Kendriya Vidyalaya N.A.D. Karanja
Winter Break Holiday Homework 2022-2023
Class :- VIII (A/B/C)

Subject :- English

I.   MDP

1. Identify various threats to our water bodies and steps to save them. (Posters/slogans)
2. Write a poem on rain/monsoon.
3.   Find out folk music related to water and write it.
4. Narrate a story related to ocean habitat
5. Make origami of water animals.

II.   Complete the LEARNERs Diary

1. Explain the water sycling system .

 2.   Need of water conservation and methods of rainwater harvesting- write articles in Hindi

 3.   Write 5 slogans related to water In Hindi

1. वाटर साइक्लिंग सिस्टम को समझाइए।

 2. जल संरक्षण की आवश्यकता और वर्षा जल संचयन के तरीके- हिंदी में लेख लिखें

 3. पानी से जुड़े 5 स्लोगन हिंदी में लिखिए

Subject :- Sanskrit (संस्कृत)

विद्यार्थी नाम ----------- कक्षा व वर्ग ----------- अनुक्रमांक ------------- तिथि ------------------

1. सप्त भगिन्य: पाठत: क: रक्षति क: रक्षित: पाठ पर्यन्तम् पाठस्य

उच्चै: वाचनम् एवं नीतिनवनीतम् श्लोकानां कण्ठस्थीकरणम्।

अभ्यासकार्य लेखनम् अपूर्ण अस्ति चेत् पूर्ण कुरूत। (Read loudly

the lesson and memorize the shlokas)

2. सत्र- 2 शिक्षार्थी दैनन्दिनी लिखत (write learners diary)

3. MDP- बहुविषयक परियोजना कार्य – 'वर्षा' एवं 'नदी' शब्दानां पञ्च संस्कृत

पर्यायपदानि लिखत एवं पञ्च जलपादपानां ,पञ्च जलचराणां नामानि संस्कृतेन

सचित्रं लिखत (write 05 synonyms of वर्षा' एवं 'नदी' and write Sanskrit names of

05 water plants and water animals with pictures)

प्रश्न संस्कृतभाषायाम् अनुवादं कुरुत

1 मैं पढती हूँ। 2 मोहन जाता है।

3 बच्चे लिखते हैं। 4 तुम गाते हो।

5 हम दोनों गाते हैं। 6 तुम जाते हो।

7 बन्दर खाता है। 8 दो हाथी चलते हैं।

9 केले मीठे हैं। 10 बकरी चरती है।

प्रश्न 2 सन्धिं कृत्वा लिखत

1. प्रदेश:+ अयम् =_____2. समूह: + अयम् =_____

3.समवाय: + अस्ति =_____4. प्रथित: +अस्ति =_____

5.क: +अपि =_____6. आयु: + विद्या =_____

7.कुर्वत: + अस्य =_____8.स: + अपि =_____

9. अध्ययन + अभिलाषा =_____10. सार्वजनिक:+ अयम् =_____

11. अन्यत:+ च =_____12.इति + आदिनां=_____

13.च + अपसार्य =_____14. एवं +एव +आलपन्त: =_____

15. इव +आचराम: =_____

Subject :- SST (Social Science)

Complete following works-
A. MULTIDISCIPLINARY PROJECT
1. Locate and label ten of the largest Indian rivers on the political map of India.
2. List out 5 important river project in India
3. Why construction of huge dams are opposed by people.
B. Art Integrated Project
Topic- Maharashtra state
C. Complete learner's diary (Term-2)

Q. 1 Make the important notes of all taught chapter s textbook
Q.2 Write any 6 very short answer questions, 6 short answer
questions,and 6 MCQ with answer (2-2 from each book)
Q.3 prepared learner's diary of SST
Q.4 Make PPT or Project file On. Orissa
Q 5 make a short note on given topics in class.
Parliament
Judiciary
Marginalization
Industry
Wildlife and forest
Women caste and reform
Q.6 MDP project Work .

Make MDP on
THEME: CONSERVE TO PRESERVE

Mathematics
1.Compare the usage of water for irrigation in different states(any 5) in year 2021 of India using bar graph.
2. Draw a double bar graph on average rainfall monthwise in year 2018,2021 in India (choose any one state of India)
3. Draw solid shapes that you use in your home to conserve water .

Subject :- Science

1. Make the Multidisciplinary project alloted in the class.

2. Complete learner's diary.

3. Learn chapter some natural phenomenon.

Subject :- Library

Write 10 lines on Srinivasa Ramanujan

Flash

What is flash and its uses Flash 8 is a powerful tool created by Macromedia that has overcome the best expectations of its creators. Macromedia Flash was originally created in an effort to realize colorful animations for the web as well as to create animated GIFs. Designers, web professionals and amateurs have selected Flash 8 by many reasons.

Why should I use FLASH 8?

The possibilities of Flash are extraordinary, each new version has outstripped the previous one, and the present Flash 8 is not an exception. Although its common usage is to create animations has far more applications. They are so numerous that all web designers should learn how to use Flash.

Features of flash

▪ **Attractive Designs:** Flash 8 allows the using of visual effects that will ease the creation of animations, presentations and forms more attractive and professional

▪ **Font Optimization:** It also includes some readability options for small sized fonts, what makes our texts more comfortable to read.

