

विद्यया ऽ मृतमश्नुते



एन सी ई आर टी
NCERT

Festival
Directory

Audio &
New Media/
ICT/Digital Games

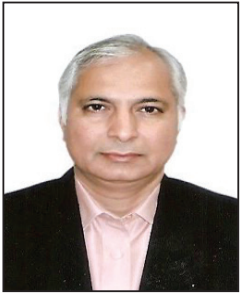
26th



All India Children's
Educational
Audio-Video
Festival



Central Institute of Educational Technology
National Council of Educational Research and Training
Sri Aurobindo Marg, New Delhi 110016



Member of Jury

Om Prakash Dewal

Dr. Om Prakash Dewal is a Professor in the School of Journalism and New Media Studies at the Indira Gandhi National Open University (IGNOU). He has 40 years of experience in Media Production, Media Management and Media Teaching & Training.



Member of Jury

R.S. Yadav

Dr. R.S. Yadav is a Retired Senior Programme Executive from All India Radio. He worked as a Broadcaster for 25 years.



Member of Jury

Amlanjyoti Mazumdar

Sh. Amlanjyoti Mazumdar has been working in the radio/TV broadcasting sector for 36 years, both at national and international level. He headed the world service of AIR for 10 years. He was Director in the Communication and Media Ministry of Rural Development, GOI. He is a Fulbright and Nuffic Fellowship holder for rural communication and Community Radio Studies in developing societies.



Member of Jury

Ritu Rajput

Dr. Ritu Rajput is a National Commentator and has an experience of 38 years in the field of broadcasting. She has worked as Programming Head at All India Radio (AIR), New Delhi. She has worked on programme planning, production and presentation. She extensively worked on all formats of Radio that includes features, dramas, interviews and script writing.



Member of Jury

GR Syed

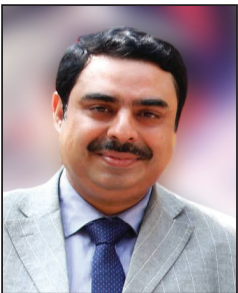
Dr. G R Syed is a retired Professor from AJK MCRC, Jamia Millia Islamia. He has more than 40 years of experience in Teaching, Research and Media Production.



Member of Jury

Anju Mehrotra

Dr. Anju Mehrotra is a Director in Kalka Group of Institutions. She has been extensively working for 30 years in the field of Education.



Member of Jury

Nimish Kapoor

Sh. Nimish Kapoor is a science communicator, writer, certified fact checker and film curator. At present he is Scientist 'E' and Head of Science Films Division and Publications Division in Vigyan Prasar, DST, Govt of India. Earlier to VP he has been associated with various television channels as programmer and researcher. In a professional career of more than 22 years, he has conceptualised and executed National and International Science Film Festivals, capacity building programmes for science comm and produced 1000 hours television software.



Member of Jury

Pankaj Saxena

Sh. Pankaj Saxena is a Filmmaker, Broadcast Consultant, Media Trainer, Cinema Academic and Writer. In a professional career spanning three decades, he has held senior management positions at Discovery Channel and BBC Worldwide. He has also served on committees and juries of prestigious organizations and festivals. He also regularly teaches at several eminent institutions of learning.



Member of Jury

Anubhuti Yadav

Dr. Anubhuti Yadav is a Professor in Indian Institute of Mass Communication. She has more than 20 years of experience in Teaching, Research and Media Production. She specialises in Media and Information Literacy, New Media, Advertising and Public Relations. She is heading the department of New Media and Advertising and Public Relations at IIMC.



Member of Jury

Vinod Kumar Kanvaria

Dr. Vinod Kumar Kanvaria is an Associate Professor in the Department of Education, University of Delhi. He is also a member of the Faculty of Education. He has 20 years of experience in teaching and research in the field of Education and Technology.



Member of Jury

Gaurav Singh

Dr. Gaurav Singh is an Assistant Professor in School of Education, IGNOU. He has more than 18 years of experience in Teaching, Research and Media Production.

Member of Jury

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Audio
Foundational Level
Government Organisations



AFLG1-27012022418

BARTAN BOLTE HAIN

This programme is for very young learners of foundation level. Focus is on self- learning and not on Teaching. This is to encourage children to explore and learn themselves. Programme is aimed to spark children's imagination, to develop listening skills. They are encouraged to make their own sentences and talk. Group learning through listening is also taken into mind. Programmes are kept small in duration keeping the attention span of a child in mind. Small and simple sentences are used. This programme is based on "ABHYAS" or exercise of chapter of the Hindi Text Book of class 1.

Producer	: Vandana Arimardan
Director	: Vandana Arimardan
Scriptwriter	: Suresh Kumar Mishra
Editor	: Vandana Arimardan
Studio	: Bateilang Lyngdoh
Location	: Mayank Kumar
Actor	: Kishore Sahijani, Mamta Malkani, Kimti Anand, Tarak Ahuja, Aakash Ahuja
Production Assistant	: Tanu Gupta
Running Time	: 03:32

AFLG2-27012022419

मेरी बिल्ली (Based on Chapter - म्याऊं म्याऊं)

This programme is for very young learners of foundation level. Focus is on self- learning and not on Teaching. This is to encourage children to explore and learn themselves. Programme is aimed to spark children's imagination, to develop listening skills. They are encouraged to make their own sentences and talk. Group learning through listening is also taken into mind. Programmes are kept small in duration keeping the attention span of a child in mind. Small and simple sentences are used. This programme is based on "ABHYAS" or exercise of a chapter of the Hindi Text Book of class 2.

Producer	: Vandana Arimardan
Director	: Vandana Arimardan
Scriptwriter	: Suresh Kumar Mishra
Editor	: Vandana Arimardan



Audio

Studio	: Bateilang Lyngdoh
Location	: Mayank Kumar
Voiceover Child Artist	: Lovish, Nishant, Suyash, Yashika, Ritika
Actor	: Rakshit Thapliyal
Production Assistant	: Tanu Gupta and Amit Kumar
Running Time	: 06:07

AFLG3-28012022432

STORM IN THE GARDEN

The story “Storm in the Garden” is taken from Class 2, NCERT, Marigold English textbook. The main objective of this lesson is to make the children listen to sounds. This is a story about Sunu-sunu, the snail who is visiting his friends the ants and what happened that day. Sunu-sunu was playing with the ants. Suddenly, he saw a white light crashed through the clouds and he pulled in his body. He heard some sounds. He stuck out his feelers, The ants cried to go home. Sunu-sunu went to his mother and explained, What all he saw and heard that day. It was the biggest storm for Sunu-sunu. Sunu-sunu didn't get wet because he carried his home on his back. This audio lesson starts with listening activity of some familiar sounds and moves on to the story in an interactive manner. The real sounds of nature like wind blow, trees sway, thunder roll, rain fall, water drip and storm are added in the story to give the real effect and motivate the children to listen to such sounds and observe what's happening in nature. At the end, few questions are asked for assessment and the answers also given for the better understanding of the story. The children learn to listen to sounds, observe nature and their surroundings, share their new experience with their parents, teachers and friends.

Producer	: S. Kayalvizhi
Director	: S. Kayalvizhi
Scriptwriter	: S. Kayalvizhi
Editor	: S. Kayalvizhi
Voice Over Artist	: S. Kayalvizhi
Voice Over Anchor	: S. Kayalvizhi
Running Time	: 07:33



AFLG4-28012022445

“ANGANGI SHEIRENG ESHEI: ANISHUBA SHARUK”

This drama teaches little children about three Manipuri rhymes. First one is about the human body. The second one is about Kites and the last one is a rhyme about Pineapples. These Rhymes improve children’s curiosity to learn and ultimately develops their knowledge.

Producer	: KH. Ashok Kumar Singh
Director	: Joint Director
Scriptwriter	: Deelip Mayengbam
Editor	: Salam Hemojit Meetei
Studio	: Salam Hemojit Meetei
Location	: ET Sound Studio, DM College Campus
Voiceover Child Artist	: Baby Serya, Baby Divya
Actor	: A. Geeta Devi, Baby Serya, Baby Divya
Running Time	: 14:25

AFLG5-28012022464

I WANT

The story ‘I Want’ is a lesson taken from Class 2, Marigold. This is an audio lesson with morals. The Story was explained with excellent background music and effects. Children would enjoy the story very much. The story is about a little monkey and his wishes. The little monkey wants to become strong. One wise woman gave a magic wand to the monkey to fulfill his wishes. First, he wants to become a giraffe. Then he wants to become an elephant and at last he wants to become a zebra. All his wishes are granted.

Producer	: R. Hemalatha
Director	: R. Hemalatha
Scriptwriter	: R. Hemalatha
Editor	: R. Hemalatha
Voice Over Artist	: R. Hemalatha
Voice Over Anchor	: R. Hemalatha
Running Time	: 05:41



AFLG6-29012022562

THE MUMBAI MUSICIANS

“The Mumbai Musicians” is a prose from Class II, NCERT MARIGOLD TEXTBOOK. This lesson is about a donkey named Goopu. He had worked for many years in the house of a farmer. He had carried many heavy sacks of corn and sugarcane, from the farm to the factory. He was now very tired and old. So the farmer told him to take a sack of corn and go and see the world, before you become too old. So Goopu wanted to go to Mumbai to become a Musician.

Producer	: C. Sasikumar
Director	: C. Sasikumar
Scriptwriter	: C. Sasikumar
Editor	: C. Sasikumar
Studio	: C. Sasikumar
Voice Artist	: P. Shalini
Voice Anchor	: P. Shalini
Music	: www.pixabay.com/music , www.mobcup.net
Running Time	: 05:40

AFLG7-30012022693

LET US PRACTICE READ ALOUD

This audio – is about Grade -I, English of Term -I from Tamil Nadu state syllabus. It has been taken from the prose section. This AUDIO explains and visualizes the Concept of owning a READ ALOUD. It imbibes exact pronunciation, stress, pause and conversation pattern and full emphasis is given in this creation. This audio illustrates the whole chapter Bilingually to increase enthusiasm in rural children towards foreign language. Anchor podcast animation is used to enhance the audio.

Producer	: Arunkumar.A
Director	: Arunkumar.A
Scriptwriter	: Arunkumar.A
Editor	: Arunkumar.A
Studio	: Arunkumar.A
Running Time	: 00:48



AFLG8-31012022708

एकल व संयुक्त परिवार

उपरोक्त Content low cost पर साधारण application में record कर बनाया गया है जिसकी production cost कुछ भी नहीं आयी है और इसे आसानी से कहीं भी replicate किया जा सकता है

Producer	: Sheela Asopa
Director	: Sheela Asopa
Scriptwriter	: Sheela Asopa
Editor	: Sheela Asopa
Studio	: Sheela Asopa
Location	: Jodhpur
Voice Artist	: Sheela Asopa
Voice Anchor	: Sheela Asopa
Research	: Sheela Asopa
Graphics	: Sheela Asopa
Running Time	: 01:00

AFLG9-3022022737

THE WIND AND THE SUN

The wind and the sun is a lesson from class 2, marigold English Textbook. The prose is explained voice with background music along with introduction and evaluation. The audio narrates a story about the wind and the sun. The audio has an evaluation part which assesses their understanding of the lesson. The end of the audio, the children could achieve the competency of the lesson.

Producer	: K.Senthil
Director	: K.Senthil
Scriptwriter	: K.Senthil
Editor	: K.Senthil
Running Time	: 11:11

AFLG10-13022022792

ONCE I SAW A LITTLE BIRD

The poem is given as a musical rhyme with karaoke background music for the children for the joyful learning. This poem talks about a beautiful bird



Audio

hopping near a window and a small boy seen the beautiful bird shopping near his window. He said to the bird " will you stop hoping and come to me " but the bird flew away. This audio poem for class 1 children is to enjoy the sweetness of the rhyme with the karaoke background music. This poem has an evaluation Part which assesses the understanding of the poem. Children tell the answers for the questions asked and understand the sounds of the different birds.

Producer	: Revathi K
Director	: Revathi K
Scriptwriter	: Revathi K
Editor	: Revathi K
Location	: A. Catherena
Voice Anchor	: Revathi K
Voice Child Artist	: J. Balasri, J. Sharmilasri, G. Samyuktha
Running Time	: 05:50

AFLG11-14022022813

THE TIGER AND THE MOSQUITO

The Tiger and the Mosquito is a lesson taken from class 1, Marigold English Textbook. The prose is explained through audio along with evaluation. The audio narrates a story about a proud tiger who learns a lesson from a mosquito. The audio lesson interacts with the students and makes them understand the value of every living being. The vocabulary of the students will also be enhanced through various examples. The audio has an evaluation part which assesses the understanding of the lesson. At the end of the audio, the children could achieve the competencies of the lesson.

Producer	: V. Arthi
Director	: V. Arthi
Scriptwriter	: V. Arthi
Editor	: V. Arthi
Voice Over Artist	: V. Arthi
Voice Over Anchor	: V. Arthi
Running Time	: 12:10



AFLG12-14022022815

A BOY AND THE PUPPY

This audio program is about a boy and puppies. There was a village where a farmer lived with his wife and he had some puppies. He needed to sell his puppies because he was in need of money. So he prepared a sign board "Puppies for sale" while he was erecting the sign board in front of his house. Someone is pulling his trouser from behind. He turned and saw a little boy aged 9 years standing there. Happily the boy went to the farmer and bought the puppy. He was extremely happy to hold a puppy in his hand. Soon they became friends.

Producer	: K. Karthikeyan
Director	: K. Karthikeyan
Scriptwriter	: K. Karthikeyan
Editor	: K. Karthikeyan
Voice Over Artist	: I. Suganya
Voice Over Anchor	: I. Suganya
Running Time	: 09:15

AFLG13-15022022846

I WANT

"I want" is a prose taken from class 2 in a Marigold English book. This prose is explained through audio along with proper motivation and effective evaluation. This audio narrates an interesting story about a little monkey and his wishes. There was a little monkey that lived in the forest. When he was playing in the forest, he himself said, "I want to be big, I want to be strong". On hearing this monkey's voice, a wise woman appeared before him and said, "Take this magic wand and all your wishes come true". This audio lesson has the evaluation part to assess their understanding. At the end of this audio, children could achieve the competency of the lesson.

Producer	: Logamani S
Director	: Logamani s
Script writer	: Logamani S
Editor	: Logamani S
Voice Over Artist	: Logamani S
Voice over Anchor	: Logamani S
Running Time	: 11:09



AFLG14-15022022902

I WANT

This is an Audio programme for class-2, English- I Want. Once a little monkey lived in a deep forest. The little monkey was sad as it was very small. It wanted to be big and strong. One day a wise woman heard him and appeared before him and gave a magic wand and said magic wand will give whatever it wishes. Little monkey saw a giraffe and wished for a long neck and got a long neck. Then it saw an Elephant and wished for a trunk and got it. Next it saw a zebra and wished Stripes like zebras and got it too.

Producer	: N. Rajkumar
Director	: N. Rajkumar
Scriptwriter	: N. Rajkumar
Editor	: N. Rajkumar
Sound Recordist	: Puducherry
Voice Over Artist	: N. Rajkumar
Voice Over Anchor	: A. Suganthi
Child Artist	: R. Pranavi
Running Time	: 04:25

AFLG15-16022022019

STORY NARRATION-SINBAD THE SAILOR

This is a story Narration from a book titled "Sinbad The Sailor ". The story describes how a poor, hardworking man tries to see the world as a sailor. In the frame story it's described how he is able to survive the terrible dangers encountered by a combination of resourcefulness and luck and returns home with a fortune. The story is best explained in simple language in a very small-time duration.

Producer	: Neelima.R
Director	: Bhavans Vidya Mandir, Elamakkara, Kerala
Voice Over Artist	: Anannya.S
Voice Over Anchor	: Anannya.S
Child Artist	: Anannya.S
Running Time	: 03:25



AFLG17-16022022052

VEER SURENDRA SAI

Veer Surendra Sai was an Indian revolutionary who spent his entire life fighting against British rule in India. He and his associates braved their lives to counter British colonial expansion in India, especially preventing the British authorities from assuming control over the majority of Western Odisha region for a significant period of time. Following a series of disillusioned steps and conspiracy by the Britishers, Veer Surendra Sai and six of his followers were detained in the Asirgarh hill fort where he spent the last part of his life in captivity. The story 'VEER SURENDRA SAI' chronicles the rise of Veer Surendra Sai in the wake of British colonialism in India and his wake-up call to the youth masses to not surrender in front of the Britishers, come what may.

Producer	: Subransu Sekhar Pattnaik
Director	: Subransu Sekhar Pattnaik
Scriptwriter	: Pradeep Gurwara
Editor	: Subransu Sekhar Pattnaik
Sound Recordist	: Saroj Mangaraj Mahapatra
Sound Recordist	: Jayadipta Panda
Voice Over Artist	: Pradeep, Pranab, Pallavi, Abhisekh
Voice Over Anchor	: Pallavi Nanda
Research	: Pradeep Gurwara
Running Time	: 10:39

AFLG18-16022022126

6 - ANKE PARICHAYAM

In this audio presentation Teacher introduces '6' through a story and a song... she provides different activities for recognition of '6'. She poses questions and obtains answers from students and also she concludes which can make the children understand the concept of '6' easily. And also students listen and recite the song which can strengthen the digit '6' concept in the minds of children. It develops Listening skills and Thinking skills among children.

Producer	: S.Radha Krishna
Director	: A.Krishna Rao
Scriptwriter	: Rama
Editor	: T.Rama Krishna



Audio

Sound Recordist	: M.R.Sheshagiri Rao & B.Rajeshwar
Sound Recordist	: T.Eshwar
Voice Over Anchor	: Sarala
Child Artist	: Sanvi, Sathish, Uhitha, Akshay
Actor	: Krishna Sai
Research	: Banala Radhika
Running Time	: 13:59

AFLG19-16022022134

THE TIGER AND THE MOSQUITO

This audio content has been created to help children learn English lessons in a fruitful manner. The content is prepared for NCERT, CBSE, Grade I, English, Unit VIII - The Tiger and The Mosquito. The audio file is added with proper sound effects, and the evaluation part will help the student better understand the content.

Producer	: S. Sabarinathan
Director	: S. Sabarinathan
Scriptwriter	: K. Jameskumar
Editor	: S. Sabarinathan
Sound Recordist	: S. Sabarinathan
Sound Recordist	: S. Sabarinathan
Voice Over Artist	: R. Porselvi and S. Sabarinathan
Voice Over Anchor	: R. Porselvi
Research	: S. Sabarinathan
Running Time	: 06:00

Audio
Foundational Level
Independent Filmmakers/
Institutions



मिन्नी म्याऊँ

इस आडियो प्रोग्राम में कुछ बच्चे नानी के पास बैठे हैं। नानी उनको मिन्नी म्याऊँ नाम की एक बिल्ली की कहानी सुनाती है, जिसे बच्चे जिज्ञासापूर्वक सुनने को उत्सुक होते हैं। अन्त में मिन्नी किसी भी चूहे को पकड़ नहीं पाती है और वे सारे चूहे मिलकर पूरे बीस हो जाते हैं और ख़ूब धमाचैकड़ी मचाते हैं। इस तरह दो का पहाड़ा पूरा होता है। अन्त में सारे बच्चे नानी के साथ पूरा पहाड़ा मस्ती में गाते हुए दोहराते हैं।

Producer	: Umesh Kumar Chaurasia
Director	: Umesh Kumar Chaurasia
Scriptwriter	: Umesh Kumar Chaurasia
Editor	: RJ Ajay verma
Voice Over Artist	: Varsha Sharma Chadda, Muskan Bhagwani, Payal Lalwani, Mahak Shahjadpuri, Krishna Pareek, Sahil Bhagwani, Rajveer Singh, Varsha Choudhary
Child Artist	: Muskan Bhagwani, Payal Lalwani, Mahak Shahjadpuri, Krishna Pareek, Sahil Bhagwani, Rajveer Singh, Varsha Choudhary.
Running Time	: 14:25

हमाई बोली, हमाय बोल (गीत-कहानी-पहेली बुन्देली में)

राष्ट्रीय शिक्षा नीति की इन्हीं बातों को ध्यान में रखते हुए हमने उत्तर प्रदेश के बुंदेलखंड क्षेत्र में बोली जाने वाली बुन्देलखंडी में प्राथमिक कक्षाओं के कक्षा शिक्षण में 22 गीत, कहानी और पहेलियों सम्मिलित रूप से को मानक भाषा से अनुवादित करके ऑडियो सामग्री को तैयार की, जिससे प्राथमिक स्तर के बच्चे अपनी क्षेत्रीय बोली में सरलता से पाठ को समझ सकें और उनसे जुड़ी गतिविधियों में रुचि ले सकें क्योंकि उन्हें इस दौरान इस बात का अहसास होता रहेगा की उनकी घर की बोली को कक्षा में स्थान मिल रहा है।

Producer	: Pranesh Bhushan Mishra
Director	: Pranesh Bhushan Mishra
Scriptwriter	: Pranesh Bhushan Mishra, Brijesh Kumar Tiwari
Editor	: Pranesh Bhushan Mishra, Brijesh Kumar Tiwari
Location	: Upper Primary School Patha



Voice Over Artist : Aaradhya Tiwari
Graphics : Pranesh Bhushan Mishra
Research : Pranesh Bhushan Mishra, Brijesh Kumar Tiwari
Running Time : 24:50

AFLI3-16012022246

सीख

उद्घोषक की आवाज़ के साथ ही कार्यक्रम का आरम्भ, नरेशन से शुरू होता है जो कार्यक्रम में महौल क्रिएट करता है और कार्यक्रम का आगे बढ़ाने में सहायक होता है। कार्यक्रम में एक दादो और दो बच्चियाँ जिनकी आयु 8 और 6 साल है, कूहू और पीहू जिन्हें कहानी सुनने का बड़ा शौक है। वह हर रोज़ अपनी दादो से कहानी मज़े लेकर सुनती है। कहानी फ्लैशबैक में चलती है। कहानी को ओपेन नहीं किया जा सकता है, वरना किरदारों के मंज़रे आम पर आते ही श्रोताओं की उत्सुकता मंद पड़ सकती है। लीजिए पेश है कार्यक्रम “सीख”।

Producer : Rizwana Saif
Director : Rizwana Saif
Scriptwriter : Rizwana Saif
Editor : Rizwana Saif
Studio : Deepali Studio
Location : Lucknow
Voiceover Artist : Maya Rahmani, Satya Prakash, Shabi Jaffery
Voiceover Anchor : Anupama Sharad
Voice Child Artist : Inaaya Alvi, Rifah Alvi
Running Time : 15:30



AFLI4-25012022351

LION GOES FOR A HAIRCUT

The story is about a lion who decides to go for a haircut. Out of his fear, all other customers run away and the lion is left alone in the saloon. He decides to choose a haircut for himself and suddenly finds his own reflection in all the mirrors of the saloon. Confused, he thinks all the reflections are real lions who have also come for a haircut. When he tries to talk to them, they don't answer and neither make any noise.

Producer	: Cheviot Kids
Director	: Aparna Maheshwari
Script Writer	: Swati Shome
Editor	: Mariyam Tinwala
Voice Over Artist	: Mariyam Tinwala
Voice Over Anchor	: Mariyam Tinwala
Running Time	: 03:21

AFLI5-29012022566

STORM IN THE GARDEN

'Storm in the Garden' is a prose from Class II, NCERT MARIGOLD TEXTBOOK. This lesson is about the Snail – Sunu Sunu is playing with his friends, the ants. Suddenly there is a storm. He hurries to his mother and tells her all he saw and heard. It was the Biggest storm Sunu-Sunu had ever been in. It heard the sounds of storms, thunder, rain, lighting, etc. Ooo! Ooo! Shay! Shay! Zzzak! Zzzak! Gadaam! Gudoom! Sittasitta! Pittapitta! Sittasitta! Pittapitta! Plip! Plip! Plip! Plip!

Producer	: P. Shalini
Director	: P. Shalini
Scriptwriter	: P. Shalini
Editor	: P. Shalini
Sound Recordist	: P. Shalini
Voice Over Artist	: P. Shalini
Voice Over Anchor	: P. Shalini
Running Time	: 05:37



AFLI6-30012022592

HOLDING HANDS – PODCAST ON INCLUSIVE EDUCATION

Teaching is a process which involves a plethora of techniques, emotions and procedures, all directed towards the betterment of the students. Sometimes this right to knowledge is not delivered with efficiency as teacher's meet with challenges posed by some children with Special Needs. This podcast shows the teaching fraternity a way forward to Inclusive Education.

Producer : Kriti Sharma
Director : Kriti Sharma
Scriptwriter : Kriti Sharma & Simran Premjani
Editor : Kriti Sharma
Voice Artist : Kriti Sharma & Nitin Bhargav
Voice Anchor : Kriti Sharma & Nitin Bhargav
Running Time : 09:25

AFLI7-4022022745

KAHANI KI GATHRI

The programme is an audio programme based on the stories of 'Panchtantra'. As per the historical records, these stories were written by Vishnu Sharma and compiled into a collection named, 'Panchtantra'. The stories are believed to have bases on the oral traditions with human and animal fables. The programme caters to the children of 3-9 yrs. age group i.e. of Foundational Level. The programme is a collection of 3 stories. The language is simple and easy to comprehend. The selection of stories is such that the programme generates interest about listening and storytelling among the children of this age-group. The selection of stories has been done considering the CWSN children (visually impaired).

Producer : Dr. Nidhi Singh
Editor : Dr. Nidhi Singh
Sound Recordist : Noida, Uttar Pradesh
Voice Over Artist : Dr. Nidhi Singh
Child Artist : Ms. Nidhyati Singh
Research : Dr. Nidhi Singh
Running Time : 08:54



AFLI8-8022022755

बादल आये

कविता में बाल सुलभ भावनाओं का सुंदर चित्रण है। बच्चे जब किसी रचना से भावनात्मक रूप से जोड़ते हैं, तभी वे उसका अनुभव कर पाते हैं। बाल सुलभ मन में लयबद्ध की गई रचनाओं का प्रभाव बहुत जल्दी होता है। साथ ही कलात्मक चीज़ें या बातें बच्चों को ज्यादा आकर्षित करती हैं। राष्ट्रीय पाठ्यचर्या के अनुसार विषय का समेकित तथा एकीकृत ज्ञान बच्चों में अनुभव तथा विश्लेषणात्मक कौशल को बढ़ावा देता है। कला के साथ एकीकरण बच्चों में सृजनशीलता और विश्लेषण को भी बढ़ाती है। इस बात को ध्यान में रखते हुए कविताओं को कला के साथ एकीकृत किया गया, ताकि बच्चों में कला के साथ-साथ भाषायी कौशल एवं तार्किक कौशल का भी विकास हो सके।

Producer	: Jagmohan Kumar Patel
Director	: Jagmohan Kumar Patel
Editor	: Jagmohan Kumar Patel
Running Time	: 04:14

AFLI9-15022022848

STORM IN THE GARDEN PLAY

Storm in the garden is a lesson from class 2, marigold English Textbook. The prose is explained as a play with background music along with introduction and evaluation. The audio narrates a story about sunu-sunu, the snail is playing with his friends, the ants. Suddenly there is a storm. He hurries to his mother and tells her all he saw and heard. The audio has an evaluation part which assesses their understanding of the lesson. The vocabulary of the children will also be enhanced through various examples. At the end of the audio, the children could achieve the competency of the lesson.

Producer	: Indhumathi
Director	: K.Senthil
Scriptwriter	: Indhumathi
Editor	: Indhumathi
Voice Anchor	: K.Senthil
Running Time	: 14:37



AFLI10-15022022864

WHEN PANCHATANTRA FABLES MEET GRIMM'S FAIRY TALES

Kindness is the one quality people underestimate the most. I believe it should be considered a superpower as a little kindness can take you to places. This audio is just a testimony of it. The union of the two characters, the foolish lion from Panchtantra and Rapunzel from Grimm's fairy tales will take you on a journey and will provide you a whole new perspective to think from a different angle. We always consider the story to end when the villains die or get what they deserve. Have we ever thought that the story can continue and second chances can make life worthwhile for them and others. These unprecedented times will make sure that human beings learn empathy, kindness and compassion towards all the living beings. Together we can make this world a better place.

Producer	: Sona Rawat
Director	: Sona Rawat
Scriptwriter	: Sona Rawat
Editor	: Sona Rawat
Sound Recordist	: Sona Rawat
Sound Recordist	: Sona Rawat
Voice Over Artist	: Sona Rawat
Voice Over Anchor	: Sona Rawat
Research	: Sona Rawat
Running Time	: 07:06

AFLI11-15022022891

STORM IN THE GARDEN

Storm in the Garden is a lesson taken from class 2, Marigold English Textbook. The audio lesson narrates the story of a snail. The content objective of the lesson is understanding the sequence of the story, listening to the sounds and understanding the meaning of the new words. This story Storm in the Garden is about a little snail, Sunu-sunu. After reading the Interactive E-book, the children could easily narrate the story and recognize new words given in the lesson.

Producer	: M. Madona
Director	: M. Madona
Scriptwriter	: M. Madona
Editor	: M. Madona
Voice Over Artist	: M. Madona
Voice Over Anchor	: M. Madona



AFLI12-15022022898

PARENTAL AWARENESS OF HANDICAPPED CHILDREN

Through this the parents of the village/school are given complete information regarding Handicapped Children. Parents of Gram Sabha Rurukhas were told about the Handicapped children's education, rights, law and their education. In this parents were told about the PWD, Person with Disabilities (Equal opportunities, Protection of Rights and Full Participation Act of 1995) and The Rights of Person with Disabilities Act of 2006, Sugamya Bharat Abhiyaan, Paralympics, and the participation of Handicapped voters in Election 2022 of Uttar Pradesh. Shikha was told that books are different for differently abled children.

Producer	: Maneesh Dev
Director	: Maneesh Dev
Scriptwriter	: Maneesh Dev
Cameraperson	: Maneesh Dev
Set Designer	: Maneesh Dev
Editor	: Maneesh Dev
Sound Recordist	: Maneesh Dev
Sound Recordist	: Maneesh Dev
Animation	: Maneesh Dev
Voice Over Artist	: Maneesh Dev
Voice Over Anchor	: Maneesh Dev
Child Artist	: Shivani
Actor	: Nainsi and Shikha
Graphics	: Maneesh Dev
Research	: Maneesh Dev
Running Time	: 06:22

AFLI13-15022022910

I WANT

'I want' is a story taken from Grade 2, Marigold NCERT English textbook. The story is narrated as an audio file followed by assessment activities. This story is about a baby monkey who wants to have what others have. One day, when the monkey was thinking about his wishes, a wise woman gave him a magic wand. The story tells us that we all are unique and each organ has its own structure and purpose.



Producer	: K Gandhimathy
Editor	: K Gandhimathy
Voice Over Anchor	: K Gandhimathy
Others (Music)	: Pixabay, Mixkit
Running Time	: 08:00

AFLI15-16022022073

SHAPE HUNT

The programme is based on NCERT Mathematics Text Book for class 1. The active learning capabilities about shapes in children is enhanced by playing this interesting activity with them. The children are told about a shape and its characteristics and they are required to carefully look around the surroundings and identify different things with common characteristics of the shape asked for.

Producer	: Dr Jasmeet Kaur
Director	: Dr Jasmeet Kaur
Scriptwriter	: Dr Jasmeet Kaur
Sound Recordist	: New Delhi
Voice Over Anchor	: Dr Jasmeet Kaur
Child Artist	: Nitbani Kaur
Research	: Yes, NCERT Mathematics Book (Class 1)
Running Time	: 07:20

Audio
Preparatory Level
Government Organisations



APLG1-12012022121

BAJI PRABHU AND THE MEMORABLE BATTLE OF GHODKHIND

The audio is based on chapter no. 10 शरणीने खिंड लढवली i.e. Baji Prabhu and the Memorable Battle of Ghodkhind of subject ES-2 (History), of standard 4th prescribed by Maharashtra State Council of Educational Research and Training (MSCERT) for Marathi medium students.

Producer	: Jotiba Maruti Maskar
Director	: Jotiba Maruti Maskar
Script writer	: Jotiba Maruti Maskar
Sound Recordist	: Jotiba Maruti Maskar
Voice Over Artist	: Jotiba Maruti Maskar
Editor	: Jotiba Maruti Maskar
Background Music	: Pixabay, Videvo.net, iStock, story blocks, Bensound.
Running Time	: 13:18

APLG2-24012022348

NINA AND THE BABY SPARROWS

The audio lesson narrates a story about a little girl Nina who wants to save baby sparrows which have built nests in her room. The story explains about the little girl's feelings and love towards the birds to save them. Nina doesn't show any interest in going to her aunt's marriage because she wants to save the baby sparrows. Her mother questioned her sudden behavior. Nina explained about the baby sparrows. Where she wants to help the parent sparrows to come and go to feed the babies.

Producer	: Vijayalakshmi
Director	: Vijayalakshmi
Scriptwriter	: Vijayalakshmi
Editor	: Vijayalakshmi
Voice over artist	: Vijayalakshmi
Voice over Anchor	: Vijayalakshmi
Music	: Bensound
Running time	: 11:44



APLG3-26012022390

WHO WILL BE NINGTHOU?

“Who will be Ningthou?” is a prose from NCERT Marigold Textbook (Class V). A king is called a Ningthou and a queen is called a Leima in Manipuri. This is a story from Manipur about what qualities make a good ruler. In this story, the King wanted to select the Tunggi Ningthou (Future King), so he conducted a horse race for his three sons. To all his surprise, the three sons finished the race together, so he wanted his sons to do something differently.

Producer	: C. Sasikumar
Director	: C. Sasikumar
Scriptwriter	: C. Sasikumar
Editor	: C. Sasikumar
Sound Recordist Location	: C. Sasikumar
Voice Over Artist	: P. Shalini
Voice Over Anchor	: P. Shalini
Running Time	: 08:07

APLG4-27012022411

CHHOTE AUR BADE

Produced under the series of health and hygiene this programme tells about taking care of teeth. Programme is made in an interesting manner through the conversation of germs who try to find escape from healthy teeth. The program is about dental hygiene.

Producer	: S. Rajkumar
Director	: S. Rajkumar
Scriptwriter	: S. Rajkumar
Studio	: Home
Location	: Lawspet, Puducherry
Animation	: S. Rajkumar
Voice Over Artist	: S. Rajkumar
Voice Over Anchor	: S. Rajkumar
Graphics	: S. Rajkumar
Research	: S. Rajkumar
Running Time	: 08:10



APLG5-28012022447

ONE SHOULD NOT BE STUBBORN WHILE EATING (CHARAMDAIDA NINGAITOUBA MASHA FATTE)

Children these days are very selective of what they want to eat or not. Bad eating habits create imbalance in the body and affect body functions. This seriously affects their health and also hinders their mental and physical development. The drama discusses and gives awareness about the ill effects of bad eating habits.

Producer	: KH. Ashokkumar Singh
Director	: Joint Director
Scriptwriter	: KSH Radheshyam
Editor	: Salam Hemojit Meetei
Studio	: Salam Hemojit Meetei
Location	: ET Sound Studio, DM College Campus
Voiceover Child Artist	: S. Roshni Devi
Actor	: Y. Chandani Devi, Purni
Running Time	: 14:40

APLG7-28012022468

PHOTOSYNTHESIS

The main learning outcome is to make the children aware of the importance of food in all living organisms and also the idea of photosynthesis. The audio starts with the story of two brothers BALU AND RAJU and the idea that they are getting from their mother that Food is the main source of energy in all living things. They also get to know that plants can prepare their own food.

Producer	: Asha S
Director	: Asha S
Scriptwriter	: Asha S
Studio	: Ganesh S
Voice Over Anchor	: Asha S
Running Time	: 05:25



APLG8-30012022696

परिवारों का आना जाना

इसमें परिवारों के पलायन के कारण किन असुविधाओं का सामान करना पड़ता है इसके बारे में बताया गया है उपरोक्त Content low cost पर साधारण application में record कर बनाया गया है जिसकी production cost कुछ भी नहीं आयी है और इसे आसानी से कहीं भी replicate किया जा सकता है

Producer	: Sheela Asopa
Director	: Sheela Asopa
Scriptwriter	: Alka Sharma
Cameraperson	: Sheela Asopa
Set Designer	: Sheela Asopa
Editor	: Sheela Asopa
Studio	: Sheela Asopa
Location	: Jodhpur
Animation	: Sheela Asopa
Voice Artist	: Sheela Asopa
Voice Anchor	: Sheela Asopa
Research	: Sheela Asopa
Graphics	: Sheela Asopa
Running Time	: 13:32

APLG9-6022022750

THE STORY OF THE ROAD

The story of the road is a lesson from class 3 , marigold English Textbook. The prose is explained voice with background music along with introduction and evaluation. The audio narrates a story about the story of the road. The audio has an evaluation part which assesses their understanding of the lesson. The end of the audio, the children could achieve the competency of the lesson.

Producer	: K.Senthil
Director	: K.Senthil
Scriptwriter	: K.Senthil
Editor	: K.Senthil
Voice Anchor	: K.Senthil
Running Time	: 13:11



APLG10-9022022758

DINOSAUR... WAR ON CORONA

The programme entitled, "Dinosaur", is meant for bringing about awareness among the learners the need for preserving the human race. It aims at making the children think about the various things that society can do to save mankind and conserve nature. The short film introduced in the middle of the programme creates interest among children to learn more and more about ways and means to protect nature and stop mankind from extinction like the dinosaur. Taking precautions for the Corona pandemic is embedded in the programme here and there for children's understanding. It is in the form of a conversation among the members of a family.

Producer	: T.S. Malleswari
Director	: T.S. Malleswari
Scriptwriter	: T. Venkateswaramma
Editor	: Kanthi Anjaiah
Studio	: D. Sreekar
Location	: V.S. Raju
Voice Artist	: Sandhya Naidu
Voice Anchor	: D. Anusha
Voice Child Artist	: Abhista
Actor Details	: Kiran Kumar, Krishna Sai, Nagamani, Navya
Research	: T.S. Malleswari
Running Time	: 11:34

APLG11-13022022791

THE LITTLE FIR TREE

The Little Fir Tree is a lesson taken from class 4 marigold English textbook. The prose is narrated through audio for the class 4 students, along with the evaluation part. The content objective of the Audio lesson is about the little Fir tree and its greediness. This Audio narrates an interesting story about The little fir tree and its four wishes granted by a Magician named Shetty. Moral of the story is "Do not be greedy and must be happy with what we have". This Audio content is for the class- 4 children to enjoy this magical story about a little fir tree and The Magician.

Producer	: Revathi K
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Audio

Director : Revathi K
Scriptwriter : Revathi K
Editor : Revathi K
Voice Artist : Revathi K
Voice Anchor : Revathi K
Voice Child Artist : J. Balasri J.Sharmilasri
Running Time : 05:42

APLG12-13022022795

CHUSKIT GOES TO SCHOOL

This story is about a girl called Chuskit who was not able to walk or run. Since birth she has not used her legs. But she has a desire to go to school like other children. She always sits near the window and draws pictures. One day her father bought a wheelchair for her. Chuskit was very happy at that moment. She learned to use that wheelchair. Chuskit's school is not very far from her village but we have to take the big road and then walk along the lake.

Producer : K.Karthikeyan
Director : K.Karthikeyan
Scriptwriter : K.Karthikeyan
Editor : K.Karthikeyan
Voice Over Artist : P.Saranya, S.Jashmitha, K.Karthikeyan,
K.Priyaranjan
Voice Over Anchor : K.Gandhimathi
Child Artist : S.Jashmitha, K.Priyaranjan
Running Time : 09:13

APLG13-13022022803

WHY EDUCATION IS NEEDED?

“Why Education Is needed?” is a children’s educational value-added film. In which all the common and child rights and individual equality seen in the states of India are an obstacle for development. Somewhere in this film, the full effect of education, the colors of life are reflected in the Indian Constitution and the equality of women. The plot conditions of this film give preference to girls’ education. As well as the things that are seen towards the division of labor are an obstacle to the dreams of a glorious India. In today’s 21st century, boys and girls must have equal rights and protection. The story and characters of this film are original and do not touch any person or life.



Producer : Puja Paija
Director : Vimal Patel
Set Designer : Purab Indrodiya
Voice Anchor : Shubham
Running Time : 05:42

APLG14-14022022805

THE LITTLE FIR TREE

The little fir tree is a lesson from class 4, marigold English Textbook. The prose is explained voice with background music along with introduction and evaluation. The audio narrates a story about a little fir tree and a magician. Once a magician named shetty was returning home when it began to rain heavily. He saw a little fir tree nearby and took shelter under it. Be happy with what you have.

Producer : K.Senthil
Director : K.Senthil
Scriptwriter : K.Senthil
Editor : K.Senthil
Voice Anchor : K.Senthil
Running Time : 10:43

APLG15-14022022806

CHUSKIT'S STORY

This story is about a girl called Chuskit who was not able to walk or run. Since birth she has not used her legs. But she has a desire to go to school like other children. She always sits near the window and draws pictures. One day her father bought a wheelchair for her. Chuskit was very happy at that moment. She learned to use that wheelchair. Chuskit's school is not very far from her village but we have to take the big road and then walk along the lake. Cross the river near the poplar trees, and then after a small climb, we reach the school. One day Abdul came to her house with a letter when he saw her, he asked, "why you did not go to school"? Chuskit said, "I could not walk or run.



Audio

My father has to carry me all the way to school daily. " Abduld replied, but would you want to go to school if you could? Chuskit said, yes, of course. Abdul conveyed this to his headmaster. The next day all children of that village began to level the road, another group of children leveled the area near the river. The older children took help from their teacher to build a wooden bridge across the river. All of them worked happily to make her dream come true. But the happiest of all was Chuskit.

Producer	: K.Karthikeyan
Director	: K.Karthikeyan
Scriptwriter	: K.Karthikeyan
Editor	: K.Karthikeyan
Voice Over Artist	: M.Niraimathi and K.Karthikeyan
Voice Over Anchor	: M.Niraimathi
Child Artist	: M.Niraimathi
Running Time	: 07:07

APLG16-14022022807

THE GIVING TREE

Once there was a tree that loved a little boy. Every day the boy would visit the tree and play with it. The tree was happy and asked him to climb its trunk and swing on its branches. The boy enjoyed its company. The tree said, when you are angry, let's eat my apples. The boy plucked apples and ate them. The boy sometimes got tired and slept under the tree. The tree once again sad after long time he returned to the tree now he was an old man the tree no he was an old man, he said I am too weak I could not able to swing and my teeth are too weak to eat apples I need an quiet place to sit and rest. The tree said, well an old stump is good for sitting and resting so the old man sat down and rested on the stump of the tree.

Producer	: K.Karthikeyan
Director	: K.Karthikeyan
Scriptwriter	: K.Karthikeyan
Editor	: K.Karthikeyan
Voice Over Artist	: P.Saranya, S.Jashmitha, K.Karthikeyan, K.Priyaranjan
Voice Over Anchor	: K.Gandhimathi
Child Artist	: S.Jashmitha, K.Priyaranjan
Running Time	: 09:13



APLG17-14022022808

STORY OF SINHASAN BATTISI- PODCAST FOR CWSN CHILDREN

This PODCAST audio content is specially produced to facilitate, teach, preach and entertain the CHILDREN WITH SPECIAL NEEDS (CWSN). This is to revive the art of story-telling, the long-forgotten art of all cultures and traditions. A story pleases all of us. Be it a story, a tale, a legend, or a myth, they are all a great medium of education and of information. The stories of Sinhasan Battisi, Panchtantra, Hitopdesha, Betal Pacchisi are filled with so much wisdom and human values that they need to be introduced to our children at a very early age. The culture of reading such books can only be developed by telling these stories to them. Indian culture is very rich in teaching us Art of Living techniques, which cannot be ignored while rearing our children.

Producer	: Dr. Seema Sharma
Director	: Dr. Seema Sharma
Scriptwriter	: Dr. Seema Sharma
Editor	: Dr. Seema Sharma
Location	: Dr. Seema Sharma
Voice Over Artist	: Dr. Seema Sharma
Voice Over Anchor	: Dr. Seema Sharma
Research	: Dr. Seema Sharma
Running Time	: 22:50

APLG18-15022022892

HELEN KELLER

The video is created by me and uploaded on YouTube and the interactiveness is created using H5P which is a free and open-source content collaborative framework based on Javascript. The video is for Class-4, English- Helen Keller. The interactive creates children to develop greater interest in the learning process. The video is included with various interactive features like multiple choices, True or False and Fill in the blanks. Students can learn from the video and answer the interactive questions and check their answers and know their score at the end of the video. This resource can be used for joyful learning, revision as well as formative assessments. This idea is to make learning game based edutainment for students of primary classes.



Audio

Producer	: N. Rajkumar
Director	: N. Rajkumar
Scriptwriter	: N. Rajkumar
Editor	: N. Rajkumar
Location	: Puducherry
Voice Over Artist	: N. Rajkumar
Voice Over Anchor	: A. Suganthi
Child Artist	: R. Pranavi
Running Time	: 06:53

APLG19-15022022897

GOURMET

This is a small story taken from 'story weaver'. This story is about a mouse who is fond of eating. One day he found a big laddu near his hole. He wanted to bring the laddu inside his house. He pushed, pulled and tried in many ways. All his hard work went in vain. He was so tired and hungry. So, he sat and started eating bit by bit. The size of the laddu decreased and now he could push the laddu into his house easily. When the mouse tried to get into his house, he could not. Because his big stomach got struck as he ate a lot. The story talks about the importance of 'sharing' and the impact of 'greediness'.

Producer	: Karthikeyan K
Director	: Karthikeyan K
Scriptwriter	: Karthikeyan K
Editor	: Karthikeyan K
Voice Artist	: M. Niraimathi and K. Karthikeyan
Voice Anchor	: M. Niraimathi
Voice Child Artist	: M. Niraimathi
Others	: Music Credit: Bensound.Com, Free Sfx, Youtube Audio Library, Facebooksound Collection
Running Time	: 07:07

APLG20-15022022933

HELEN KELLER

Helen Keller summary: Helen Keller was born in Tuscumbia, Alabama, on June 27th, 1880. She was a healthy child until an illness, and a severe fever left her both blind and deaf. This chapter describes how Helen learnt to speak through



his fingers with the help of Miss Sullivan. This feat gave her immense pleasure and pride. She began to look forward to a new day in her life.

Producer : Thamizhventhan G
Director : Thamizhventhan G
Scriptwriter : Thamizhventhan G
Editor : Thamizhventhan G
Voice Anchor : Thamizhventhan G
Running Time : 06:00

APLG22-16022022041

স্বাস্থ্যকৰ আহাৰে আপোনাৰ শৰীৰক সমৃদ্ধ কৰে। (**Healthy Foods Makes Your Body Wealthy**)

Food is that which nourishes our body and keeps us healthy. Food and nutrition are the way that we get fuel, providing energy for our bodies. So to make the concept easy and understandable for the students, I tried to create a realistic drama based scenario where I have taken three characters such as mother, son and his aunt. Through all three of them, I tried to show the necessity of foods in our day to day life, a clear concept of balanced diet and major components of foods and what the disadvantages may appear if we don't take such amounts of nutrition for our body.

Producer : Rabia Begum
Director : Rabia Begum
Scriptwriter : Rabia Begum
Set Designer : Rabia Begum
Editor : Rabia Begum
Location : Guwahati
Voice Over Artist : Rabia Begum, Rizwanul Karim
Voice over Anchor : Rabia Begum
Child Artist : Rizwanul karim
Actor : Rabia Begum and Rizwanul Karim
Graphics : Rabia Begum
Research : Rabia Begum
Running Time : 09:04



APLG23-16022022058

SUBHAS CHANDRA BOSE

Subhas Chandra Bose, affectionately called as Netaji, was one of the most prominent leaders of the Indian freedom struggle. Despite being a scholar student, he found his calling in nationalism. He founded the Indian National Army (or Azad Hind Fauj) to overthrow the British Empire from India and came to acquire legendary status among Indian masses. Bose was known in particular for his militant approach to independence and for his push for socialist policies. The story 'Netaji Subhas Chandra Bose' narrates the sweet conversation between an elderly man, who calls himself the History, and a group of children on the inspiring journey of Netaji and his firm dedication towards freeing India from the clutches of the Britishers.

Producer	: Subransu Sekhar Pattnaik
Director	: Subransu Sekhar Pattnaik
Scriptwriter	: Deepak Das
Editor	: Subransu Sekhar Pattnaik
Studio	: Saroj Mangaraj Mahapatra
Location	: Jayadipta Panda
Voice Over Artist	: Pranab, Pradeep, Susant, Shakti, Manu, Subhashree
Voice Over Anchor	: Binayak Mishra
Research	: Pradeep Gurwara
Running Time	: 10:21

APLG24-16022022140

THE STORY OF THE ROAD

This audio content has been created to help children learn English lessons in a fruitful manner. The content is prepared for NCERT, CBSE, Grade III, English, Unit VI - The Story of The Road. The audio file is added with proper sound effects and the evaluation part will help the student better understand the content.

