

Learners' Engagement Activity-2016

Organised by:



National Institute of Open Schooling (NIOS), India

हम स्वस्थ तो देश स्वस्थ

• शारीरिक स्वास्थ्य • मानसिक स्वास्थ्य • नैतिक स्वास्थ्य



In collaboration with:



Learners' Engagement Activity-2016



Healthy young population is not only an asset but also one of the pre-requisites for development. Adolescence Education Programme aims to provide a platform to young people where they are able to articulate their issues, know their rights, and build self esteem and self confidence. It also aspires to develop their ability to take on responsibility for self, relationships and, to an extent, society around them.

Young people today live in an environment that requires an ethical understanding of self and society. While education plays an important role in determining their scholastic achievements, the role it plays in shaping their thought processes and value systems is crucial in building a just and a healthy society. Adolescents will confront real life dilemmas and challenges and what they learn in schools will influence the choices they make throughout their lives.

In light of this, Learners' Engagement Activity-2016 will encourage adolescents to articulate their ideas of being physically, mentally and ethically healthy. They will get an opportunity to think, recall their experiences and freely express their views and opinions through:

- ➡ • Role Play,
- ➡ • Survey,
- ➡ • Creative Writing and
- ➡ • Poster Making.

The specific objectives are as follows:

- **Provide a platform to learners to creatively express that being healthy includes the three parameters of physical, mental and ethical health;**
- **Recognise that each individual must incorporate the three parameters of health to lead a happy, healthy life;**
- **Allow young people to express their thoughts and ideas on health that is meaningful, relevant and rewarding from their perspective;**
- **Nurture the creativity, skills and imagination of young people to express themselves through role play, writing and painting on their aspirations related to safe, healthy and happy living;**
- **Enable young people to develop creative communication materials;**
- **Share young peoples' ideas on the meaningful connection between a healthy and happy life at relevant policy forums to better respond to young people's aspirations.**

Eligibility:

1. Selected 15 AIs per Regional Centre.
2. Learners enrolled at the secondary level and below 20 years of age can participate.
3. A group of nine learners along with an accompanying tutor per AI may participate.
4. Regional offices should issue certificates of appreciation for all entries received at their level.



Survey

Survey is a research technique in which information is gathered from people through the use of questionnaires. The data collected is analysed and a conclusion of popular opinion is formed through it. The survey method is instrumental in better understanding of the subject and in appreciating the viewpoints of others. Many such surveys have already been included in the NIOS study materials.

The following are the steps involved in conducting a survey:

1. Topic Selection: A number of surveys for this activity have been chosen on the core theme from the study materials. A suitable topic that is relevant to the real life experience of the learners may be selected in consultation with the learners. The topics for survey are as follows:
 1. Presentation of report:
 - a. The report should clearly depict the objective, the sample size, time taken for survey and nature of sample.
 - b. The observations are to be recorded truly and supported with the use of graphics such as table/ flow chart/ graphs/ pie charts/ bar diagrams/ diagrams or any other visuals like pictures/ photographs, etc.
 - c. Presentation may even be in the form of charts/ flip charts/ posters/ flash cards / albums/ collage, etc.
 - d. Whether survey is related with core theme of population and development and how does it link.

Time Limit:

- a. Presentation should not exceed 3-5 minutes.
- b. Additional two minutes will be allotted for viva questions by the judges / audience / other participants.

Data collection

- ® Reliability of sample size which
- (i) shall be based on data collected, e.g. if one out of five has responded in monosyllables, an additional person was questioned.
- (ii) Response to all questions was acquired by learner.

