

KENDRIYA VIDYALAYA HATTA
AUTUMN BREAK HOLIDAY HOMEWORK (2026-27)
Class IV | English (Santoor)

Name:	Section:	Roll No.:
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How to do your holiday homework

- Do one small task in a day (15–20 minutes). Tick the box for that day.
- Write in your English notebook. Fill the tables on this sheet.
- Read any storybook for 10 minutes every day.
- Speak in English with your family as much as you can.

Day 1	Day 2	Day 3	Day 4	Day 5	Day 6	Day 7	Day 8	Day 9	Day 10
☐	☐	☐	☐	☐	☐	☐	☐	☐	☐

A. Revise & Recall *(Senses and words)*

Task 1: Touch and Tell [15 min]

Ask a family member to blindfold you and give you 5 things one by one. Guess each thing only by touching it. Write a describing word for how it felt (rough, smooth, soft, hard, bumpy, cold ...).

Thing	Did I guess right?	How it felt
1.		
2.		
3.		
4.		
5.		

Task 2: Dots That Speak [15 min]

Braille letters are made of raised dots in a box of 6 dots (2 columns × 3 rows). The dots are numbered 1-2-3 down the left and 4-5-6 down the right. Here are five letters:

a	b	c	d	e
dot 1	dots 1, 2	dots 1, 4	dots 1, 4, 5	dots 1, 5

On thick paper, press dots from the back with a pencil tip to make the word **bead** or **cab**. Feel it with your eyes closed!

B. Learn by Doing *(Fit and fine)*

Task 3: My Fitness Diary [5 min every day]

Do some physical activity every day (skipping, running, yoga, cycling, a traditional game). Fill your diary.

Day	Activity	Minutes	How I felt
1			
2			
3			
4			
5			
6			
7			

C. Think & Create *(Empathy)*

Task 4: A School for Everyone [20 min]

Imagine a new child who cannot see joins your class. What changes will help her move around, read and play with everyone? Write a paragraph of 6–8 sentences with at least **4 ideas**. Begin with: "Our school can be a happy place for everyone if ..."

D. CT-AI Corner *(Computational Thinking & AI)*

Task 5: Game Rules as an Algorithm [15 min]

Ask an elder about a traditional game they played (kho-kho, gilli-danda, langdi, pithoo ...). Write its rules as numbered steps. Use at least one "**If ... then ...**" rule.

Example: **If** the catcher touches you, **then** you are out.

Play the game with your family using only your steps. Did any step need fixing (debugging)?

Task 6: write one page daily with comprehension.

My Self-Check (colour the stars: ★ I need help ★★ I can do it ★★★ I can teach it)

I can ...	My stars
use describing words for how things feel.	☆ ☆☆ ☆☆☆

I can ...	My stars
explain how Braille helps people who cannot see.	☆ ☆☆ ☆☆☆
keep a daily fitness record.	☆ ☆☆ ☆☆☆
write a paragraph with clear ideas.	☆ ☆☆ ☆☆☆
write game rules as steps with "if ... then".	☆ ☆☆ ☆☆☆

Parent's signature: Teacher's remark: