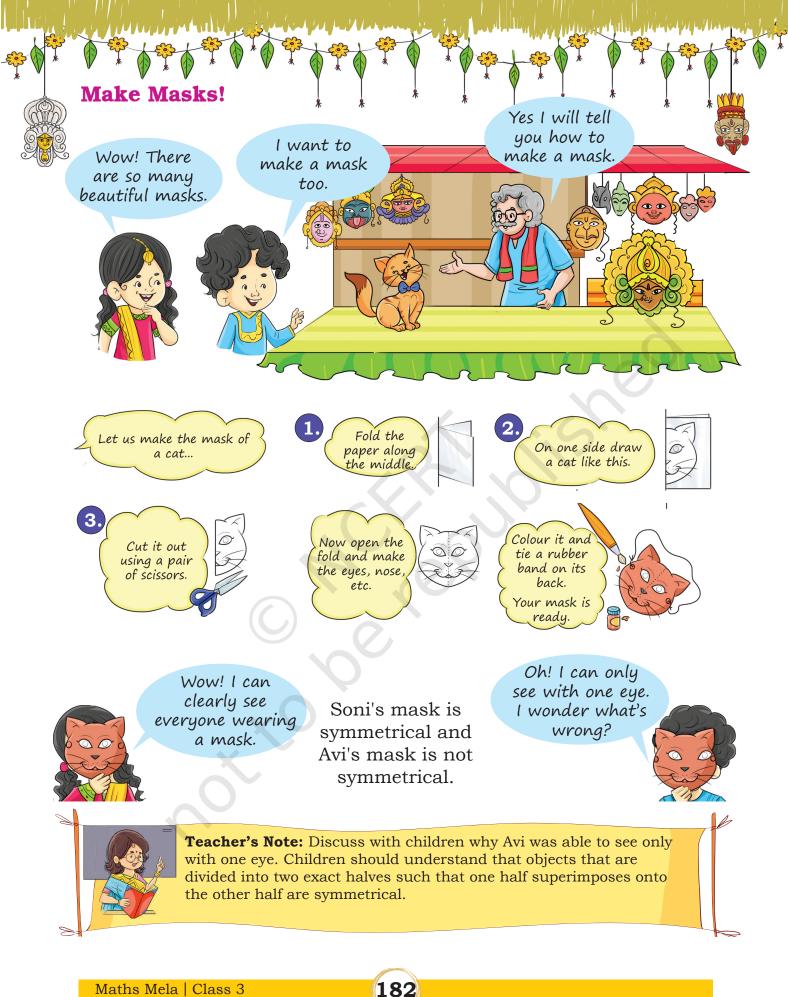
- 2. Trace these *rangolis* on a paper. Fold the tracing paper in such a way that one half of the *rangoli* lies exactly on the other half.
- 3. Draw lines in the given *rangolis* that divide them into two identical halves.
- 4. Look for other symmetrical things around you. Discuss.



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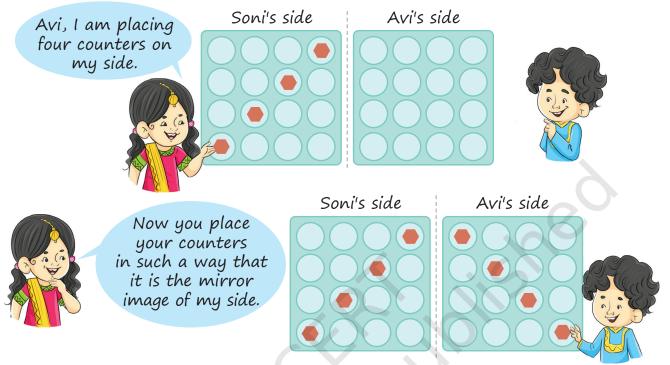


1. What is the trick the painter is playing? Find things for the painter to draw so that he can no longer play the trick. Draw three such things here.

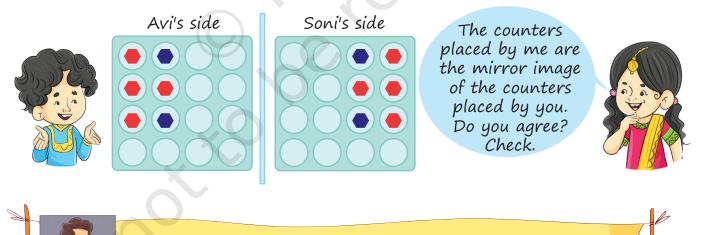


#### **The Mirror Game**

Soni and Avi started playing this game. Let us play with them.



Has Avi placed the counters at the right places? Check it by placing the mirror on the line drawn.

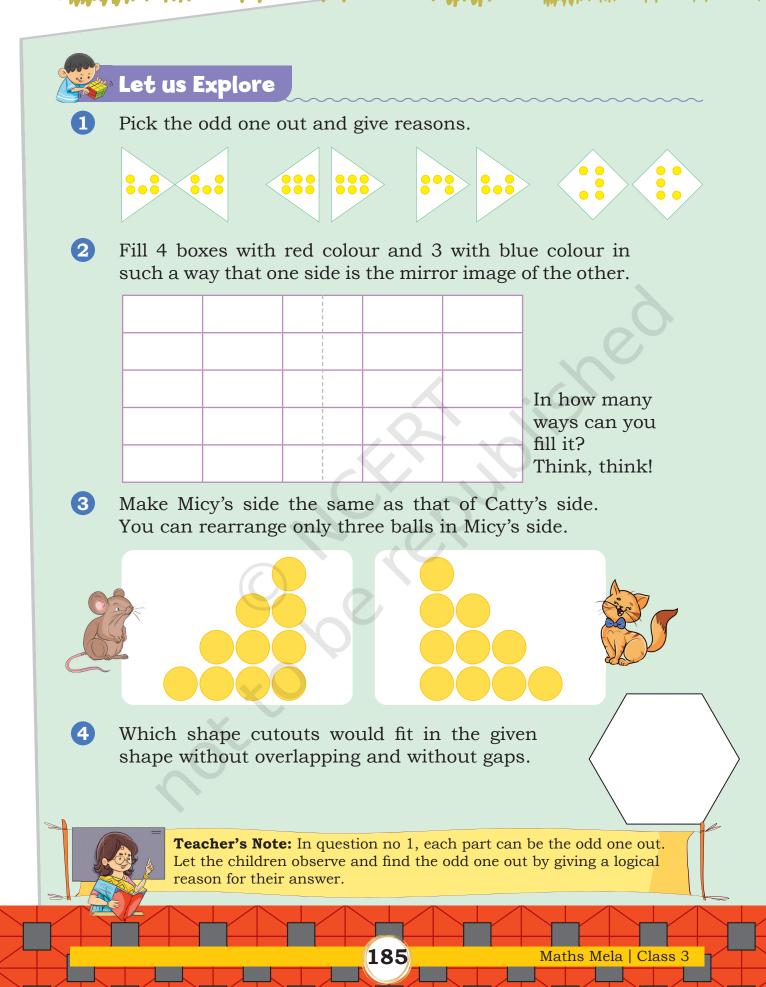


**Teacher's Note:** As an extension activity, children may use different two-coloured objects such as unit cubes, counters, etc. Once children play this game on the floor. In the game, children may also use more than four objects and challenge their friends.

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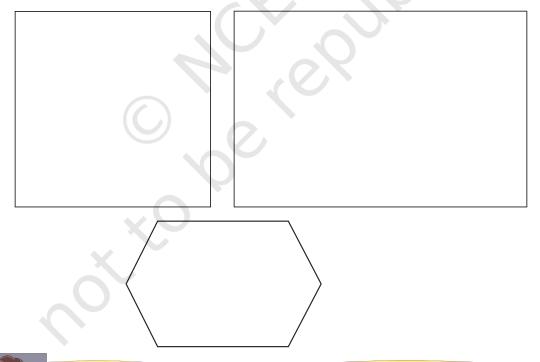
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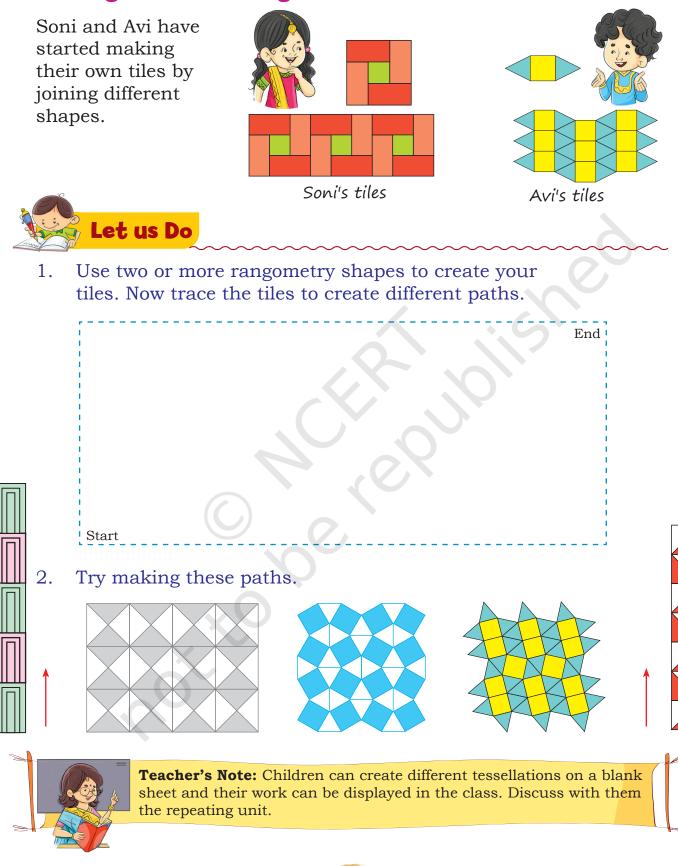
1. Use rangometry shapes to fill the shapes with no gaps and overlaps.





**Teacher's Note:** Discuss with children different footpaths they see, and encourage them to make paths with tiles with no gaps and overlaps.

### **Making Tiles, Creating Paths**



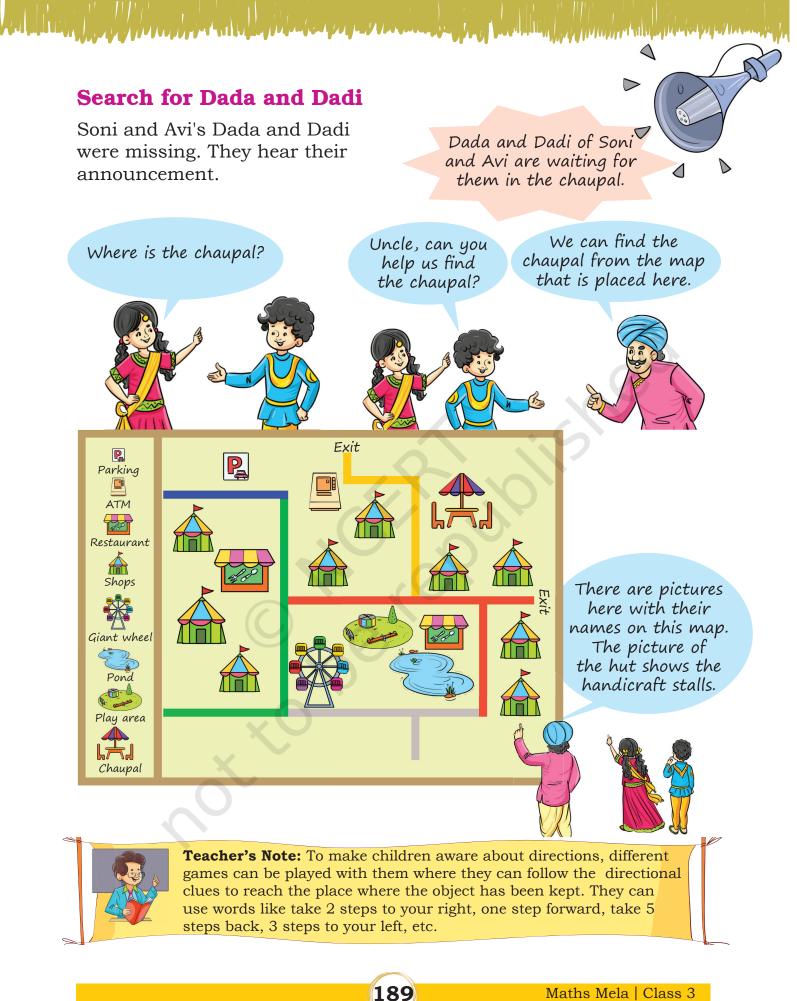


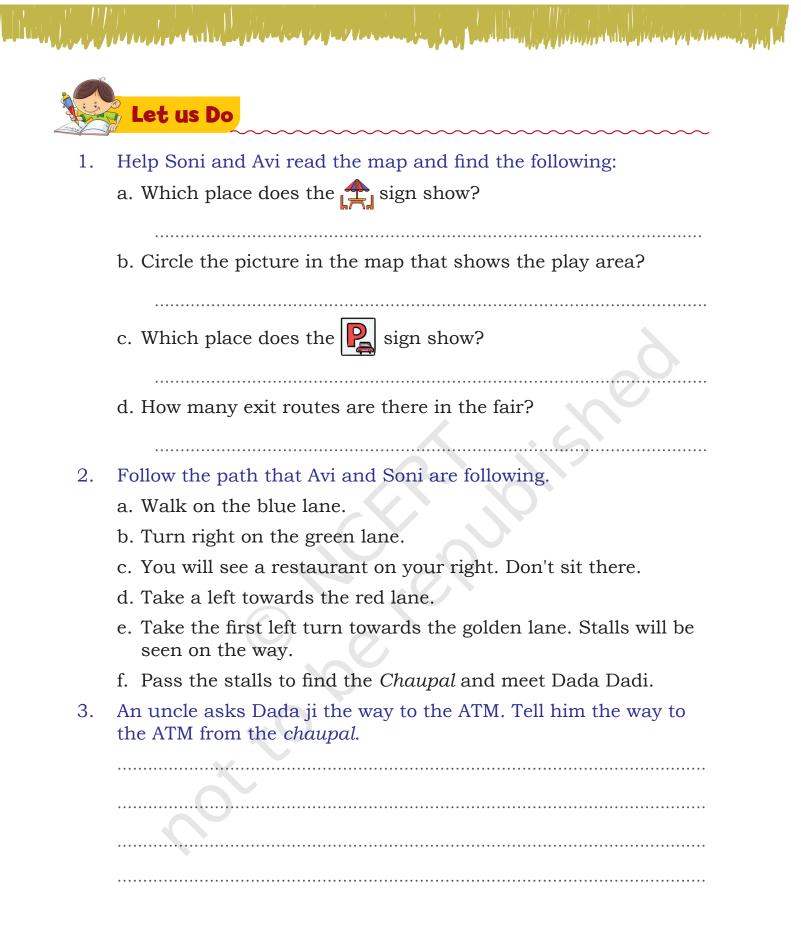
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Imagine yourself sitting with Soni and Avi. You think of a place or a stall and challenge your friend to find out which stall you have in your mind. You can help them guess by answering yes or no.

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Let us Play

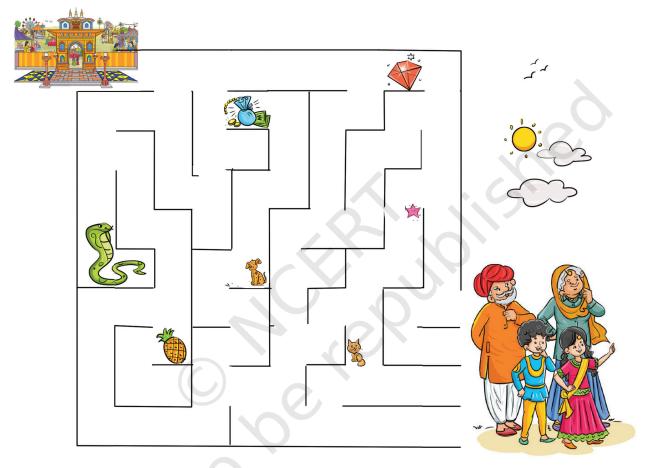






1. There are two ways to go out of the Surajkund fair. One seems to be a maze and the other goes straight there.

Follow the maze with Soni and Avi to exit the fair.



2. Share the way you went through the maze. Write the things you found on the way.



# **Dot Grids**

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## Number Cards



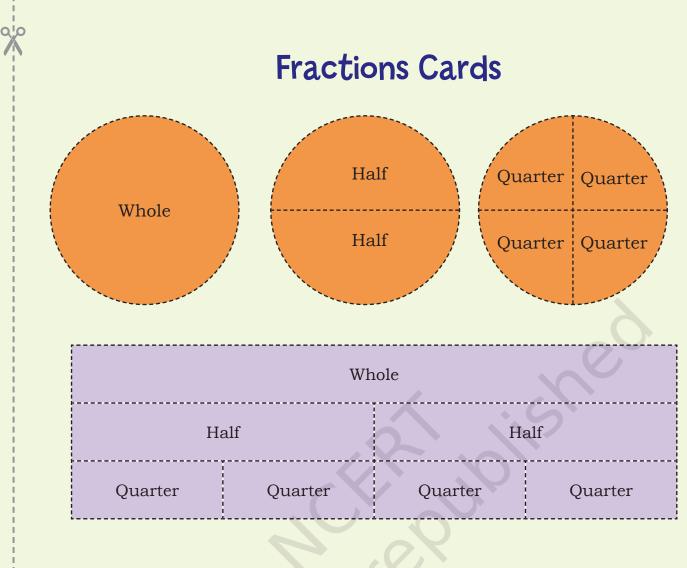
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## Number Cards

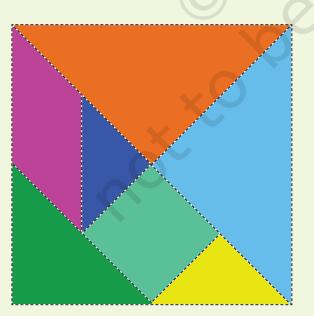


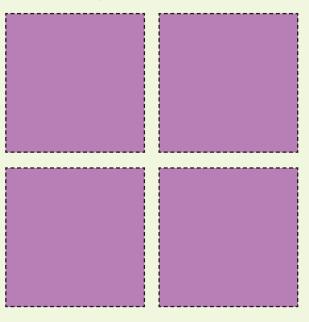
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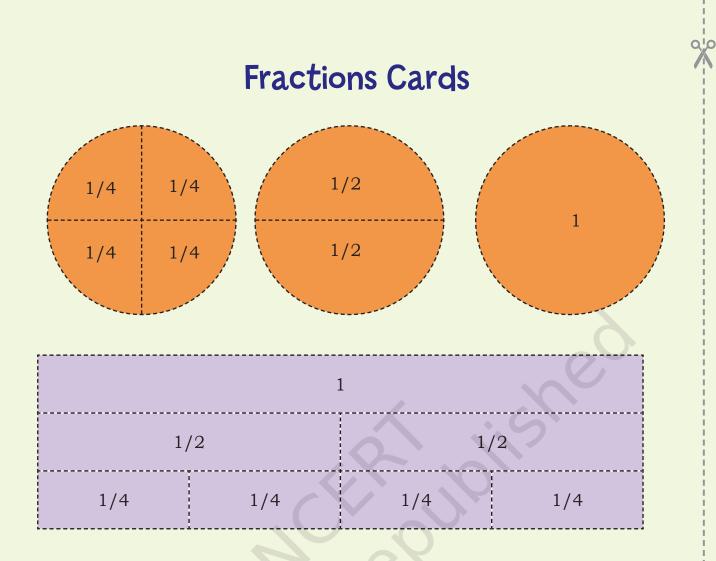




## Squares

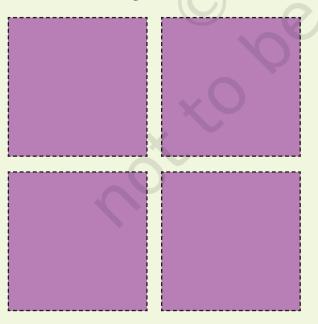


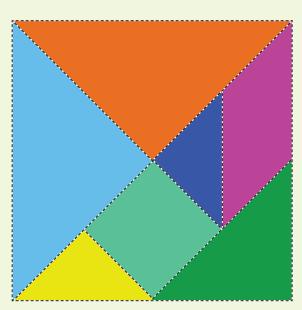


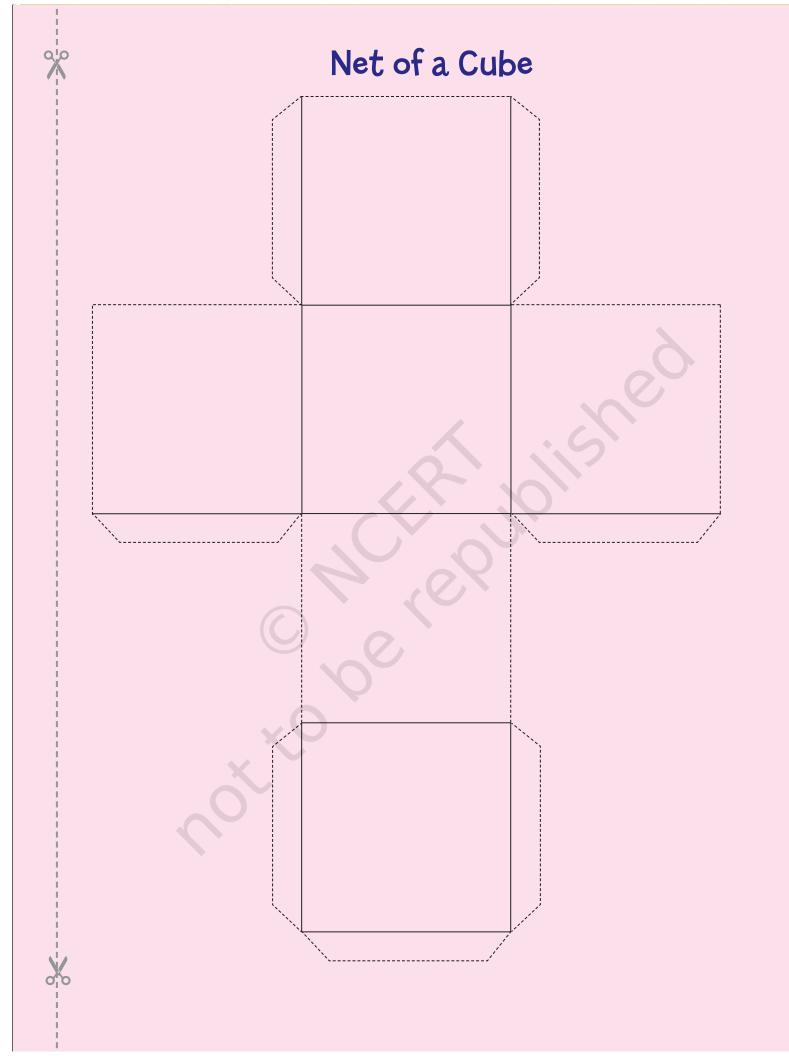


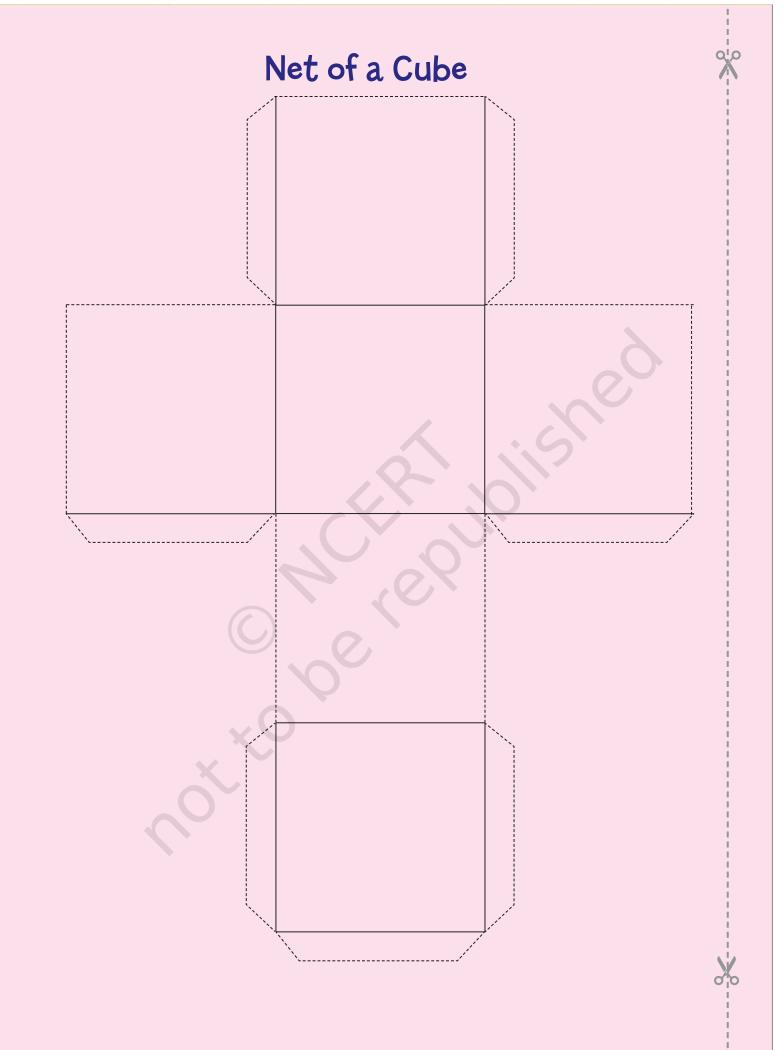