S.No	Subjects	Lesson	Proposed Activity
1	Hindi (201)	lesson 1	Activity 1.1
2	English (202)	Lesson 16	Let us do 16.1
3	Science and Tech. (212)	Lesson 32	Activity 32.7
4	Social Science (213)	History Lesson 1	Activity 1.4
		Geography Lesson 9	Activity 9.5
		Pol. Science Lesson 16	Activity 16.4
5	Home Science (216)	Lesson 17	Activity 17.3
6	Economics (214)	Lesson 19	Last Activity
7	Business Studies (215)	Lesson 17	Last activity

Conclusions & Recommendations

- ® Clarity of thought and use of appropriate language in presenting conclusions and recommendations
- ® Use of appropriate graphics, etc., in the report presented
- ® Logical conclusion drawn and doable suggestions mentioned
- Report Presentation
- ® Accuracy of language and format including sequence
- ® Quality of graphics
- ® Submission of report on time
- ® Participation of all team members
- ® Viva



Role Play

A role play is an enactment or dramatisation in which people act out a suggested situation. Learners can be encouraged to take on different roles. It is not necessary for the female characters to be played by women or the male characters by men.

Topic Selection: A number of activities have been shortlisted on the core theme from the study materials. A suitable topic that is relevant to the real life experience of the learners may be selected in consultation with the learners. Amongst the given list of topics, choose any one to perform the role play on. The topics for role play are as follows:

S.No	Subjects	Lesson	Proposed Activity
1	Hindi (201)	lesson 5	Activity 5.1
2	English (202)	Lesson 3	Let us do 3.4
3	Science and Tech. (212)	Lesson 30	Activity 30.4
4	Social Science (213)	History	Lesson 6
		Geography	Lesson 14
		Pol. Science	Lesson 22
5	Home Science (216)	Lesson 21	Activity 21.1
6	Economics (214)	Lesson 19	Activity under 19.3
7	Business Studies (215)	Lesson 21	Activity 18

1. Procedure:

- Engage the learners in a discussion on the topic to enhance their understanding on it.
- The dialogues and script should be written by the learners with assistance from the tutor.
- The learners may add characters to add dimension to the situation.
- Use of property or costumes may be avoided.
- Please ensure that the dialogues are written in an appropriate language. Use of slang should be avoided.
- It is highly advised that the script/dialogues should not generate controversies and/or attack any eminent personality, religion or sentiment.

2. Time Limit:

- Each group's performance should not exceed five minutes. Criterion of time limit should be strictly monitored during rehearsals.
- Additional two minutes shall be allotted to respond to the questions raised by the judges/ audience/ other participants.

Presentation

- No negative character should be encouraged
- Use of props is not necessary.
- Acting, dialogue delivery, body language and appropriate language shall be judged.
- Participant shall have to finish within the prescribed time limit.

Life Skills

- The role play shall reflect the life skills such as self awareness, empathy, interpersonal relationship, critical thinking, creative thinking, problem solving, coping with stress, effective communication, decision making, coping with emotion.

Promptness

- The participants are expected to respond to the questions asked by the judges and audience.

Topics

For Creative Writing and Poster Making

Healthy Body:

- Eat Good, Look Good, Feel Good; Drug use is life abuse

Healthy Mind:

- Good Manners: Always in Fashion; D.E.A.D -drugs end all dreams

Healthy Ethics:

- Personal versus Social hygiene: Either or both?
- Scripting Change: Youth against discrimination and violence

Healthy Nation:

- My vision of an honest corruption free India
- If you want peace, work for justice



Creative Writing

Rules:

1. One learner can submit only one entry.
2. This is an on-the-spot event. Hence, the topic should be announced on the day of organising the event.
3. Only one learner should work on the topic.
4. The event should be organised on the school/AI premises.
5. Learners may take a maximum of three hours on a single working day to work on their write-up/scripts in individual capacity.
6. The participants can express their views in the creative writing format of their choice on a chosen topic, for example, story, essay, dialogue, biographical sketch, narratives related to real-life experiences.
7. The script/write-up should not be longer than 750 words.
8. The script/write up could be written in Hindi or English.
9. Every participant should clearly mention the topic, their name, sex, class and name of the school at the beginning of the write-up.



Poster Making

Rules:

- One learner can submit only one entry.
- This is an on-the-spot event. Hence, the topic should be announced on the day of organising the event.
- Only one learner should work on the topic.
- The event should be organised on the school/ AI premises.
- Students may take a maximum of three hours on a single working day to work on their posters in individual capacity.
- Only half a chart paper (preferably white) should be used for making the posters/ collages or cartoons.
- The posters may need to be rolled during transportation. Hence, please do not mount the posters/ cartoons/ collages on anything.
- Students may use colour pencils/ crayons/ oil/ acrylic/ water colours of their choice.
- The poster should have one tag line/ slogan, etc., along with the painting.
- Every participant should clearly mention the topic, their name, sex, class and name of the school at the behind the poster.

Scoring Sheet

1. Judgment Criteria (Role Play) Content

The script of the role play should be related to the lesson and subject concerned. It should be clear and crisp. The theme of the role play should emerge from the lesson.

Scoring Key

Participants	Questionnaire	Data Collection	Conclusions and Recommendation	Report Presentation	Viva	Total
	5	5	5	5	5	25
Team 1						
Team 2						
Team 3						
Team 4						
Team 5						
Team 6						
Team 7						
Team 8						
Team 9						
Team 10						

Results

1st Team _____

2nd Team _____

3rd Team _____

Additional comments:

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.....

Signature of Judges:

1 _____

2 _____

3 _____

2. Judgment Criteria (Survey):

The criteria of judgment shall be based on simple questions such as how did you do the survey? Which question did you find difficult? Did you add or change the questions while collecting the data? If yes, then what were those changes?

Team No.	Topic	Acting Skills	Relevance	Positive message	Language	Total
	10	10	10	10	10	50
Team 1						
Team 2						
Team 3						
Team 4						
Team 5						
Team 6						
Team 7						
Team 8						
Team 9						
Team 10						

Results

1st Team _____

2nd Team _____

3rd Team _____

Additional comments:

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.....

Signature of Judges:

1 _____

2 _____

3 _____

3. Judgment Criteria (Creative Writing)

- The entries shall be assessed by 3 member teams comprising of one language teacher, one school subject teacher and one representative from NIOS regional office.
- The creative writing piece must be as per specific topics and guidelines provided above.
- The criteria for judging the entries and scoring sheets are provided separately.
- Three entries judged as the best by the panel of judges from each Regional Centre will reach the NIOS Head Quarter.
- Please ensure that each of these entries are typed and mention the following:
 - selected topic
 - name, sex, class of learner; • special ability (if applicable)
 - complete mailing address and contact phone number of learner.

Criteria	Maximum Score	Participant Score
Relevance to the chosen topic	10	
Innovativeness and creativity	20	
Clarity (should not be cluttered with too many ideas that dilute the focus)	30	
Ability to communicate on the message/ issue of the selected topic	25	
Score	100	

Results

1st Team _____

2nd Team _____

3rd Team _____

Additional comments:

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.....

Signature of Judges:

1 _____

2 _____

3 _____

4. Judgment Criteria (Poster)

- For assessing poster entries: A panel of at least three judges comprising of two art teachers** and the officer in-charge of AEP at the Regional Centre. Any other judges can be nominated to this panel.
- Clear criteria for assessment and scoring sheets are provided.
- Please ensure that each of these entries are typed and mention the following:
 - selected topic
 - name, sex, class of learner
 - special ability (if applicable)
 - complete mailing address and contact phone number of the learner.

Criteria	Maximum Score	Participant Score
Relevance to the chosen topic	15	
Visual element (use of colours/ techniques/ image/ paper cuttings, etc.)	20	
Innovativeness and creativity	25	
Presentation	20	
Ability to communicate on the message/ issue of the selected topic	20	
Score	100	

Results

1st Team _____

2nd Team _____

3rd Team _____

Additional comments:

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.....

Signature of Judges:

1 _____

2 _____

3 _____