Producer	: S. Sabarinathan
Director	: S. Sabarinathan
Scriptwriter	: K. Jameskumar
Editor	: S. Sabarinathan
Studio	: S. Sabarinathan



ऑडियो

Location	: S. Sabarinathan
Voice Over Artist	: R. Porselvi, S. Sabarinathan
Voice Over Anchor	: R. Porselvi
Research	: S. Sabarinathan
Running Time	: 06:00

Audio
Preparatory Level
Independent Filmmakers/
Institutions



APL11-11012022108

कहानी-कहानी में सीखें पार्ट्स ऑफ स्पीच

आज हम लाएँ हैं एक नटखट-मस्ती भरी कहानी, कविता के रूप में, जिसमें हैं दोनों भाषाओं की व्याकरण और सबसे ज़रूरी विषय – शब्द भेद – Parts of Speech. खेल-खेल में पार्ट्स ऑफ स्पीच सीखने का अनूठा प्रयोग प्रस्तुत है। भारत में इंग्लिश को मातृभाषा से जोड़ कर सिखाया जाये तो परिणाम बेहतर हो सकते हैं।

Producer	: Parveen Kumar
Director	: Parveen Kumar
Scriptwriter	: Parveen Kumar
Editor	: Parveen Kumar
Studio	: Wisdom World School
Location	: Kurukshetra
Voice Over Artist	: Parveen Kumar
Voice Over Anchor/Narrator	: Parveen Kumar
Research	: Parveen Kumar
Running Time	: 12:28

APL12-16012022206

ARTIFICIAL INTELLIGENCE TO COMBAT CLIMATE CHANGE

This video is based on the concept of 'Climate change'.

Producer	: Viaan Sharma
Director	: Viaan Sharma
Scriptwriter	: Viaan Sharma
Editor	: Viaan Sharma
Running time	: 01:25

APL13-28012022431

COMPARISON OF FRACTIONS

First of all, the kids were told a story about a problem based on fractions. Via this story we intended the kinds to compare fractions $\frac{1}{2}$ and $\frac{1}{4}$. Further the solution of the problem was found by an activity. In the activity, the pizzas in the story were represented by circles and were folded into parts. Then, they were asked to shade 1 out of 2 and 1 out of 4 parts respectively. Afterwards, they were to see the circles and make out which of them is shaded more. This



Audio

activity helped them understand comparison of fractions.

Producer	: Upma Narang
Director	: Upma Narang
Scriptwriter	: Upma Narang
Editor	: Upma Narang
Studio	: Upma Narang
Location	: Home
Research	: On Fractions
Running Time	: 05:21

APLI4-30012022692

BONES AND MUSCLES

This is a power point presentation combined with the audio narration of Rishabh YS (self). In this presentation I've explained the concepts of human skeleton and skeletal system, joints and its types, ligaments, cartilages, tendons and also muscles and its types.

Producer	: Rishabh YS
Director	: Rishabh YS
Scriptwriter	: Rishabh YS
Editor	: Rishabh YS
Studio	: Rishabh YS
Location	: Rishabh YS
Animation	: Rishabh YS
Voice Over Artist	: Rishabh YS
Voice Over Anchor	: Rishabh YS
Graphics	: Rishabh YS
Research	: Rishabh YS
Running Time	: 15:04

APLI5-15022022839

खिलौनेवाला (KHILONEWALA)

इस कार्यक्रम का निर्माण राष्ट्रीय शैक्षिक अनुसंधान और प्रशिक्षण परिषद् द्वारा प्रकाशित 5वीं कक्षा के लिए हिंदी की पाठ्यपुस्तक रिमझिम के पृष्ठ संख्या 20 और 21 पर उल्लेख पाठ. 3 के शीर्षक खिलौनेवाला पर आधारित है। इस कविता के रचनाकार सुप्रसिद्ध कवयित्री सुभद्रा कुमारी चौहान हैं। खिलौने किसे पसंद नहीं है बच्चों की सबसे पहली पसंद और दोस्त खिलौने ही हैं जिनके के साथ खेल-खेल कर बच्चे मनोरंजन और आनंद ले कर खेलते ही नहीं बल्कि खिलौनों का



उपयोग और प्रयोग करके अपनी शिक्षा को भी उत्तम बनाते हैं। इस कविता में कवि ने अपनी रचना से खिलौने वाले के महत्व और बच्चे की उत्सुकता को बातचीत के माध्यम से बहुत अच्छे से प्रस्तुत किया है।

Producer	: Dheeraj Kumar
Director	: Dheeraj Kumar
Scriptwriter	: Dheeraj Kumar
Editor	: Abishek Bhardwaj
Studio	: Mahamaya Studio
Location	: Uttar Pradesh
Voice Over Artist	: Dimple And Dheeraj Kumar
Graphics	: Dheeraj Kumar
Research	: Dheeraj Kumar
Running Time	: 02:42

APLI6-15022022842

नाव बनाओ नाव बनाओ NAV BANA O NAV BANA O

इस कार्यक्रम का निर्माण राष्ट्रीय शैक्षिक अनुसंधान और प्रशिक्षण परिषद् द्वारा प्रकाशित 4वीं कक्षा के लिए हिंदी की पाठ्यपुस्तक रिमझिम के पृष्ठ संख्या 44 और 45 पर उपलब्ध] पाठ- 3 के s शीर्षक नाव बनाओ नाव बनाओ पर आधारित है। इस कविता के रचनाकार सुप्रसिद्ध कवि हरिकृष्णदास गुप्त हैं जिन्होंने बारिश के समय बचपन के अनमोल पलों] बच्चों के उभर उभर आते उत्साह और उसमें बनाई जाने वाली कागज की नाव के लिए वातालाप से लेकर एक दूसरे के प्रति स्नेह] घर और आस पास के वातावरण को शब्दों में इस प्रकार ढाला है]

Producer	: Dheeraj Kumar
Director	: Dheeraj Kumar
Scriptwriter	: Dheeraj Kumar
Editor	: Abishek Bhardwaj
Studio	: Mahamaya Studio
Location	: Pilkhuwa, Uttar Pradesh
Voice Over Artist	: Dimple and Dheeraj Kumar
Graphics	: Dheeraj Kumar
Research	: Dheeraj Kumar
Running Time	: 02:42

APLI7-15022022851

NINA AND THE BABY SPARROWS PLAY

Nina and the baby sparrows is a lesson from class 3, marigold English Textbook.



Audio

The prose is explained as a drama. It contains voice with background music along introduction with evaluation. The audio narrates a story about Nina and the baby sparrows. Nina is a young girl who studies in the third standard. Everybody was happy at Nina's house because her aunt was getting married. Nina, her father, mother, and little brother were all going to Delhi for the wedding. The audio has evaluation part which assesses their understanding of the lesson. The end of the audio, the children could achieve the competency of the lesson.

Producer	: Indhumathi
Director	: K. Senthil
Scriptwriter	: Indhumathi
Editor	: Indhumathi
Voice Anchor	: K. Senthil
Running Time	: 20:22

APLI8-15022022899

THE YELLOW BUTTERFLY

The Yellow Butterfly is a lesson from class 3 NCERT, Marigold English Textbook. The audio lesson narrates the story of a butterfly and the boy. The content objective of the lesson is understanding the sequence of the story, listening to the sounds and appreciation of natural beauty. The Yellow Butterfly is a story about a yellow-coloured butterfly which is admired by a kid named Sonu in the story. After reading the audio book, the children could easily narrate the story and recognize new words given in the lesson.

Producer	: B. Arivazagan
Director	: B. Arivazagan
Scriptwriter	: B. Arivazagan
Cameraperson	: B. Arivazagan
Editor	: B. Arivazagan
Voice Over Artist	: M. Madona
Voice Over Anchor	: M. Madona
Running Time	: 08:39

APLI9-16022022030

FLYING HIGH

This audio programme is based on the chapter Flying High from the EVS



textbook (NCERT) Looking Around of Standard 3. The narrator tries to express the importance of birds in an ecosystem. Just like human beings and animals, birds too form an integral part of the environment. Their sounds, wings, feathers, beaks and other body features add on to the beauty of the nature. The narrator sings various riddles to her students and they identify the birds from these riddles. In the end the narrator says that birds are very important to us and there are many varieties of birds around us. Birds too have emotional intelligence, logical intelligence, communication skills etc.

Producer	: Rashmi.P.Raju
Director	: Rashmi.P.Raju
Scriptwriter	: Rashmi.P.Raju
Editor	: Aadit Nair
Animation	: Aadit Nair
Voice Over Artist	: Rashmi.P.Raju & Aadit Nair
Voice Over Anchor	: Rashmi.P.Raju
Child Artist	: Aadit Nair
Research	: NCERT Textbook and other online Resources
Running Time	: 05:11

APLI10-16022022036

सीख

यह कहानी एक नीलू नाम की लड़की है, जिसकी दोस्ती उसकी ही कक्षा में पढ़ने वाली एक लड़की से हो जाती है। कक्षा में वे दोनों सहेलियाँ ज्यादातर बातें ही करती रहती हैं। जिससे धीरे-धीरे नीलू का ध्यान पढ़ाई पर से हट जाता है। कक्षा में पढ़ाई पर ध्यान न देने के कारण परीक्षा में एक विषय में उसके कम अंक आ जाते हैं और वह उस विषय में पास नहीं हो पाती है। वह अपने पिताजी का विश्वास नहीं तोड़ना चाहती इसलिए अपना अंकपत्र फाड़ देना चाहती है। किंतु फिर भी हिम्मत जुटाकर वह उनसे सारी सच्चाई कह देती है, और अपना अंकपत्र भी दिखा देती है। उसे लगता है, कि पिताजी उसे डाँटेंगे। लेकिन उसके पिताजी उसकी सच्चाई की सराहना करते हैं, और उसका मनोबल बढ़ाते हैं और अपनी गलतियों को सुधारकर सही दिशा में बढ़ने के लिए प्रेरित करते हैं।

Producer	: Priyanka Upadhyay
Director	: Priyanka Upadhyay
Scriptwriter	: Priyanka Upadhyay
Cameraperson	: Priyanka Upadhyay
Set Designer	: Priyanka Upadhyay
Editor	: Priyanka Upadhyay
Studio	: Audio Lab App



Audio

Animation : Priyanka Upadhyay
Voice Artist : Priyanka Upadhyay
Graphics : Image From Book.
Running Time : 07:55

APLI11-16022022074

MY TRAVEL DIARY: GOLCONDA FORT

This audio clip is about a travel experience of a little girl, who had a wonderful trip to the heritage site of Golconda Fort. She is an avid listener and her sister a history student. Both love to travel to heritage sites together. She learns about the historical values and also about the preservation of such a huge fort. She explains about her experience and requests everyone to preserve cultural heritage as it defines the national identity of a country. Monuments and heritage sites are the rich essence of diversity and reflection of our culture. Maintaining one's culture, values and traditions is beyond price.

Produced : Lekshmi Sankar
Directed : T R Somanath Bhat
Script : Krishnaa Somanath Bhat
Camera : Krishnaa Somanath Bhat
Audio Recording : T R Somanath Bhat
Research : Based on NCERT text book
Running Time : 07:31

APLI12-16022022130

नया दोस्त

The story is about a child who loves to wander and observe nature. One day, while going to school, he spots a wounded crane. He decides to nurse it back to health. He takes out water from the well and makes the crane drink. In doing this, he gets late for school. On arriving, when the teacher asks him the reason, he tells her about the crane. The teacher, moved by the child's action, allows him to attend the class with the crane.

Producer : Usha Chhabra
Director : Usha Chhabra
Scriptwriter : Usha Chhabra
Editor : Milind Chhabra



ऑडियो

Studio	: Usha Chhabra
Voice Over Artist	: Usha Chhabra
Voice Over Anchor	: Usha Chhabra
Research	: Usha Chhabra
Running Time	: 06:31

Audio
Middle Level
Government Organisations



AMLG1-11012022100

देशभक्ति गीत

इस गीत के माध्यम से छात्राओ ने वर्तमान संकट के प्रति अपने देश प्रेम व सामवेदना को दर्शया हैं। देश प्रेम के साथ साथ इस गीत में हर संकट से लड़ने के प्रति प्रेरणा दी है। यह गीत सामूहिक जोश गीत है व सुनने के बाद नई उत्साह की अनुभूति होती है।

Producer	: Neha Rastogi
Director	: Neha Rastogi
Scriptwriter	: Neha Rastogi
Cameraperson	: Akash Arunrao Aher
Set Designer	: Vineeta
Editor	: Akash Arunrao Aher
Studio	: JNV Vadodara
Location	: JNV Vadodara
Running Time	: 04:46

AMLG2-21012022294

AKKARMASHI

Through outcast Limbale reveals his inner conflicts of being a Dalit. He is from an oppressed community where he felt_ like locked up like a patch of leprosy. He has lived the life of an untouchable, as a half- caste and the upper caste people humiliated him_ an Akkamashi. The Audio programmes meticulously depicts the sufferings and inner conflict of DALIT.

Producer	: SIET Kerala
Director	: Director, SIET Kerala
Scriptwriter	: SIET Kerala
Cameraperson	: SIET Kerala
Set Designer	: SIET Kerala
Editor	: SIET Kerala
Studio	: SIET Kerala
Location	: SIET Kerala – Jagathi
Voiceover Child Artist	: 11:05



AMLG3-24012022347

LIFE HISTORY OF INDIAN SCIENTIST DR. JANAKI AMMAL

This audio content explains the explanatory work of Dr. Janaki Ammal. Being a woman in men dominating era, she excels in studies, research and contributes her knowledge to society. This content enables the audience to appreciate the knowledge of Indian brains. At the end the listeners will feel pride and appreciate our Indian scientist and their contribution to the society.

Producer	: S. Rajkumar
Director	: S. Rajkumar
Scriptwriter	: S. Rajkumar
Location	: Lawspet, Puducherry
Animation	: S. Rajkumar
Voice Over Artist	: S. Rajkumar
Voice Over Anchor	: S. Rajkumar
Graphics	: S. Rajkumar
Research	: S. Rajkumar
Running Time	: 08:10

AMLG4-27012022407

CHAND BIBI

The program is based on the great woman Chand Bibi who was a great ruler, administrator, military commander and a valiant warrior. The programs depict the inspiring life sketch of Chand Bibi underlining the fact that She had a great commitment and dedication to the cause of freedom. History accounts for her reforms, compassion for her subjects and her organizing and managerial skills.

Producer	: Vimlesh Chaudhary
Director	: Vimlesh Chaudhary
Scriptwriter	: Sudha Puri
Editor	: Vimlesh Chaudhary
Studio	: Bateilang Lyngdoh
Location	: Mayank Kumar, Vikas Sangwan
Voice Anchor	: Ashvani Walia, Suchitra Gupta
Actor	: Neeraj Sharma, Parvez Gauhar, Sadiya Rehman, Muinul Hasan, Sunil Lohia, Megha and Mashifa Parvez
Others	: Tanu Gupta and Shanu Muskeem
Running Time	: 20:10



AMLG5-27012022409

CHHAI-CHHAPAK-CHHAI

The program “Chhai-Chhapak-Chhai” is an attempt to present science content in an artistic manner through music. Musical application in the process of teaching learning helps students greatly to remember and revisit the content in an interesting manner. Appropriate music taking in view the relevance of content is effectively used to ensure that the learning becomes a long sustained impact as the children sing and hum along and their interest in science is yielded more. The program “Chhai-Chhapak-Chhai” musically describes the scientific processes involved in washing the clothes.

Producer	: Vimlesh Chaudhary
Director	: Vimlesh Chaudhary
Scriptwriter	: Prof. Ruchi Verma
Editor	: Vimlesh Chaudhary
Studio	: Bateilang Lyngdoh
Location	: Mayank Kumar
Voice Anchor	: Neha Vats
Others	: Meenakshi Kukreti and Jagabandhu Jana
Running Time	: 07:46

AMLG6-27012022410

MAITREYI

The program is a glorious glimpse of the great thinker, philosopher and scholarly woman Maitreyi who is the pivotal character of this program. The program prominently highlights the fact that women were not inferior in any way as far as spiritual wisdom is concerned. Program elucidates the discourse held between the scholarly and saintly persons and Maitreyi and establishes her deeply founded wisdom on eternal knowledge. The discourse keeps the assembly of saints stunned as Maitreyi demonstrates her in-depth understanding on imperishable values of life.

Producer	: Vimlesh Chaudhary
Director	: Vimlesh Chaudhary
Scriptwriter	: Sudha Puri
Editor	: Vimlesh Chaudhary
Studio	: Bateilang Lyngdoh



Audio

Location	: Shanu Muskeem and Vikas Sangwan
Voice Anchor	: Ashvani Walia
Actor	: Suchitra Gupta, Neeraj Sharma, Parvez Gauhar, Muinul Hasan, Sunil Lohia, Sadiya Rehman and Megha
Others	: Tanu Gupta and Jagabandhu Jana
Running Time	: 11:40

AMLG7-28012022448

MEIKHUNA SOK-HANBA (HARMFUL EFFECTS OF SMOKE)

About three crore households of the world still use firewood, cow dung, coal etc. for cooking and various other purposes. In India, mostly the women and children handle all the kitchen chores. This leads to approximately 2.24 lakh deaths and many disabilities because of respiratory diseases. The drama focuses on spreading awareness about ill effects of inhaling passive smoke in the kitchen and suggests ways and means to avoid it.

Producer	: KH. Ashokkumar Singh
Director	: Joint Director
Scriptwriter	: Deelip Mayingbam
Editor	: Salam Hemojit Meetei
Studio	: Salam Hemojit Meetei
Location	: ET Sound Studio, DM College Campus
Voiceover Child Artist	: Baby Shilpa
Actor	: CH. Open, Y. Chandani Devi, TH. Ronam
Running Time	: 14:27

AMLG8-30012022639

26th ALL INDIA CHILDREN'S AUDIO VIDEO FESTIVAL

This audio program narrates about the importance of education for human beings.

Producer	: Ankit Kumar
Director	: Ankit Kumar
Scriptwriter	: Ankit Kumar
Editor	: Ankit Kumar
Location	: Samota Ka Bas, Sikar
Voice Artist	: Ankit Kumar
Voice Anchor	: Ankit Kumar
Running Time	: 03:27



AMLG9-30012022700

विश्व की प्रमुख घटनाएँ

इसमें विश्व की प्रमुख घटनाओं के बारे में बताया गया है जिन्होंने इतिहास में अपनी छाप छोड़ी है उपरोक्त Content low cost पर साधारण application में record कर बनाया गया है जिसकी production cost कुछ भी नहीं आयी है और इसे आसानी से कहीं भी replicate किया जा सकता है

Producer	: Sheela Asopa
Director	: Sheela Asopa
Scriptwriter	: Sheela Asopa
Editor	: Sheela Asopa
Studio	: Sheela Asopa
Location	: Jodhpur
Voice Artist	: Sheela Asopa
Voice Anchor	: Sheela Asopa
Research	: Sheela Asopa
Graphics	: Sheela Asopa
Running Time	: 14:29

AMLG10-9022022760

FATHER WITH LOVING HEART

The programme entitled, "FATHER WITH LOVING HEART" is a dedication to all the loving fathers who care for their children in a responsible way and pave the way to their children's future development. It is in the form of a conversation in a school setting. Divya who lost her mother at her birth itself has been brought up by her loving father, Gangadas, who works as a gardener in the same school where his daughter is getting free education. The programme aims at bringing an awareness among fathers of their responsibility in children's development at home and sensitizing children to respect their parents forever.

Producer	: T.S. Malleswari
Director	: T.S. Malleswari
Scriptwriter	: G. Divya Rani & T.S. Malleswari
Editor	: Kanthi Anjaiah
Studio	: D. Madhukar
Location	: G. Kiran Kumar



Audio

Voice Artist	: Krishna Sai
Voice Anchor	: M. Anusha
Voice Child Artist	: J. Navya Sri
Actor Details	: Kiran Kumar, Sandhya Naidu, Krishna Sai, V.S. Raju, Vidya Sagar, Akshaya
Research	: T.S. Malleswari
Running Time	: 15:12

AMLG11-10022022777

IMPORTANCE OF EDUCATION

“Importance Of Education” is a children’s educational film. In which child development as well as their education seen all over India has an impact somewhere in the full bloom of life colors. The whole of India is an agriculture oriented country and providing a rich learning environment to their children by the parents is the only success and duty of their life through which they can make their child’s future bright and prosperous. Only through this can the glorious India of the 21st century be created with the help of the best citizen of the child. The film manages to entertain as well as inform, as a motivating example of agriculture and the subject of education .The story and characters of this film are original and do not touch any person or life.

Producer	: Gautam Indrodiya
Director	: Puja Paija
Scriptwriter	: Gautam Indrodiya
Cameraperson	: Purab Indrodiya
Set Designer	: Purab Indrodiya
Editor	: Purab Indrodiya
Studio	: Purab Indrodiya
Location	: Purab Indrodiya
Animation	: Purab Indrodiya
Voice Artist	: Vimal Patel and Jaynti Patel
Running Time	: 06:36

AMLG13-15022022940

A GAME OF CHANCE

This story, “A Game of Chance” is taken from Class 6 NCERT Honeysuckle textbook. The story is about an innocent boy named Rasheed who played a



game of chance and what happened. The main characters are Rasheed, his Uncle and the Shopkeeper in the Lucky shop. The main objective of this lesson is “to encourage children to know and understand the world around them”. The lesson shows the conversation between the boy and the shopkeeper in an interesting manner. We learn not to believe in good luck or bad luck and also be wise with people who cheat us and be away from witty people who in the name of luck fools us to get our money.

Producer	: S. Kayalvizhi
Director	: S. Kayalvizhi
Scriptwriter	: S. Kayalvizhi
Editor	: S. Kayalvizhi
Voice Over Artist	: S. Kayalvizhi
Voice Over Anchor	: S. Kayalvizhi
Running Time	: 12:20

AMLG14-16022022085

RANI SUKADEI

‘Queen Sukadei’ was an Indian warrior queen of the princely state of Banki, Odisha, who was known for her indomitable courage and bravery. She is regarded as the only undefeated warrior queen in Indian history and was adept at horse-riding, sword fighting and archery. Once there was a huge battle between the Banki king, Dhananjay Srichandan and the King of Khurda, Gajapati Gopinath Deb. But owing to Gajapati king’s betrayal, the Banki king lost his life in the battle. Queen Sukadei decided to avenge her husband’s death and challenged a war against the Gajapati King. She single-handedly killed several soldiers, defeated the Gajapati and captured him. When everybody expected her to behead the Gajapati, she displayed her generosity and forgave the Gajapati as she didn’t want to initiate a series of war between Banki and Khurda that would continue for generations.

Producer	: Subransu Sekhar Pattnaik
Director	: Subransu Sekhar Pattnaik
Scriptwriter	: Deepak Das
Editor	: Subransu Sekhar Pattnaik
Sound Recordist	: Saroj Mangaraj Mahapatra
Sound Recordist	: Jayadipta Panda
Voice Over Artist	: Subhashree, Anima, Shivprasad, Pranab, Susant,



Audio

	Abhisekh
Voice Over Anchor	: Subransu Sekhar Pattnaik
Research	: Deepak Das
Running Time	: 14:30

AMLG15-16022022142

SAANP HUMARE MITRA

यह रेडियो नाटक प्राथमिक कक्षा के विद्यार्थियों के लिए तैयार किया गया है। इस रेडियो नाटक के द्वारा जंगलों में हो रहे मानवीय अतिक्रमण के कारण जंतुओं पर पड़ रहे विपरीत प्रभाव को दर्शाया गया है साथ ही साँपों के जुड़ी भ्रांतियों के विषय में मनोरंजक तरीके से कहानी को जोड़ा गया है। कहानी में साँप चूहों को खाकर इंसानों की मदद करने की कोशिश करता है पर इंसान इन्हें ही मार देते हैं। साँप इसे एक गंभीर समस्या बता कर आपस में चर्चा करते हुए अपनी प्रजातियों की विशेषताओं, उपयोगिता और इंसानों में उनके प्रति फैली भ्रांतियों के कारण हो रही परेशानियों को व्यक्त करते हैं। अंत में इंसानों और साँपों के बीच हो रही इस खींचतान को खत्म करने का तरीका भी बताते हैं। हमारा उद्देश्य यह बताना है कि साँप आहार श्रृंखला एवं पारिस्थितिकी तंत्र के महत्वपूर्ण अंग हैं। इस नाटक के द्वारा बच्चों में पर्यावरण एवं जीव जंतुओं के प्रति संवेदनशीलता एवं सकारात्मक सोच विकसित कर यह संदेश दिया गया है कि साँप इंसान के शत्रु नहीं अपितु मित्र हैं।

Producer	: Dr. N.C. Ojha
Director	: Sheikh Akram and Mayank Sharma
Scriptwriter	: Josh J. Kumar
Editor	: Sheikh Akram and Vinay Goswami
Studio	: Sheikh Akram
Research	: Josh J. Kumar
Graphics	: Ankush Sahu
Others	: Studio Incharge - Dr. N.C. Ojha
Running Time	: 20:11

AMLG16-16022022160

SAMAYA NIRVAHANA

Time is the most precious thing in this world. However much we try, we cannot buy one extra second. We cannot bring back the lost time even if we spend crores of rupees. All the great people realized this truth and utilized their time in a planned way to achieve success. If we create awareness about "Time



management” among the children at a tender age, they can achieve great success. The central theme of this programme is how the Headmaster explained time management to a 12year old Karthik and the other children at the school who were struggling to complete their tasks in time.

Producer	: A.Krishna Rao
Director	: A.Krishna Rao
Scriptwriter	: Bejjarapu Vinod Kumar
Editor	: G.Kiran Kumar
Sound Recordist	: M.R. Sheshagiri Rao & B.Rajeshwar
Sound Recordist	: T.Eshwar
Voice Over Artist	: S.Manohar, A.Kalyan Chakravarthy & B.Radhika
Child Artist	: M.Sharan Saketh Reddy
Research	: Bejjarapu Vinod Kumar
Running Time	: 17:49

AMLG17-16022022181

एलान्धु (Food)

Science is knowledge about the material, natural world. It is the knowledge produced from systematic observation, measurement, experimentation, and exploration about natural objects, their properties, and their interactions. Science is everywhere. Learning of science will be successful when a student will be able to co-relate and apply everything he gets from the textbook with his surroundings. The primary goal of this audio is to provide the science behind the day to day observations of food habits. This audio is based on the lesson “Food: Where does it come from?” of class-VI, science. It is an audio drama through which we are trying to explain general observations in a scientific way. A child encounters lots of happenings in his daily life, but they find no one to ask and clear their confusion. The audio is the chat between the character “Mou” and her uncle, where her uncle tries to answer all her curious queries.

Producer	: Kangkan Kishor Dutta
Director	: Kangkan Kishor Dutta
Scriptwriter	: Kangkan Kishor Dutta
Editor	: Kangkan Kishor Dutta
Studio	: Kangkan Kishor Dutta
Location	: Jorhat



Audio

Voice Artist : Kangkan Kishor Dutta and Bobby Dutta
Voice Anchor : Kangkan Kishor Dutta
Voice Child Artist : Swastika Borah, Nupur Ragini Kashyap
Research : Kangkan Kishor Dutta
Graphics : Kangkan Kishor Dutta
Running Time : 08:10

Audio
Middle Level
Independent Filmmakers/
Institutions



AML11-14012022148

आरती

मूवी या कार्टून फिल्म देखने के बाद आपने बच्चों को अक्सर उन किरदारों की तरह व्यवहार करते देखा होगा इसी तरह बच्चे बड़ों के कपड़े चष्मा जूते पहन लेते हैं और अपने को आइनें में देखकर हमारा अभिनय कर इतराते है दरअसल बच्चे उस समय स्वयं को बड़ों में तलाषने का प्रयास कर रहे होते हैं या यूं कहे कि वो अपना भविष्य तलाष रहे होते हैं। बच्चों के आस पास जैसा माहौल होता है बच्चे के बालमन पर उसका सीधा प्रभाव पडता है, बच्चों के सामने जैसे किरदार प्रस्तुत होते है बच्चे वैसा ही बनने का प्रयास करते हैं इसलिये बच्चों के समक्ष हमेशा जानवर्द्धक साहसिक शिक्षा प्रद एवं नैतिक कहानियों किस्सों का जिक्र करते रहना चाहिए ताकि बच्चों में अच्छे संस्कारों का बीजारोपण हो सके। जो बच्चों को जीवन का सही मार्ग चुनने में सहयोग करते हैं।

Producer : Suchitra Studio
Director : Dinesh Sharma
Scriptwriter : Dinesh Sharma
Editor : Piyush Sharma
Voice Over Artist : Dinesh Sharma
Running Time : 08:09

AML12-16012022207

ACTIVE AND PASSIVE VOICE

This song is on the topic “Active and Passive Voice” which starts from the primary level (Grade 5) and stays with the children till middle level and sometimes higher than that too. I chose a song because psychologist says that songs or music increases the motor skills of the children and they can commemorate any song longer than by hearting any other content. This song not only benefited for the HOTS children but also the children with special needs as they too will love to sing and dance. Thank you to CBSE to ask teachers to come forward with their innovative ideas. I wish to present this song as a ‘beautiful present’ to the students who tackle this topic.

Producer : Priti Mohanty
Director : Priti Mohanty
Scriptwriter : Priti Mohanty
Cameraperson : Priti Mohanty
Editor : Priti Mohanty



Studio	: Priti Mohanty
Location	: Hyderabad
Voice Over Artist	: Priti Mohanty
Voice Over Anchor	: Priti Mohanty
Actor	: Priti Mohanty
Running Time	: 02:55

AML13-16012022248

सवेरा

कार्यक्रम की उद्घोषणा के उपरान्त नरेटर द्वारा कार्यक्रम को आगे बढ़ाने और सुबह की सैर के महत्व की जानकारी देते हुए दादा जी, दो बच्चे, निशान्त और गुंजा के साथ टहल रहे हैं। दादा जी बच्चों को सुबह की सैर के बारे में बात करते हुए आते हैं। निशान्त की छोटी सी गलत बात पर वह उसे समझाते हैं। बाद में गुंजा को पौधों की उपयोगिता और हिन्दी कविता “जागो जीवन के प्रभात” में आए शब्द-विलोम एवं संधि के बारे में जानकारी देते हैं।

Producer	: Rizwana Saif
Director	: Rizwana Saif
Scriptwriter	: Rizwana Saif
Editor	: Rizwana Saif
Studio	: Deepali Studio
Location	: Lucknow
Voice Artist	: Rajiv Singh
Voice Anchor	: Anupama Sharad
Voiceover Child Artist	: Srishti, Devashish
Running Time	: 12:00

AML14-28012022434

PAHELI: AN UNTOLD STORY

Paheli is the story of a cheerful girl who even after a tragic accident didn't bow down in front of the circumstances rather created an opportunity out of them. The story highlights the role and importance of Inclusive Education in the lives of everyone especially CWSN along with imparting a good share of knowledge about Shakespeare. It is an interesting amalgamation of a heroic story, moral values and literary facts.

Producer	: Anushka
Director	: Anushka
Scriptwriter	: Ms. Manpreet Kaur



Audio

Editor : Raghav Bagga
Location : Delhi
Voice Over Artist : Anushka
Running Time : 07:00

AML15-28012022450

TRANSPORTATION SYSTEM IN PLANTS

Transport system in the plants is made up of vessels in the roots, stems and leaves. The vessels are of two types: Xylem and Phloem. Xylem vessels carry water and minerals from the roots to all parts like leaf's. Water moving up the plant system through xylem replaces water that has evaporated from the leaf's. Phloem transport food that is sugar, from the leaves to other parts like roots of a flowering plant which cannot make their own food.

Producer : Tojo Job
Director : Treesa Philomina Tojo
Scriptwriter : Treesa Philomina Tojo
Cameraperson : Treesa Philomina Tojo
Set Designer : Treesa Philomina Tojo
Editor : Treesa Philomina Tojo
Running Time : 06:25

AML16-28012022467

समावेशी और जीवन-शिक्षा, तोतो चान के साथ

समावेशी शिक्षा शुरू होती है स्कूल की कक्षा से, शिक्षक के शब्दों से, साथ खेलने से, एक दूसरे की मदद करने से और ऐसी कहानियाँ जानने से, जिनमें – सब खुश, सरल और समावेशी हो। तोतो-चान की कहानी है वही संदेश, और ये एक सच्ची कहानी है – तेत्सुको कुरोयानागी की। उसके तोमोए स्कूल की, शिक्षक कोबायाशी की। सातवीं की पाठ्यपुस्तक में “अपूर्व अनुभव” नामक ‘तोतो-चान’ पुस्तक से लिया गया जो पाठ है, वह दो बच्चों के बीच कैसे एक अनूठा सामंजस्य और भरोसा होता है, ये प्रमाणित करता है। इस कहानी में हम सब उन पेड़ों की तरह हैं, उन तितलियों की तरह, उन फूलों और पत्तों की तरह – जो तोमोए स्कूल में सजे हैं। यह पुस्तक एक ऐसा अनुभव है – जो केवल यासुकी चान के लिए ही नहीं, हम सब के लिए बन जाता है – अपूर्व अनुभव!

Producer : Parveen Kumar
Director : Parveen Kumar
Scriptwriter : Toto-Chan (NCERT Book), Parveen Kumar



Editor	: Parveen Kumar
Studio	: Wisdom World School
Location	: Kurukshetra
Voice Over Artist	: Parveen Kumar
Voice Over Anchor	: Parveen Kumar
Research	: Parveen Kumar
Running Time	: 14:27

AML17-31012022719

HONEY TROVE

Honey Trove is a rendering of the poems from NCERT class 8 English textbook Honeydew. This is my humble attempt to create a rich audio aid that arouses the listener's curiosity and augments the teaching learning process. This is part 1 of a three-part series that includes the poems- The Ant and the Cricket (Unit 1), Geography lesson (Unit 2), Macavity: the mystery cat (Unit 3). I believe this interactive programme heightens the listener's auditory perception, sparks their imagination and in turn enhances their awareness and absorption.

Producer	: Geethanjali Gollapudi
Director	: Geethanjali Gollapudi
Scriptwriter	: Geethanjali Gollapudi
Editor	: Geethanjali Gollapudi
Voice Artist	: Geethanjali Gollapudi
Research	: Geethanjali Gollapudi
Graphics	: Geethanjali Gollapudi
Running Time	: 13:21

AML18-14022022810

THE POWER OF OPENING UP

The story titled 'The Power of Opening Up' revolves around a girl named Kritika who starts losing interest in life after the arrival of her baby brother as she feels her mother does not give her any attention anymore. As a result she is unable to concentrate in her studies and doesn't score well in the examination. Her teacher goes the extra mile to support her well-being by picking up a conversation with her when she observes her feeling low. The conversation with her teacher has a catharsis effect and Kritika is able to open up and release all her pent up emotions. The teacher then calls up Kritika's mother



Audio

and shares her concerns. The story ends with a message to students to reach out to their teachers, school counselor and parents whenever they experience symptoms of anxiety. It is hoped that more young people will be inspired to talk openly about their well-being and create a world where everyone enjoys 'Good Health and Well Being.'

Producer : Raminder Kaur Mac
Director : Raminder Kaur Mac
Scriptwriter : Raminder Kaur Mac
Editor : Raminder Kaur Mac
Voice Over Artist : Gurpreet Kaur, Paridhi Mac, Tarasha Shukla,
Aprajita Bhadouria
Running Time : 08:10

AML19-15022022858

अंधा व्यक्ति और लालटेन

दुनिया में तरह-तरह के लोग होते हैं. कुछ तो ऐसे होते हैं, जो स्वयं की कमजोरियों को तो नज़रंदाज़ कर जाते हैं किंतु दूसरों की कमजोरियों पर उपहास करने सदा तत्पर रहते हैं. वास्तविकता का अनुमान लगाये बिना वे दूसरों की कमजोरियों पर हँसते हैं और अपने तीखे शब्दों के बाणों से उन्हें ठेस पहुँचाते हैं. किंतु जब उन्हें यथार्थ का तमाचा पड़ता है, तो सिवाय ग्लानि के उनके पास कुछ शेष नहीं बचता. आज हम आपको एक अंधे व्यक्ति की कहानी बता रहे हैं, जिसे ऐसे ही लोगों के उपहास का पात्र बनना पड़ा.

Producer : Asha Rani Suman
Director : Asha Rani Suman
Scriptwriter : Asha Rani Suman
Cameraperson : Asha Rani Suman
Set Designer : Asha Rani Suman
Editor : Asha Rani Suman
Running Time : 03:07 (Minutes, Seconds)

AML10-16022022153

TUTORIAL VIDEO LECTURE FOR DIFFERENTLY ABLED STUDENTS

The tutorial has been created by the teacher Ms Anshu Shoeran, PGT Mathematics. GSSS Mujeri Ballabgarh Faridabad to ensure that the benefits of good education should reach to each and every student who wants to learn and lead in his life and career. The teacher has made a proper utilization of



technology and skills to outreach such students. She has prepared various lectures in audio visual medium which include the curriculum of the middle level classes. The video lectures are so helpful and easy to comprehend that even if a student is not able to prepare class noted due to disability, he/she will be getting benefited equally as the teacher in the video tutorial itself has prepared the class noted for them by using the very screen being used to broadcast the lecture.

Producer : Anshu Sheoran
Director : Anshu Sheoran
Scriptwriter : Anshu Sheoran
Cameraperson : Anshu Sheoran
Set Designer : Anshu Sheoran
Editor : Anshu Sheoran
Sound Recordist : Youtube
Sound Recordist : Faridabad
Running Time : 23:23

AML11-16022022167

सायकल म्हणते मी आहे ना (The bicycle says it's me!)

Bicycles are easily accessible vehicles for children and adults. An environmentally and health-friendly, easy-to-use bicycle speaks for itself. Some people call me a bicycle. That said, I was born in 1690. M.D. from France. Sewark is my birthright. In 1876, H.J. Lawson fastened the pedals to the chain to give me speed. But I got real speed because of the rubber tires. It was discovered by John Boyd Dunlop in 1887.

Producer : Archana Mhatre
Director : Archana Mhatre
Scriptwriter : Archana Mhatre
Editor : Archana Mhatre
Voice Artist : Rajendra
Research : Archana Mhatre
Running Time : 06:45

Audio
Secondary Level
Government Organisations



ASLG1-21012022295

ORU SANGEERTHANAM POLE

Oru Sangeerthanam Pole is a 1993 Malayalam novel written by Indian novelist and writer Perumbadavam Sreedharan. Set in the city of Saint Petersburg, it deals with the life of the Russian author Fyodor Dostoyevsky and his love affair with Anna Grigoryevna Snitkina who would later become his wife. First published in September 1993 it broke Malayalam publishing records in 2005 by selling more than 100,000 copies in just 12 years after its initial publication. It won numerous awards, the most prestigious one being the 1996 Vayalar award. The book surpassed its 100th edition with more than 200,000 copies in about 24 years.

Producer	: SIET Kerala
Director	: SIET Kerala
Scriptwriter	: SIET Kerala
Editor	: SIET Kerala
Studio	: SIET Kerala
Location	: SIET Kerala
Voice Over Artist	: SIET Kerala
Voice Over Anchor	: SIET Kerala
Running Time	: 15:00

ASLG2-24012022334

10TH CLASS-KANNADA POEM-HALAGALI BEDARU-LESSON DRAMA

Halagali is a small village in Mudhol taluk, Bagalkot district. The first uprising against the British was evidenced at Halagali. The prince of Mudhol, Ghorpade had accepted British overlordship but the Bedas (hunters), a marshal community, were seething with dissatisfaction under the new dispensation. The Bedas and other armed men from the neighboring villages of Mantur, Boodni and Alagundi assembled at Halagali. The administrator reported the matter to Major Malcolm, the commander at the nearby army headquarters, who sent Colonel Seton Karr to Halagali on November 29.

Producer	: Narayan Bhagwat
Director	: Narayan Bhagwat
Scriptwriter	: Vishnu Patagar
Set Designer	: Satish Yallapur



Audio

Editor	: Narayan Bhagwat
Studio	: Narayan Bhagwat
Location	: Narayan Bhagwat
Voice Over Anchor	: Narayan Bhagwat
Actor	: Narayan Bhagwat, Vishnu Patagar, Gopal Naik, Ravi Akkivalli, Shrinivas Naik, Shankar Gouda, Prashant Patagar, Gangadhar Naik, Vishnu Naik, Nagesh Ager, Mallikarjun Heggeri, Kalidas Badiger
Running Time	: 28:23

ASLG3-26012022380

TRUE HEIGHT

A real life experience and an inspirational incident which happened in the life of Michael Stone. He achieved his goal and made his dream true. His mother was his guide all the time, by telling beautiful stories and encouraging him in all aspects. His father also guided him by telling him about 3Ds: Determination, Dedication and Discipline. The astonishing part of the story was Michael Stone could set the Olympic gold medal, in pole vault at 17 feet 6 & half inches, which was a National and International junior Olympics Gold medal in pole vault..... was blind.

Producer	: P. Sudhakar Babu
Director	: P. Sudhakar Babu
Scriptwriter	: V. Sarada Devi & P. Sudhakar Babu
Editor	: V. Venkatesh
Studio	: Moonlight Media
Voice Over Artist	: K.S. Spurjan Raj
Voice Over Anchor	: S. Sandhya Naidu
Running Time	: 14:11

ASLG4-27012022420

PASHCHATAP

Taking this into account this program is designed to focus specifically on noble virtues of compassion and forgiveness. All our festivals do have certain values which enthuse virtues of humanity with a definite message. With very relevant and effective media treatment such as narration drama, sound



effects and music, this program extracts values from the Christmas festival and highlights the significance of repentance, compassion and forgiveness to all and even to those who may have caused sorrows and even irreparable loss in one's life.

Producer	: Vandana Arimardan
Director	: Vandana Arimardan
Scriptwriter	: Ajit Kumar Horo
Editor	: Vandana Arimardan
Studio	: Bateilang Lyngdoh
Location	: Vikas Sangwan
Voice Over Artist	: Mamta Malkani and Vaibhav Srivastava
Actor	: Babla Kochhar, Kishore Sahijani and Shalini Singh
Others	: Meenakshi Kukreti and Jagabandhu Jana
Running Time	: 23:09

ASLG5-28012022441

MAAI BAN BOLAN LAGE MOR

This program is based on Rag Miyan Malhar. Based on the rainy season, Malhar is a semi classical style of singing. Malhar itself means "the rain." Semi classical "Bandish" (Determined melody structure) are chiefly sung in this rag. The main themes of this rag are the rain, love and nature. This rag has a very prominent place among the seasonal ragas. It creates a very melodious environment.

Producer	: Vandana Arimardan
Director	: Vandana Arimardan
Scriptwriter	: Rakesh Pandit
Editor	: Vandana Arimardan
Studio	: Bateilang Lyngdoh
Location	: Mayank Kumar
Voice Over Artist	: Jitendra Ram Prakash
Actor	: Pandit Nirmalya Dey, Neha Khankhariyal, Rakesh Pandit
Research	: Rakesh Pandit
Others	: Jagabandhu Jana and Tanu Gupta
Running Time	: 18:45



ASLG6-28012022442

THUMARI- MISHRA KHAMAJ - MANMOHAM KI BAJI VENU

Thumri is one of the styles of Hindustani music having parts and sub parts. It comes under semi classical music. Expression of emotions is more emphasized in it in comparison to the purity of Rag. So is the reason that it is categorized under semi classical singing. The “Bandish” (Determined melody structure) is short in Thumri with prominence of the essence of adornment and ornamentation. However, devotion based Bandish is also sung in Thumri. Thumri is normally sung in short spanned beats having less intervals in which Kaharwa, Rupak and Teen Taal are prominent.

Producer	: Vandana Arimardan
Director	: Vandana Arimardan
Scriptwriter	: Rakesh Pandit
Editor	: Vandana Arimardan
Studio	: Bateilang Lyngdoh
Location	: Mayank Kumar
Voice Over Artist	: Jitendra Ram Prakash
Actor	: Pandit Nirmalya Dey, Neha Khankhariyal, Rakesh Pandit
Research	: Rakesh Pandit
Others	: Saumya Malik and Kusum Lata
Running Time	: 16:27

ASLG7-28012022449

BATTLE OF KHONGJOM (KHONGJOM LAL)

Khongjom is a lovely town situated about 36 Kilometers away from Manipur’s capital, Imphal. It was at this place that the brave Manipuri fought a fierce and final battle against the British to safeguard its sovereignty on 23rd April, 1891. Eventually, Manipur fell onto the hands of the British Empire on that fateful day. The epic battle is remembered as the Battle of Khongjom till date. Nowadays, the government has established this place as a War memorial complex and attracts visitors from around the world. The drama is trying to portray the sequence of events which unfolded at this historic location.

Producer	: KH. Ashokkumar Singh
Director	: Joint Director



Scriptwriter : Kholchandra
Editor : Salam Hemojit Meetei
Studio : Salam Hemojit Meetei
Location : ET Sound Studio, DM College Campus
Actor : Shanta Pebiya, Y. Tarun, TH. Lansana Chanu
Running Time : 14:55

ASLG8-29012022518

ACHARIYA PRAFULLA CHANDRA RAY – A LEGEND

This audio content explains the explanatory work of P.C. Ray and his contribution to the society as teacher, educationalist, scientist, entrepreneur, freedom fighter etc. This content enables the audience to appreciate the knowledge of Indian brains. At the end the listeners will feel pride and appreciate our Indian scientist and their contribution to the society.

Producer : S. Rajkumar
Director : S. Rajkumar
Scriptwriter : S. Rajkumar
Editor : S. Rajkumar
Studio : Home
Location : Lawspet, Puducherry
Animation : S. Rajkumar
Voice Artist : K. Pavitra
Voice Over Anchor : K. Pavitra
Running Time : 07:38

ASLG9-30012022586

SOCIAL RESPONSIBILITY OF BUSINESS

A business enterprise should always do business keeping the people in mind, business is a part & parcel of the society and it draws all the necessary resources from the society only so it should have some social responsibilities. It should not do anything which is harmful to the interest of the society. It must not resort to unethical means to increase profits. Here we shall see a few ethics to be followed by businesses.

Producer : Rakesh Kumar
Director : Reetu Bala



Audio

Scriptwriter : Reetu Bala
Editor : Reetu Bala
Running Time : 14:45

ASLG10-30012022644

प्यारे भारत देश

The main learning outcome is to make the children aware of the importance of food in all living organisms and also the idea of photosynthesis. The audio starts with the story of two brothers BALU AND RAJU and the idea that they are getting from their mother that Food is the main source of energy in all living things. They also get to know that plants can prepare their own food.

Producer : Chitransh Goud
Director : Satendra Bhati
Scriptwriter : Satendra Bhati
Studio : Praveen Sharma
Running Time : 01:08

ASLG11-30012022648

वीर रस गीत

मेरे द्वारा गाये गयी कविता के माध्यम से यह बताया गया है कि देश की मिट्टी से बड़ा कोई दूसरा धन नहीं है।

Producer : Soumya Sharma
Director : Satendra Bhati
Scriptwriter : Satendra Bhati
Studio : Praveen Sharma
Running Time : 02:46

ASLG12-30012022705

भारत में मानव पूँजी का निर्माण

भारत में मानव पूँजी के निर्माण हेतु बताया गया है उपरोक्त Content low cost पर साधारण application में record कर बनाया गया है जिसकी production cost कुछ भी नहीं आयी है और इसे आसानी से कहीं भी replicate किया जा सकता है



Producer	: Sheela Asopa
Director	: Sheela Asopa
Scriptwriter	: Sheela Asopa
Cameraperson	: Sheela Asopa
Editor	: Sheela Asopa
Studio	: Sheela Asopa
Location	: Jodhpur
Voice Artist	: Sheela Asopa
Voice Anchor	: Sheela Asopa
Research	: Sheela Asopa
Graphics	: Sheela Asopa
Running Time	: 16:11

ASLG13-9022022759

TEACHER-A DRIVING FORCE IN REBUILDING OF EDUCATION

The Programme on 'Teacher—A Driving Force in Rebuilding of Education' is an attempt to recognize the great and incomparable contribution made by teachers at different levels working for the all-round development of the kids who approach him. The programme highlights the humiliating situations that the 'Children with Special Needs' face in their day-to-day life. Vaishnavi, a cripple by birth, faces such incidents in society, with the support and assurance from her teachers at school overcomes her disability and vows to achieve her goal to become a teacher. The programme includes dialogue, song and sound effects and intends to build confidence in children like Vaishnavi.

Producer	: T.S. Malleswari
Director	: T.S. Malleswari
Scriptwriter	: J. Prasanna Kumari
Editor	: Kanthi Anjaiah
Studio	: Kanthi Anjaiah
Location	: D.Madhukar
Voice Artist	: M. Anusha
Voice Anchor	: Sandhya Naidu
Voice Child Artist	: G. Divya
Actor Details	: Krishna Sai, Navya, Kiran Kumar, Prasanna Kumari
Research	: T. Venkateswaramma
Running Time	: 13:27



ASLG14-9022022762

THE OCEANS ACT

The programme on The Oceans Act is about the Marine laws prevailing in our country and abroad to maintain and protect the marine borders. It is designed to create interest in students about the laws of Sea both at national and international level. Rivers, seas and oceans play an important role in the traditional, cultural and geographical background of a nation. That's why it is necessary for children to learn about various laws regulating the control and authority of nations over the marine stations on the entire globe. So, the programme intends to encourage children to learn this subject.

Producer	: T.S. Malleswari
Director	: T.S. Malleswari
Scriptwriter	: T. Venkateswaramma
Editor	: Kanthi Anjaiah
Studio	: D. Sreekar
Location	: D.Madhukar
Voice Artist	: Kiran Kumar
Voice Anchor	: Krishna Sai
Voice Child Artist	: Sai Kumar
Actor Details	: J. Prasanna Kumari, Vidya Sagar
Research	: T.S. Malleswari
Running Time	: 11:50

ASLG15-14022022804

BIRSA MUNDA

Birsa Munda's name has been engraved in gold letters in the Indian independence movement. Birsa Munda, who shook the British power by announcing Jananayaka, Krantisurya Ulugulan, we find in the pages of important revolutionary Indian history. Birsa Munda took the tribal people with him and started a war against British rule. Born into a tribal community, they rallied their savage, agile, strong friends who lived in the jungle and fought against the British. Through this audio, we have tried to tell the story of Aba Birsa Munda, the sun of revolution, who told the British that this forest is ours, this land is ours.



Producer	: Ajay Limbaji Patil
Director	: Ajay Limbaji Patil
Scriptwriter	: Ajay Limbaji Patil
Editor	: Akash Ajay Patil
Voice Artist	: Manisha Gamne, Vidya Shirke, Ajay Patil
Actor Details	: Manisha Gamne, Vidya Shirke, Ajay Patil
Research	: Ajay Patil
Running Time	: 13:32

ASLG16-14022022833

SIGNPOSTS FROM THE PAST: A PODCAST ABOUT THE CHAURI CHAURA INCIDENT OF 1992

This is a fictionalized account of the same interaction, although based on real life events. The following is an enactment of what could have happened when the protesters burned down the chowki and the aftermath of the investigations carried on based on oral and written evidence. Our Podcast for today focuses on the Chauri Chaura incident which completed a centenary of its occurrence this year.

Producer	: Tanmay Kulshrestha
Director	: Tanmay Kulshrestha
Scriptwriter	: Tanmay Kulshrestha
Editor	: Tanmay Kulshrestha
Studio	: Tanmay Kulshrestha
Location	: Tanmay Kulshrestha
Voice Over Artist	: Tanmay Kulshrestha
Voice Over Anchor	: Tanmay Kulshrestha
Research	: Tanmay Kulshrestha
Running Time	: 10:43

ASLG17-15022022849

SABSE KHATRNAK HOTA H HMARE SAPNO KA MAR JANA -HINDI POEM

नमस्कार दोस्तों! कविता को लेकर अक्सर यह सवाल खड़े किए जाते हैं कि कविता के लिए शिल्प अधिक महत्वपूर्ण है या उसका भाव? लेकिन कुछ रचनाएँ ऐसी होती हैं जिसमें शिल्प और भाव से भी अधिक ख़ास बन जाती है उसकी प्रासंगिकता; उसकी सौंदर्यता! यह कविता मूल रूप



Audio

से पंजाबी भाषा के सिरमौर इंकलाबी कवि अवतार सिंह संधू जिन्हें 'पाश' के नाम से अधिक जाना जाता है, के द्वारा लिखी गयी है और इसका हिन्दी अनुवाद किया है चमन लाल जी ने। कविता की पंक्ति जैसे-जैसे पढ़ते जाएंगे तो लगेगा कि यह हमें अन्याय और अत्याचार के खिलाफ आवाज उठाने का हौसला दे रही है।

Producer	: Dr. Harpal Singh
Director	: Dr. Harpal Singh
Scriptwriter	: Dr. Harpal Singh
Editor	: Dr. Harpal Singh
Studio	: IJ Bros Studio
Location	: Ratia Distt. Fatehabad
Voice Over Artist	: Dr. Harpal Singh
Research	: Dr. Harpal Singh
Running Time	: 08:34

ASLG18-15022022855

THE DUCK AND THE KANGAROO

The Duck and the Kangaroo is a poem taken from class 9th "Our World through" English TextBook Unit- I, B – Reading. The poem is explained in a conversation mode to enjoy with ppt along with evaluation. The context objective of the video poem is about fulfilling the wish of a duck by the kangaroo 's friend. This audio narrates a conversational poem between the duck and the kangaroo. As the duck feels bored in life, living in a nasty pond, wants to hop just like a kangaroo and to go round the world. So, it requests the kangaroo to give a ride on his back. This conversational audio poem interacts with students and takes them to a world of fantasy. The evaluation part which accesses their understanding of the lesson. At the end it gives a moral message of helping.

Producer	: P. Suvarna
Director	: P. Suvarna
Scriptwriter	: P. Suvarna
Editor	: P. Suvarna
Voice over Artists	: P. Suvarna and M. Mercy Priyanka
Voice over Anchor	: P. Suvarna
Running Time	: 5:13



ASLG19-15022022901

THE SOUND OF MUSIC

Evelyn Glennie faced a bigger challenge than most; she was profoundly deaf. Evelyn's loss of hearing had been gradual. Her mother remembers noticing something was wrong when the eight-year-old. For quite a while Evelyn managed to conceal her growing deafness from friends and teachers. But by the time she was eleven her marks had deteriorated and her headmistress urged her parents to take her to a specialist. It was then discovered that her hearing was severely impaired as a result of gradual nerve damage. They were advised that she should be fitted with hearing aids and sent to a school for the deaf. "Everything suddenly looked black," says Evelyn. But Evelyn was not going to give up. She was determined to lead a normal life and pursue her interest in music.

Producer	: K.Karthikeyan
Director	: K.Karthikeyan
Scriptwriter	: K.Karthikeyan
Editor	: K.Karthikeyan
Voice Over Artist	: P.Saranya, P.Sendamijselvy, S.Bharath, Deneo, K.Gandhimathi
Voice Over Anchor	: K.Karthikeyan
Running Time	: 12:35

ASLG20-16022022055

SUNA BOHU

"AN OBEDIENT DAUGHTER-IN-LAW" narrates the story of a new bride who creates disturbances at her in-laws house due to her reluctance to do any household chore, her reckless nature of disobeying the elders and her eagerness to quarrel with her in-laws over petty matters. In the end, as the new bride realizes her mistakes, she promises to mend her ways and become an obedient daughter-in-law. Being a new bride and embracing the post-wedding life isn't easy at all.

Producer	: Subransu Sekhar Pattnaik
Director	: Subransu Sekhar Pattnaik
Scriptwriter	: Sridhar Mukhi



Audio

Editor	: Subransu Sekhar Pattnaik
Studio	: Saroj Mangaraj Mahapatra
Location	: Jayadipta Panda
Voice Over Artist	: Kalpana, Subransu, Janaki
Voice Over Anchor	: Binayak
Research	: Sridhar Mukhi
Running Time	: 14:57

ASLG21-16022022056

AN IDEAL LIFE

The one-act play Adarsha Manisha (An Ideal Life) chronicles an engaging conversation between an elderly couple and their househelp. While the househelp Rami has been working at the elderly couple's place since childhood, the couple face a dilemma when Rami's mother demands Rami to return back to the village. The play also focuses on the importance of generosity and kindness in one's life and how it helps to spread love, compassion and affection among humanity as well as the need to inculcate love and respect for the nation among the youngsters.

Producer	: Subransu Sekhar Pattnaik
Director	: Subransu Sekhar Pattnaik
Scriptwriter	: Sridhar Mukhi
Editor	: Subransu Sekhar Pattnaik
Studio	: Saroj Mangaraj Mahapatra
Location	: Jayadipta Panda
Voice Over Artist	: Binayak, Mamata, Subransu
Voice Over Anchor	: Bibu Das
Research	: Sridhar Mukhi
Running Time	: 13:48

ASLG22-16022022087

THE SILK ROAD BY NICK MIDDLETON

In this project i have chosen the silk road by nick middleton – chapter in class xi hornbill. I have prepared audio for CWSN and to improve listening and speaking skills of students. The concept is to give model reading to the students. My efforts are to develop listening skills which will further enhance



the other three skills. This helps the students to read, understand and develop reading habits. It will also help children with special needs (CWSN) to understand the content in a better way and to foster their English reading skill.

Producer	: Shivani Arora
Director	: Shivani Arora
Scriptwriter	: NCERT Text Book
Location	: Mumbai
Voice Over Artist	: Shivani Arora
Voice Over Anchor	: Shivani Arora
Running Time	: 25:08

ASLG23-16022022121

BRATAKANIDDAM.... BRATUKUNIDDAM...

Arun, a Differently abled boy dreams of becoming a scientist. His teacher Smt. Shanthy supports him a lot. His classmate Shiva makes fun of him. Arun's Mother works as Aasha worker to make sure that no child in the village suffers the fate of her son. She was scared of her son falling ill if he was given polio drops. That's the reason Arun is affected by Polio. The Corona pandemic breaks out. Exams are postponed. Shiva's family is infected. The Villagers abandon the family. Arun takes care of Shiva. Shiva is a changed boy now. Arun and Shiva are good friends. They Score good ranks in the Polytechnic entrance exam. In an interview Arun shares his story and requests everyone to talk about all the Vaccinations needed. He advises people to take corona vaccination to be protected from the deadly virus. Being challenged doesn't make anyone any less.

Producer	: S.Radha Krishna Rao
Director	: A.Krishna Rao
Scriptwriter	: Banala Radhika
Cameraperson	: K.Sathish
Editor	: N.Raja Shekar
Studio	: M.R. Sheshagir Rao & B.Rajeshwar
Location	: T.Eshwar
Voice Over Artist	: K.Sukanya, Ramani, Laxmi Narasimha Rao, M.Srinivas Rao
Voice Over Anchor	: B.Radhika
Child Artist	: Jayathendhra & Poorna Bodha



Audio

Research : Banala Radhika
Running Time : 26:00

ASLG24-16022022187

SHADOW OF OURS!!

This “shadow is ours or later?” This is a children’s film and through the parents we give experiences that make the children laugh or the girls explain it and give it to them believing that the effect of the experience given to them inadvertently affects the thinking of the children as well. Found in people!! And why do you think about this? In order to highlight this subject as well as to create a complete and virtuous noble citizen of the whole experience, we, as a parent, see your own and your own life experiences in front of you. And life to the free end of nation-building.

Producer : Pujapaija and Gautam Indrodiya
Director : Gautam Indrodiya and Puja Paija
Scriptwriter : Puja Paija
Editor : Purab
Studio : Purab
Location : Rajkot
Voice Artist : Shubham
Voice Anchor : Puja Paija
Voice Child Artist : Shubham Indrodiya
Running Time : 11:25

Audio
Secondary Level
Independent Filmmakers/
Institutions



ASLI1-16012022225

INDIAASKSWHY: A SCIENCE PODCAST

IndiaAsksWhy is a 10-12 min conversational podcast aimed at young adults to rekindle this inherent curiosity. The first segment of the podcast involves hosts answering questions which are usually brushed off as trivial. The second segment is where the hosts interview and discuss the work of a new Indian scientist in each episode. The series aims to help children understand the process of science, scientific thinking, logic, reasoning, and analysis of the world around us. We envision the format of the podcast would trigger the listeners to dig deeper. Our conversation with scientists will help shatter their stereotypical image and make them realize the different career opportunities in science.

Producer	: Shweata N. Hegde and Ruchi Manglunia
Director	: Shweata N. Hegde and Ruchi Manglunia
Scriptwriter	: Shweata N. Hegde and Ruchi Manglunia
Editor	: Ira Zibbu and Shweata N. Hegde
Voice Over Artist	: Shweata N. Hegde and Ruchi Manglunia
Graphics	: Ruchi Manglunia
Research	: Shweata N. Hegde and Ruchi Manglunia
Running Time	: 25:52

ASLI2-16012022244

पंख होते तो

आडियो कार्यक्रम “पंख होते तो” कि मुख्य बाल नायिका गुनगुन हैं। जिसे प्रकृति से बहुत लगाव है। इस कार्यक्रम में नरेटर अपनी मखमली आवाज़ के जादू से गुनगुन के शौक में चार चाँद लगाती हुई आगे बढ़ती है। गुनगुन अपने लॉन में प्रकृति के मज़े ले रही है लेकिन इन सबके बाद भी उसका बाल सुलभ मन तनहाई और अकेलेपन की व्यथा से ग्रसित है। एक बूढ़ी आनी है जो उसका ख्याल रखती है। इस कहानी की नायिका का दर्द आप तभी समझ सकेंगे जब आप कार्यक्रम सुनें और महसूस करेंगे।

Producer	: Rizwana Saif
Director	: Rizwana Saif
Scriptwriter	: Rizwana Saif
Editor	: Rizwana Saif
Studio	: Deepali Studio



Location : Lucknow
Voice Artist : Farha Saeed, Rizwana Saif
Voice Anchor : Anupama Sharad
Voice Child Artist : Inaaya Alvi, Juveriya Fatima
Running time : 11:30

ASLI3-25012022354

TAMBAKU SE AZAADI (तंबाकू से आजादी)

This is a story written in an informative and interesting way to convey tobacco ill-effects information to adolescents, which they can share with their family, neighbours and friends. Tobacco use is an emerging and growing threat to the health of adolescents.

Tobacco is a major preventable cause of illness and death in India. 8-9 lakh people die annually from tobacco use. 28.6% of the population uses some form of tobacco. In Western countries smoking is a predominant form of tobacco use. This highlights the urgent need for creating awareness about tobacco ill effects for adolescents, so that they don't try even once tobacco use.

Producer : Dr Shilpa Deshpande
Director : Dr Shilpa Deshpande
Scriptwriter : Dr Shilpa Deshpande
Voice Over Artist : Dr Shilpa Deshpande
Voice Over Anchor : Dr Neeta Ghate
Research : Dr Neeta Ghate
Running Time : 07:35

ASLI4-29012022501

NEW HOPE (AASHA KI KIRAN)

The audio drama is based on the current pandemic scenario. In this drama the Biology department has organized the drama based on performing art to emphasize joyful learning and experiential learning in biology. We have tried to send a message about the outbreak of COVID 19, its origin, biological concept, remedial measures, types of variants of the virus, its mutation and



Audio

to find the ways of eradication. Being optimistic, we believe that we will efficiently win the war against the pandemic. We also believe that human civilization will come back soon to its normalcy.

Producer	: G. Biswas
Director	: G. Biswas
Scriptwriter	: A. Sen, A. Mallick, M. Chowdhury.
Editor	: A. Mallick
Location	: A. Sen
Voice Over Artist	: R. Ghanti, S. Das, A. Mallick, A. Das, T. Pal Bhoumik, M. Routh, M. Chowdhury, G. Biswas
Voice Over Anchor	: A. Sen
Research	: A. Mallick
Running Time	: 12:45

ASLI5-29012022547

AATURI DAINI

Aaturi Daini is a story taken from 'Aam Aatir Bhepu' by Bibhutibhusan Bandyopadhyay. The content objective of the audio lesson is to curb the superstitious mentality of the society about witches and ignites the youths to take the onus of establishing these neglected individuals. The story describes the notion of society about witches. In the afternoon, after a myriad of hustles, Apu reaches Nilu's place and they decide to go watch nestlings. These preconceived notions prevent them from accepting the witch's hospitality, and they sprint away, leaving her completely flustered about the trepidation within Apu and Nilu. The audio brings forward the reasons why people are named witches and the author's attempt to highlight the same.

