









multiplication tables up to 12 and demonstrates proficiency in both carrying over and breaking numbers in written form. Additionally, he has enhanced his mental calculation skills, especially in multiplication involving two digits with one-digit numbers.

During discussions word problems. on Anshuman actively engages with his peers, employing objects to explain solutions and demonstrating his ability to formulate questions addition, subtraction, to multiplication. His participation in geometry topics is notable, as he has acquired knowledge of various shapes and their properties, although he occasionally confuses rectangles triangles during revision sessions.



Using innovative methods such as Rango metry, Anshuman has created visually appealing patterns, showcasing his creativity and application of geometric concepts. Overall, Anshuman's academic journey reflects his remarkable intellect, dedication to learning, and willingness to actively engage in classroom activities.

## ART:

Anshuman is characterized by his energetic and attentive nature in art class, displaying



interest in various activities.
However, he occasionally becomes distracted and restless, needing to

restless, needing to improve his sitting posture for better focus. His drawings are of high quality, with a preference for depicting sunsets.









Football holds a special place as Anshuman's favourite game, where he actively participates and enjoys the experience. While he occasionally approaches exercises lazily, he demonstrates cooperation and teamwork by passing the ball to teammates and engaging in various types of games with enthusiasm.

## SENSE

## **DEVELOPMENT:**

Anshuman actively enjoys participating in Sense Class activities, demonstrating enthusiasm and a willingness to assist others. He approaches his tasks with determination, striving to complete them promptly and neatly. Anshuman exhibits proficiency in various activities, often completing them independently. His enjoyment of games such as "Leader-Leader Change the Action" and mirror