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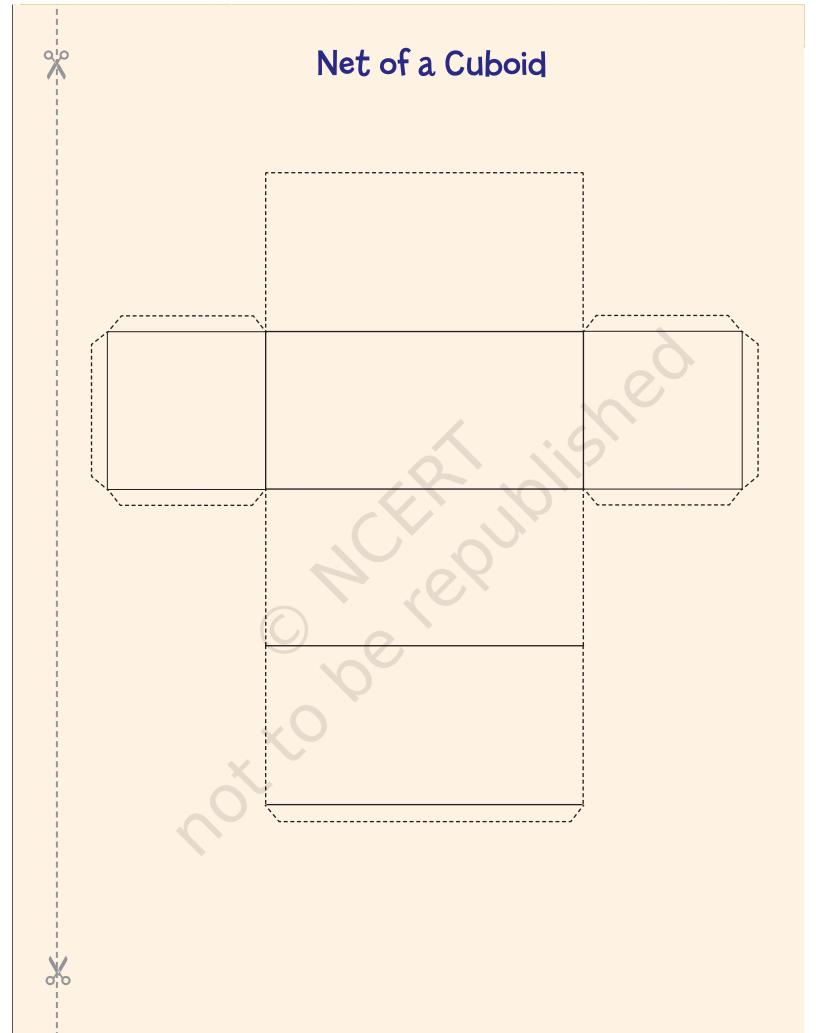
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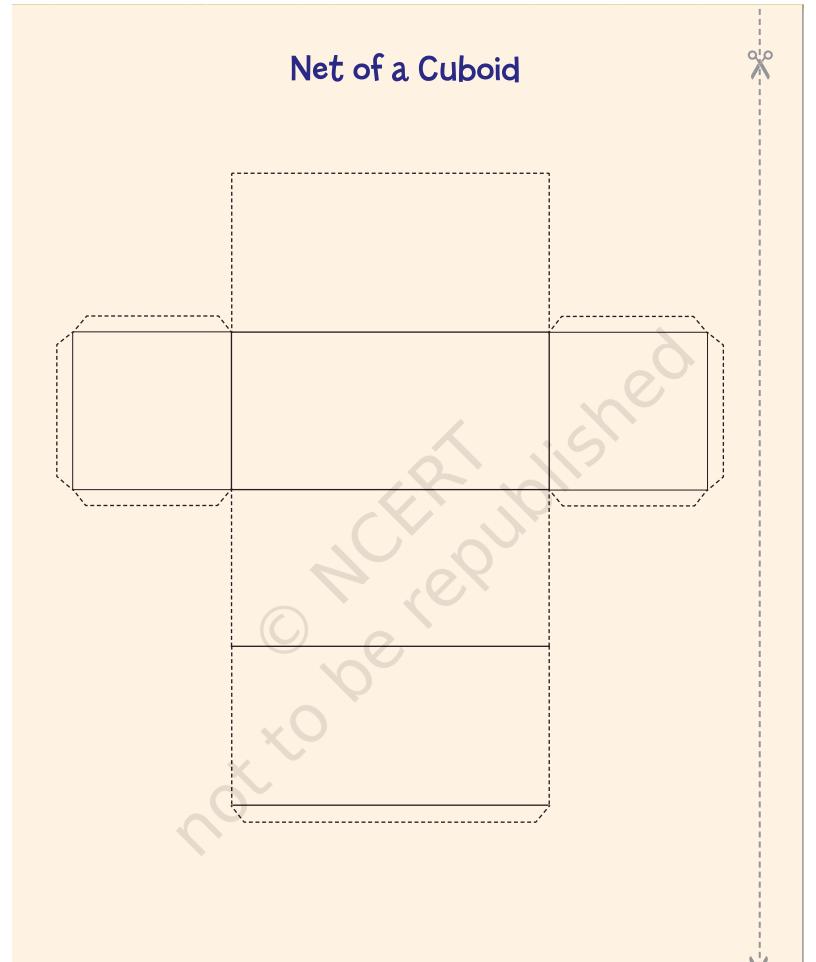