▪ **Consolidated Libraries:** Now you can search any object existent in our movies faster, browsing our open libraries from a single panel.

▪ **More powerful animation:** Flash 8 allows much more control of the interpolations setting a new edition mode form which you will edit the velocity the rotation, shape, color and movement are applied.

▪ **More powerful graphics:** Avoid the unnecessary representation of vectorial objects setting an object as a bitmap.

▪ **Improvements in video importing:** To ease the working with video formats, Flash 8 provides high-quality new independent codec, completely skinnable.

▪ **Metadata Compatibility:** Include your SWF files in searching engines defining a title, description and/or keywords.

▪ **Mobile devices Emulator:** Preview your Flash Lite compatible mobile devices movies oriented with the new emulator Flash 8 includes.

Types of symbols (graphic, button, movie clip etc.)

Graphic symbols

Graphic symbols are the simplest and most obvious type of symbol. When you create a Flash movie, you create objects on the Stage.

Movie Clip Symbols

A movie clip is like a movie within a movie that you can manipulate by using interactive controls (also called actions, created with ActionScript). A movie clip doesn't take place on the main Timeline; instead, it has its own Timeline.

Button Symbols

Button symbols create buttons — those little graphics that you click in Web sites to take you to other places on the site or the Internet.

Converting an object to a symbol

• We select the object that we want to convert to a symbol. We open the dialog box of Symbol Properties, acceding to the menu Insert → New Symbol or just by pressing Ctrl + F8 or F8


• Type a name of the symbol, which we are going to create.

 • The only that remains is to select the type of symbol or behavior into which we convert our object. We can choose between Movie Clip, Button and Graphic..

• Click OK to create our symbol.

Frames and key frame

A **frame** represents the content of the movie at one moment of time. So far, an animation is nothing more as a succession of frames.

Key Frame They are frames with specific contents that are created to insert into the movie inexistent content. You can identify them by the black point that is in the centre or by the black vertical line.
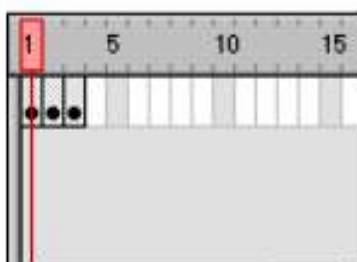
About layers

Insert Layers : As its name indicates, it is used for Inserting layers in the present scene. It inserts normal layers (in the following point the different types from layers will be seen).

Erase Layer : Erase the selected layer.

Change Name: To **change Name** of a layer, it is enough to double click the current name.

Layer Properties: If we double click the icon , we'll be able to access a panel with the **properties** of the layer we've clicked.


Show /Hide Layers : This button allows us to show and hide all layers of the movie.

Block Layers : It blocks the edition of all the layers, so we'll not be able to edit them until unblocking them.

Flash Continued

Motion Tween Motion tweens transport a still object across a scene. In Flash, an object is animated this way by selecting its start position and first animation frame as well as its end position and last animation frame within the program. When run, the animation displays the object in a different section of the scene for each frame, creating the illusion of motion. Motion tweens are also used to move background images, which creates the illusion that still images in the foreground are in motion. Motion tweens also move two or more objects in a scene relative to each other.
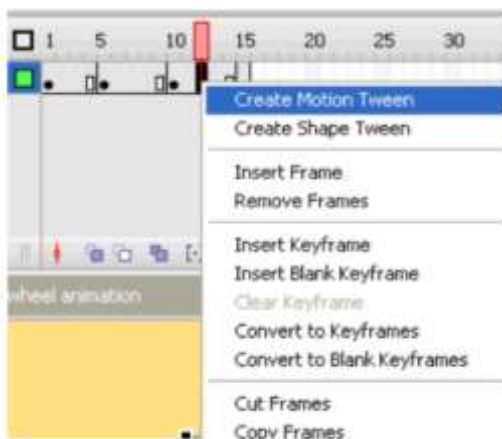
Shape Tween

A shape tween changes the shape of an object over a series of frames. In Flash, this is used to accomplish a number of effects.

Motion tweening

1. Draw a Shape

2. Select the shape using Selection tool

3. Right click on the Shape, click convert into symbol, give a name, select button and click ok

4. click on the 25th or 30th frame, then click insert, click timeline, insert key frame

5. Rotate the shape or change its direction as you want.

6. Click on any frame between 1 and 25, right click and select convert to Motion Tween.

7. play the animation

Shape tweening

1. Draw a Shape

2. click on the 25th or 30th frame, then click insert, click timeline, insert key frame

3. Draw another shape over the 1st Shape or after erasing the 1st shape.

4. Click on any frame between 1 and 25

5. Click window, click properties, and again click properties.

6. Set the tween option below as - Shape

7. play the animation

Subject :- Physical and Health Education (Games and Sports)

Chapter - *Balanced Diet and Nutrition.*
Questions-
1. Explain the components of the balanced diet?
2. Make your own diet plan of weekly (Mon to Sunday- Breakfast- Lunch- Evening snacks- Dinner etc.)

WISH YOU ALL THE BEST

STAY SAFE,

BE HAPPY AND HEALTHY

Wish You All a Very Happy Christmas & New Year

Submit holiday homework on first day of reopening of the Vidyalaya