

GRADE III TO VII EDUCATIONAL EXCURSION TO KIDZANIA

On 16th August 2024, students from Grades 3 to 7 embarked on an educational and fun-filled field trip to Kidzania, Ghatkopar. This trip was organized to provide students with an immersive learning experience outside the traditional classroom setting. Kidzania, a unique indoor theme park designed for children, offers various role-playing activities that help students understand different professions and responsibilities in a safe and interactive environment.

Objectives

The main objectives of the field trip were:

- To introduce students to real-world professions and responsibilities.
- To enhance their understanding of teamwork and collaboration.
- To encourage experiential learning through role-play.
- To provide a fun and engaging environment for learning.

Activities

Upon arrival at KidZania, the students were briefed about the various activities and the structure of the park. The students participated in several role-playing activities that included:

- Fire-fighter: Students learned about fire safety and the responsibilities of fire-fighters by extinguishing a simulated fire.
- Doctor and Nurse: Students explored the medical field by role-playing as doctors and nurses, diagnosing and treating patients.
- Chef: A hands-on experience in a mini-restaurant where students prepared their own meals, learning about nutrition and the culinary arts.
- Police Officer: Students learned about law enforcement, maintaining order, and understanding the importance of laws.

Each role-play session lasted for about 20-30 minutes, and students rotated between different stations, ensuring they experienced a wide range of professions.

Throughout the day, students were highly engaged and enthusiastic. The hands-on experience allowed them to understand the importance of various professions and the skills required to perform them. The role-playing activities encouraged students to think critically, solve problems, and work collaboratively with their peers.

Teachers observed that students were particularly interested in professions they were previously unfamiliar with. The experience also helped students gain a deeper appreciation for the roles and responsibilities that contribute to society.

The students expressed their excitement and joy after the trip. Many stated that they enjoyed the fire-fighter the most, as they found these professions thrilling. Some students mentioned that the trip helped them discover new interests, and a few even expressed a desire to explore certain careers in the future.

The field trip to KidZania was a successful and enriching experience for the students of Grades 3 to 7. It provided them with a unique opportunity to learn through play and to explore various professions in a realistic yet fun setting. The trip not only met its educational objectives but also left a lasting impression on the students, fostering curiosity and a deeper understanding of the world around them.





VISIT TO MUSEUM OF SOLUTIONS (MuSo) WORLI, MUMBAI

On 10th & 28th August, 2024, 45 students from JVM Vasind and 5 students from Saraswati Vidyalaya Vasind visited the Museum of Solutions (MuSo) in Worli, Mumbai. They were accompanied by three teachers on both the days. The visit was organized to provide students with an interactive learning experience, covering various aspects of science, technology, and environmental conservation.

Exploring the World of Chimpanzees with Jane Goodall

- ❖ The Gombe Research Showcasing her research in Gombe, her discoveries, and the methods she used to study chimpanzees.
- ❖ Chimpanzee Behavior: Highlighting key aspects of chimpanzee behavior, such as tool use, social interactions, and communication.
- ❖ Conservation Efforts: Information on the threats chimpanzees face and the work Jane Goodall and others are doing to protect them.

Make Lab

- ❖ Designed objects using CAD software and see their designs come to life through 3D printing.
- ❖ Helped them understand the process of designing and manufacturing products.
- ❖ Built simple circuits, robots, and even programmable devices. This section helped to introduce them to the world of electronics and programming in a fun and engaging way.
- ❖ Hosted workshop and educational programs that are aligned with its hands-on approach.
- ❖ Emphasized on iterative design and problem-solving equips children with a growth mindset, encouraging them to view challenges as opportunities to learn and improve.

Play Lab

- ❖ Challenged children to think creatively and critically. These exhibits range from simple puzzles and building blocks to more complex problem-solving activities that require teamwork.
- ❖ Encouraged to build structures, solve mechanical puzzles, and explore basic principles of Physics and engineering through play.
- ❖ Allowed children to express themselves through drawing, painting, and crafting, often tying these activities to broader themes like environmental conservation or cultural diversity.
- ❖ Learned about the different stages of the water cycle through interactive exhibits.
- ❖ Explored various techniques for managing and conserving water resources.

❖ Watched a documentary on aquatic animals, which highlighted the struggles these creatures face due to environmental changes and pollution.

Discovery Lab

❖ Conducted experiments and witness scientific principles in action. These stations covered topics like Physics, Chemistry, Biology, and Environmental science, allowing students to apply classroom knowledge in a real-world setting.

❖ Incorporated modern technology, such as augmented reality (AR) and virtual reality (VR), to provide students with immersive learning experiences. For instance, AR might be used to simulate complex scientific phenomena, while VR could offer virtual field trips to distant ecosystems.

❖ Beyond the structured experiments, the lab also has areas dedicated to free exploration where students can experiment with art, design, and engineering concepts.

❖ This section is particularly effective in nurturing creativity and out-of-the-box thinking.

To conclude the Museum of Solutions is a pioneering institution that goes beyond the traditional museum experience. It provides a dynamic, interactive environment where children can learn, play, and grow as future problem-solvers. By focusing on solutions rather than just problems, the museum inspires hope and action in the next generation.



