Website | Academic Template (Primary 1- 5)

1. **Title**: "Education is the most powerful weapon which can be used to change the world."

   Tagline or Sub Title: Cultural Competence contributing to the effectiveness of education and student excellence.

2. **Approach to Teaching and Learning**: We Gyaanandian's engage students in hands-on experiences and reflection, so they are better able to connect theories and knowledge learned in the classroom to real-world situations. Role-plays are a beloved part of our students lives and they enjoy it thoroughly. We, also encourage our students for team work, case studies, community service, activity-based learning. Some examples of experiential learning in a classroom setting are field trips, visiting museums, or cultural institutions.

3. **Learning Domains (Scholastic and Co-Scholastic)**: It includes, notebook upkeep, and subject enrichment. On the other hand, the co-scholastic areas include skill-based activities, art education, physical education, and other co-curricular activities like dance, art, music.

4. **Approach to Assessment**: Types of assessments to measure students' academic achievement and progress are summative, interim, and formative.

- **USP**: We include various extracurricular activities in our school syllabus, such as singing, dancing, speech, debate, and cultural events regularly. Conducting such activities alongside regular studies has many benefits. It builds students' confidence.
- Regular evaluation of the effectiveness of the teaching and learning process
- Students are encouraged to participate in public speaking through various
- inter house/Inter school competitions
- Exceptionally high levels of communication and cooperation
- Well-built auditorium, it serves as a platform for students to express themselves, learn new things, and build their confidence
- Educational Excursion and field trip for students is to reinforce experiential and contextual learning. Further, the school organizes planned visits to various places to enrich the students and to take learning beyond the four walls of the classroom.
- Shin Program