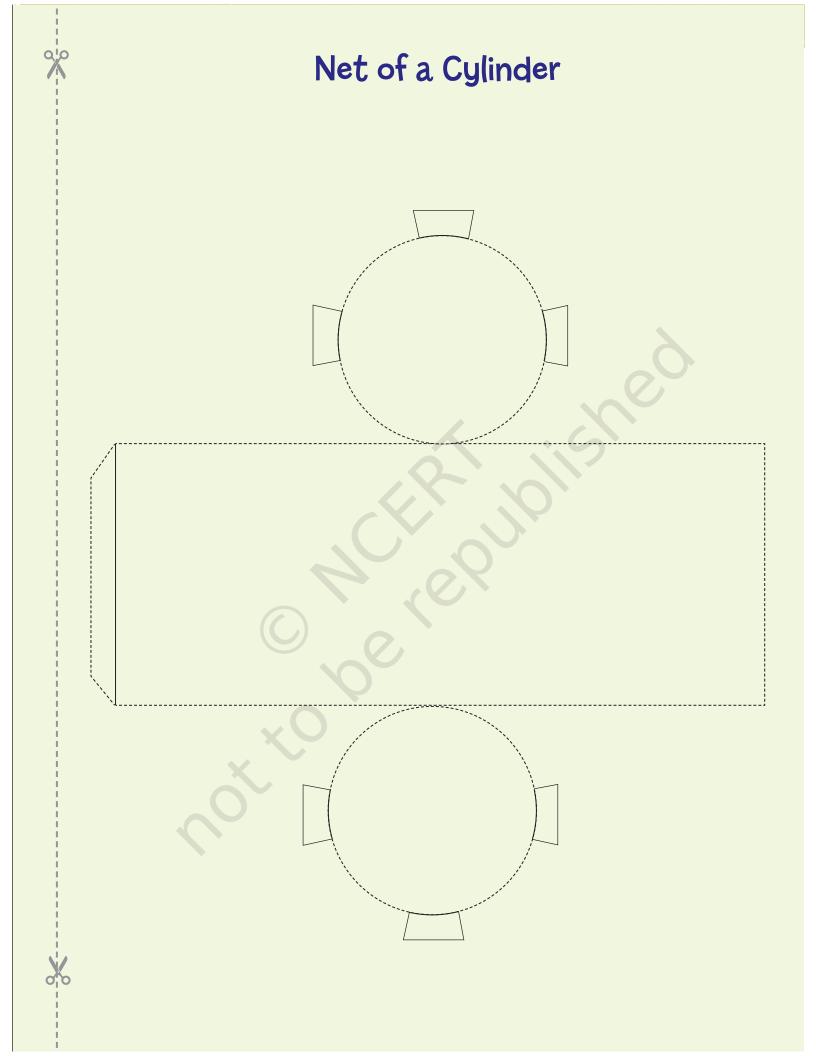


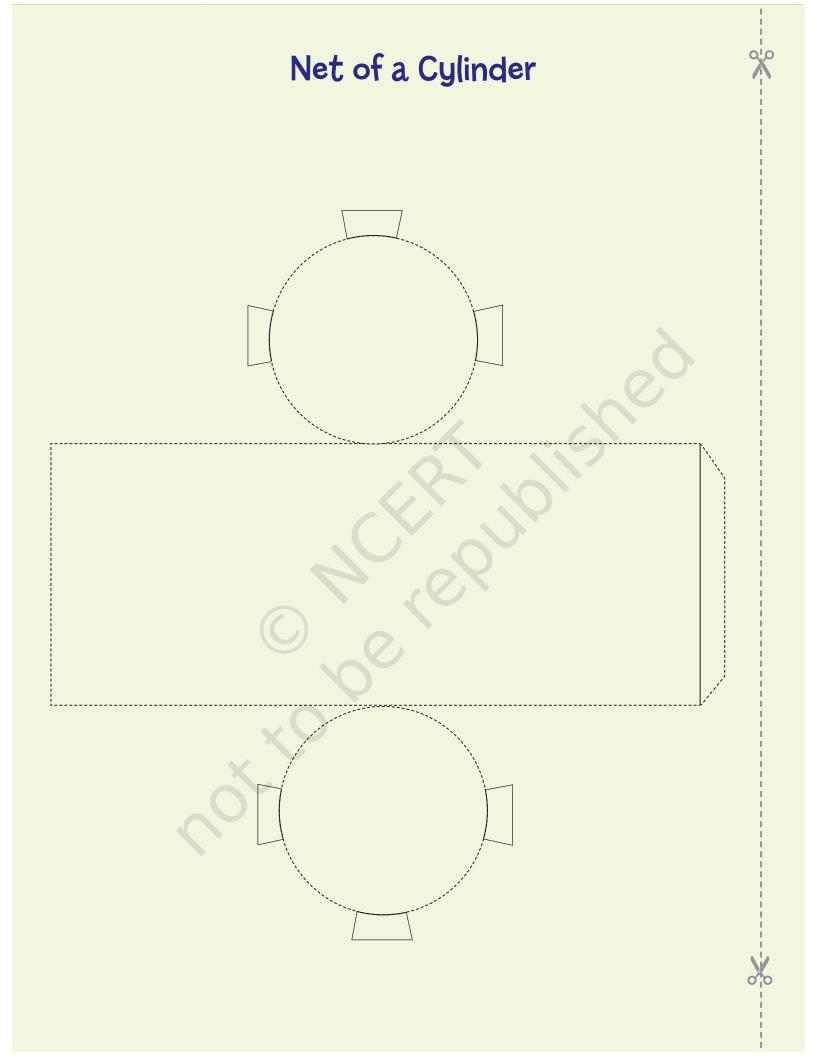


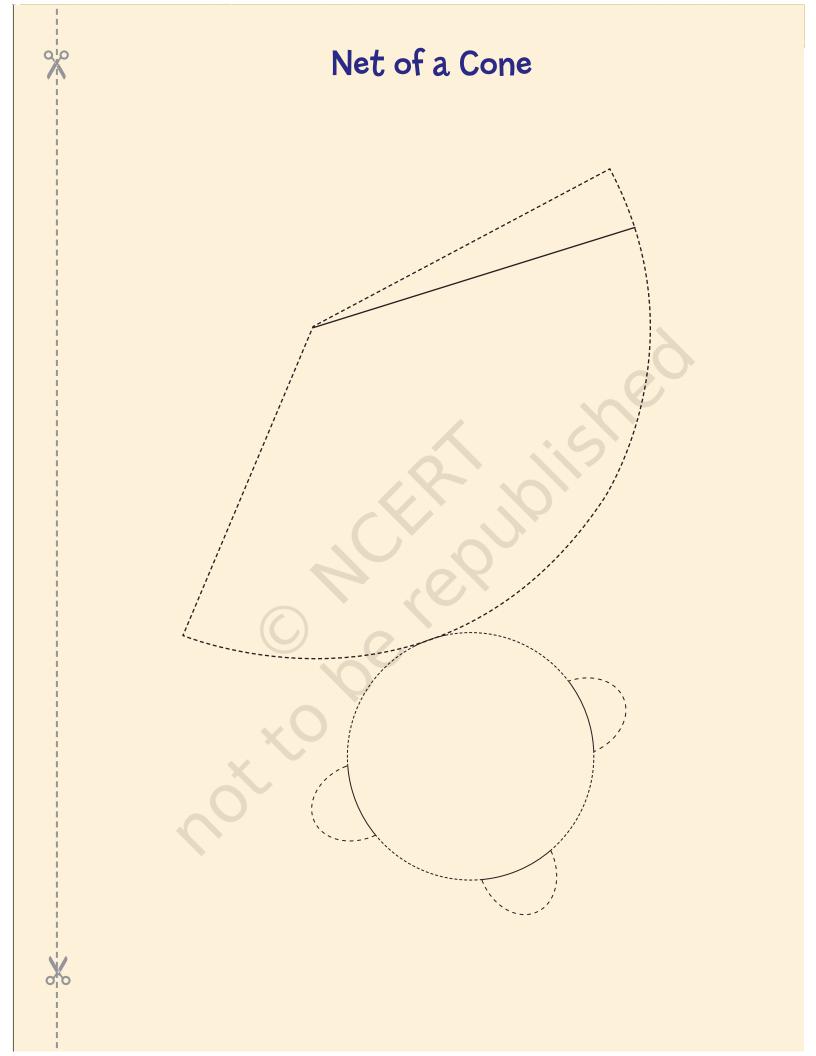


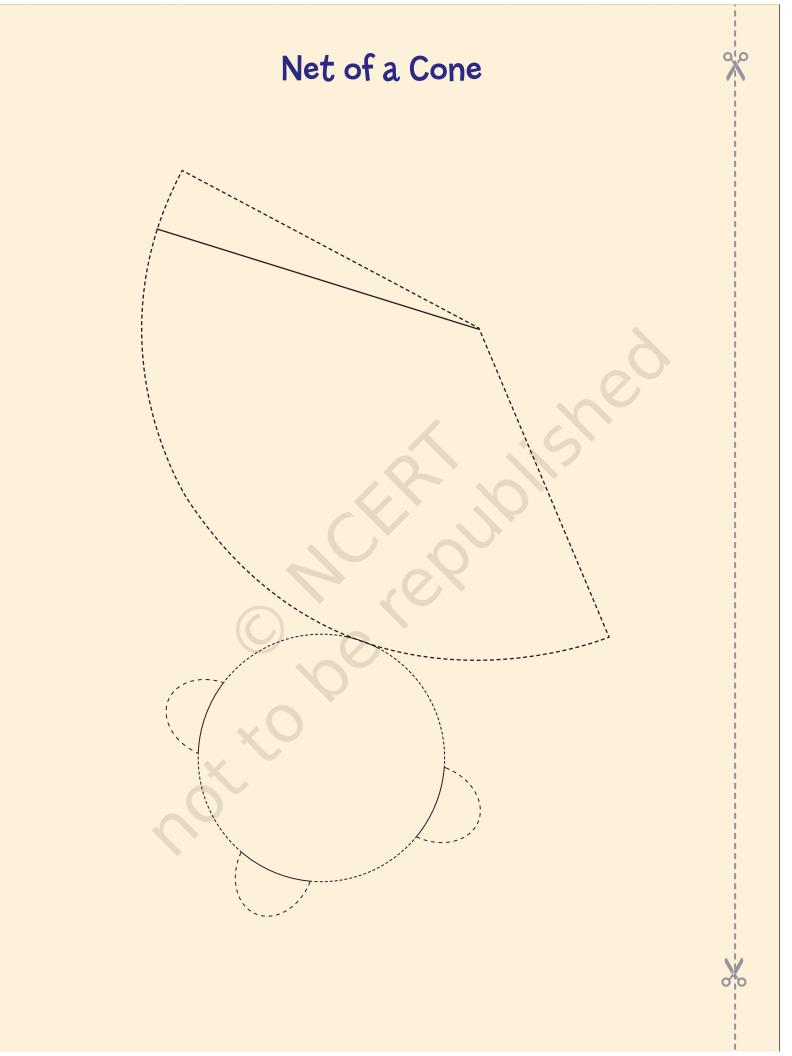


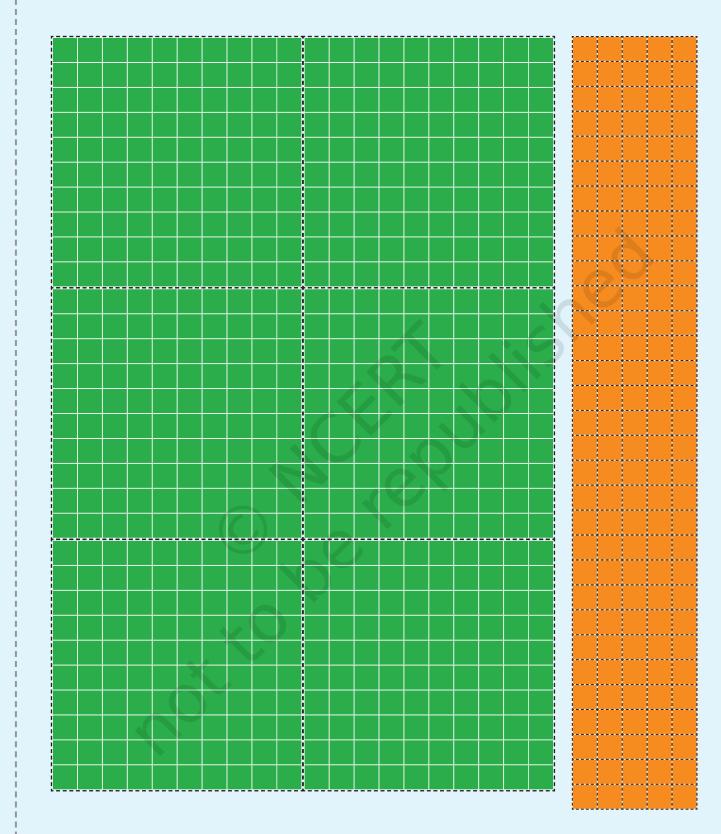
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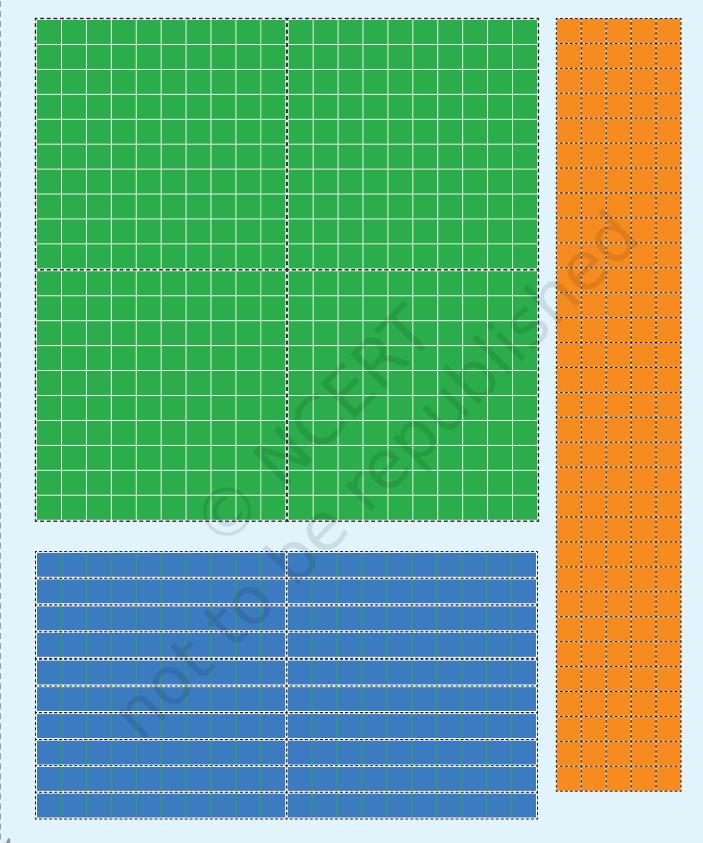






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O<sup>I</sup>

#### Hello Children!

If you feel uneasy about someone touching you inappropriately, you should not keep quiet. You must

- 1. Not blame yourself
- 2. Tell someone whom you trust
- 3. You can also inform National Commission for Protection of Child Rights through the POCSO e-box.