Producer	: Tanushri Bhattacharya
Director	: Tanushri Bhattacharya
Scriptwriter	: Tanushri Bhattacharya
Editor	: Mayukh Bhattacharya
Voice Over Artist	: Tanushri Bhattacharya
Voice Over Anchor	: Tanushri Bhattacharya
Graphics	: Openshot
Research	: Supravat Bez, Manju Bhattacharjee
Running Time	: 11:45



ASLI6-30012022598

PUNS IN ENGLISH

A pun is a kind of wordplay that takes advantage of words having the same sound but having more than one meaning at the same time. There are three different types of puns: homographic puns, homophonic puns and homonymic puns. In this programme, we have discussed the meaning of puns, its types, along with examples for easy understanding of the topic. The puns in each example have been cited and its meaning explained. The educational audio aims at making the concept of puns clear and to enable listeners to understand puns used in daily conversations, texts, literary works, etc.

Producer	: Gopalakrishnan T.A., Praveen Menon
Director	: Bhavans Vidya Mandir, Elamakkara
Scriptwriter	: T.G. Anushree, Kalyani Menon
Editor	: Kalyani Menon
Voice Over Artist	: T.G. Anushree, Kalyani Menon
Research	: T.G. Anushree
Running Time	: 06:44

ASLI7-30012022687

PLIGHT OF CASUAL LABOR DURING PANDEMIC

In this programme I chose the topic of the plight of casual laborers during pandemic. As we all know that they are facing many problems during this pandemic, they have all lost their jobs and so they don't have that much money to even afford the basic needs such as food, clothes, medication, water. Even if they got the jobs. I hope with this podcast you have all understood the pain of the migrant laborers and you will try and help them a lot.

Producer	: Rishabh YS
Director	: Rishabh YS
Scriptwriter	: Rishabh YS
Editor	: Rishabh YS
Studio	: Rishabh YS
Location	: Rishabh YS
Animation	: Rishabh YS
Voice Over Artist	: Rishabh YS



Audio

Voice Over Anchor	: Rishabh YS
Graphics	: Rishabh YS
Research	: Rishabh YS
Running Time	: 15:04

ASLI8-30012022702

YOUTH

This programme aims to educate and empower the young minds aka the 'Youth of India'. Our nation's future resides in the hands of these young people, who will be the stakeholders of this country's legacy. My aim is to nurture the seed of patriotism into a plant in these juvenile minds. I also aim to motivate them to focus on their education and study hard. I explain to them the importance of education at this crucial age of 14 to 18. I hope this makes a difference and I contribute to making the future of this Mother India.

Producer	: Amit Agarwal
Director	: Amit Agarwal
Scriptwriter	: Amit Agarwal
Editor	: Amit Agarwal
Location	: Murlipura, Jaipur
Voice Over Artist	: Amit Agarwal
Running Time	: 03:56

ASLI9-10022022770

SECRET OF SMOG

In this audio, the concept of science/social science has been presented in a practical and fun oriented manner by relating it to daily life. The present episode has been proved to be useful for school students, teachers, student-teachers and teacher-trainers that inspires to use drama in audio while teaching-learning through ICT means as well as in real classroom situations. It is found to be very interesting, attention catching and learning with complete understanding and application.

Producer	: Dr. Ritu Bala
Director	: Dr. Ritu Bala
Scriptwriter	: Dr. Ritu Bala



Cameraperson	: Dr. Ritu Bala
Set Designer	: Dr. Ritu Bala
Editor	: Dr. Ritu Bala
Studio	: Dr. Ritu Bala
Location	: Ambala City
Animation	: Dr. Ritu Bala
Voice Over Artist	: Dr. Ritu Bala
Voice Over Anchor	: Dr. Ritu Bala
Child Artist	: Dr. Ritu Bala
Actor	: Dr. Ritu Bala
Graphics	: Dr. Ritu Bala
Research	: Dr. Ritu Bala
Running Time	: 11:44

ASLI10-14022022812

MRS. KAUL'S LESSON FOR THE BULLIES

The story 'Mrs. Kaul's Lesson for the Bullies' revolves around a group of students who bully one of their classmates, Shravan, because of his gender nonconformity. Mrs. Kaul takes it upon herself to alleviate Shravan's situation and ensure that the bullies learn a lesson of a lifetime. She is able to achieve this feat through a unique exercise that instills empathy in the bullies' hearts. The story attempts to propagate the message of inclusivity and equality for alternate gender identities.

Producer	: Raminder Kaur Mac
Director	: Raminder Kaur Mac
Scriptwriter	: Raminder Kaur Mac
Editor	: Raminder Kaur Mac
Voice Over Artist	: Gurpreet Kaur
Running Time	: 06:59

ASLI11-15022022843

YEH DEEP AKELA

इस कार्यक्रम का निर्माण राष्ट्रीय शैक्षिक अनुसंधान और प्रशिक्षण परिषद् द्वारा प्रकाशित 12वीं कक्षा के लिए हिंदी की पाठ्यपुस्तक अंतरा भाग-2 (ऐक्षिक) के पृष्ठ संख्या 20 पर उल्लेख पाठ 3 के शीर्षक यह दीप अकेला पर आधारित है। यह कविता सुप्रसिद्ध कवि सच्चिदानंद हीरानंद



Audio

वाल्म्यायन (अज्ञेय) द्वारा रचित है। कवि ने इस कविता के माध्यम से दीप के जीवन चरित्र की रचना ही है जोकि सम्पूर्ण हो कर भी एक अधूरे और अकेलेपन का अनुभव करता है दीप को भी इस बात का बोध है कि भले ही कितना भी अपने आप में सर्वगुण, संपन्न और सर्वशक्तिमान हूँ लेकिन उसके उपरांत भी एक समूह के बिना अधूरा-अधूरा हूँ दीप को भी पंक्ति यानि समूह से जुड़ने की आवश्यकता प्रतीति होती है। इसलिए इस श्रव्य कार्यक्रम का निर्माण 12वीं कक्षा में पढ़ने वाले सामान्य बच्चों के साथ & साथ विशेष आवश्यकता वाले बच्चों को समावेशी शिक्षा से जोड़ने के लिए भी किया गया है तथा अन्य श्रोता भी इस श्रव्य कार्यक्रम से आनंद प्राप्त करने के साथ- & साथ समाज से जुड़ने और राष्ट्रीय हित में कार्य करने के लिए भी प्रेरित होंगे।

Producer	: Dheeraj Kumar
Director	: Dheeraj Kumar
Scriptwriter	: Dheeraj Kumar
Editor	: Abishek Bhardwaj
Studio	: Mahamaya Studio
Location	: Uttar Pradesh
Voice Over Artist	: Dimple and Dheeraj Kumar
Graphics	: Dheeraj Kumar
Research	: Dheeraj Kumar
Running Time	: 02:22

ASLI12-15022022865

KHOYA HUA MAHARASHTRA

The program focuses on what Maharashtra will be like 50 years from now, what our culture will be and what effect it will have on the next generation. In this programme, after many years a person with his family returns to hometown from abroad and shows his hometown in the form of a museum and they get to see the changes that have taken place while showing it to his granddaughter.

Producer	: Dr. Reshama Sanadi
Director	: Dr. Reshama Sanadi
Scriptwriter	: Dr. Reshama Sanadi
Editor	: Manoj Bidkar
Studio	: Sumit Katekar
Location	: Sumit Katekar
Voice Over Artist	: Milind Patil
Voice Over Anchor	: Milind Patil
Graphics	: Manoj Bidkar



Research : Dr. Reshama Sanadi
Running Time : 10:59

ASLI13-15022022904

MATHEMATICS SIMPLIFIED

As the Mathematics class approaches, many students face knots in the stomach, sweaty palms, heart racing and the mindset that they can't do Maths and that they don't like the subject at all! As teachers of the subject, it is our constant endeavor to provide support and guidance so that Math Phobia does not set in among the young learners. As most of the time, the learning process of mathematics involves analysis of the problem, logical thinking and evaluation, it's generally taken up as a visual processing and practice on a regular basis. Here's my attempt to take some topics/concepts which can be explained orally and can be easily understood by the learners. As it is in an audio format, students can access the same any time as per the requirement and understand the idea in a better way.

Producer : Anjali Sharma
Scriptwriter : Anjali Sharma
Editor : Ananya Sharma
Running Time : 08:00

ASLI14-16022022021

FINANCE 101

Gopika Sumith is the host of the podcast named Finance 101. The podcast helps the listeners to gain knowledge about Business and finance related concepts. The 3rd episode is submitted as an entry to the Audio-Video festival, where she talks about shares. The concept of shares is explained with an example. The topics covered include the meaning of shares, share capital, the different types of share capital (authorized, issued, subscribed, called-up and paid-up capital), equity shares along with its advantages and disadvantages, preference share along with its advantages and disadvantages, face value and market value of shares, stock market, stock exchange and SEBI. The objective of this programme is to explain a few topics that constitute shares in a simplified and interesting manner.



Audio

Producer	: Aparna Sumith
Director	: Gopika Sumith
Scriptwriter	: Gopika Sumith
Editor	: Gopika Sumith
Studio	: Gopika Sumith
Location	: Bhavan's Vidya Mandir, Elamakkara
Voice over Artist	: Gopika Sumith
Voice over Anchor	: Gopika Sumith
Research	: Gopika Sumith
Running Time	: 14:09

ASLI15-16022022026

CONSUMER RIGHTS – AN IMPERATIVE GADGET

Ms. Sushmitha, the class teacher of Gouri, a girl of class 8, calls her student to enquire about her absence in the online classes. Gouri explains her difficulty in joining the classes and shares an incident that happened with her parents while purchasing a device online. The teacher further communicates with Gouri's mother, who details about the fraud that happened while shopping online where they ordered for a mobile phone and received a package similar to that of a phone but contained a kid's toy phone. When the issue gets resolved and Gouri joins back, the teacher further elaborates to her class about all the 6 rights under the Consumer Protection Act 2019.

Producer	: Divya Clarance
Director	: Anna Varghese
Scriptwriter	: Sanjana S Menon, Devabala Padmakumar
Cameraperson	: Aadhish Sarjith
Set Designer	: Samiksha R
Editor	: Bhavya P Pai
Studio	: Bhavan's Vidya Mandir, Elamakkara
Location	: Elamakkara, Kochi
Animation	: Bhavya P Pai
Voice Over Artist	: Sanjana S Menon
Voice Over Anchor	: Devabala Padmakumar
Graphics	: Aadhish Sarjith
Research	: Samiksha R
Running Time	: 12:10



ASLI16-16022022078

श्रीमद्भगवद्गीता पर कविता

यह कविता महाभारत के छठे खंड, भीष्म पर्व में प्रस्तुत श्रीमद्भगवद्गीता श्री कृष्ण अर्जुन संवाद पर आधारित है।

Producer	: Sahil Sharma
Director	: Sahil Sharma
Scriptwriter	: Sahil Sharma
Set Designer	: Md. Imran Hussain
Editor	: Md. Imran Hussain
Studio	: Md. Imran Hussain
Location	: Birpara, Lanka Road
Voice Anchor	: Sahil Sharma
Research	: Sahil Sharma
Running Time	: 5:58

ASLI17-16022022123

श्रीमद्भगवद्गीता पर कविता

यह कविता महाभारत के छठे खंड, भीष्म पर्व में प्रस्तुत श्रीमद्भगवद्गीता श्री कृष्ण अर्जुन संवाद पर आधारित है।

Producer	: Sahil Sharma
Director	: Sahil Sharma
Scriptwriter	: Sahil Sharma
Set Designer	: Md. Imran Hussain
Editor	: Md. Imran Hussain
Studio	: Md. Imran Hussain
Location	: Birpara, Lanka Road
Voice Anchor	: Sahil Sharma
Research	: Sahil Sharma
Running Time	: 5:58

ASLI18-17022022012

SHIKSHAN SHA MATE? (WHY EDUCATION IS NEEDED?)

«Why Education Is needed?» is a children's educational value-added film. In which all the common and child rights and individual equality seen in the



Audio

states of India are an obstacle for development. Somewhere in this film, the full effect of education, the colors of life are reflected in the Indian Constitution and the equality of women. The plot conditions of this film give preference to girls' education. As well as the things that are seen towards the division of labor are an obstacle to the dreams of a glorious India. In today's 21st century, boys and girls must have equal rights and protection. The story and characters of this film are original and do not touch any person or life.

Producer : Puja Paija
Director : Gautam Indrodiya
Scriptwriter : Puja Paija
Editor : Purab
Location : Rajkot
Voice Child Artist : Shubham
Running Time : 06:28

ASLI19-17022022013

BHANTR NU MAHATVA (IMPORTANCE OF EDUCATION)

«Importance Of Education» is a children's educational film. In which child development as well as their education seen all over India has an impact somewhere in the full bloom of life colors. The whole of India is an agriculture oriented country and providing a rich learning environment to their children by the parents is the only success and duty of their life through which they can make their child's future bright and prosperous. Only through this can the glorious India of the 21st century be created with the help of the best citizen of the child. The film manages to entertain as well as inform, as a motivating example of agriculture and the subject of education. The story and characters of this film are original and do not touch any person or life.

Producer : Puja Paija
Director : Gautam Indrodiya
Scriptwriter : Puja Paija
Editor : Purab
Location : Rajkot
Voice Child Artist : Shubham
Running Time : 06:47



APDO PADCHAYO (SHADOW IS OUR?)

This “shadow is ours?» This is a children’s film and through the parents we give experiences that make the children laugh or the girls explain it and give it to them believing that the effect of the experience given to them inadvertently affects the thinking of the children as well. Found in people!! And why do you think about this? In order to highlight this subject as well as to create a complete and virtuous noble citizen of the whole experience, we, as a parent, see your own and your own life experiences in front of you. And life to the free end of nation-building.

Producer	: Puja Paija
Director	: Gautam Indrodiya
Scriptwriter	: Puja Paija
Editor	: Purab
Location	: Rajkot
Voice Child Artist	: Shubham
Running Time	: 11:26

New Media/ICT Digital Games

New Media/ICT/Digital Games
Foundational Level
Govenment Organisations



IFLG1-22012022305

THE MOUSE IN THE BOOK

This is an Animated programme for Lower Primary School students, titled The Mouse in the Book. This is a funny story of a mouse 'THIMPU' which loudly proclaims that mice are free like a bird but ultimately realizes that mice have no freedom and they are tied up in the Books by the human being. The programme- Developed with a prime intention to teach English to the students of LP Schools with clear conversation.

Producer	: SIET Kerala
Director	: Director, SIET Kerala
Scriptwriter	: SIET Kerala
Cameraperson	: SIET Kerala
Set Designer	: SIET Kerala
Editor	: SIET Kerala
Studio	: SIET Kerala
Location	: SIET Kerala – Jagathi
Voice Over Artist	: SIET Kerala
Voice Over Anchor	: SIET Kerala
Graphics	: SIET Kerala
Running Time	: 06:01

IFLG2-24012022346

INTERACTIVE COLORING BOOK IN MICROSOFT POWERPOINT

An interactive coloring book is created in Microsoft PowerPoint using VBA (macro programming). Through this Children can learn the colors and apply colors to the objects. They can apply and change the colors as they wish by touching the colors and then the objects. It would give a joyful experience to them.

Producer	: R. Hemalatha
Producer	: R. Hemalatha
Editor	: R. Hemalatha
Animation	: R. Hemalatha
Graphics	: Microsoft Powerpoint



IFLG3-26012022386

HINDI ALPHABET

Hindi Alphabet provides a Drag and drop of Hindi letters. Hindi Alphabet Game helps children to learn and write Hindi alphabet with the picture of associated objects Well tested & loved by parents and children. Exceptional illustrations with embedded Hindi characters make it easy for children. The Hindi Flash Cards has a full range of features designed to help beginning and intermediate learners. This app provides, Hindi Alphabets (हिन्दी वर्णमाला) in an easy way by relating each Alphabet with an object. By using this app kids can learn Alphabets easily. This game is a perfect choice for learning and writing Hindi alphabets. This game is made in HTML5 Playable on all platforms (PC, Mobile, Android, iOS).

Producer	: Amol Kisan Hankare
Director	: Amol Kisan Hankare
Graphics	: freepik.com & internet
Research	: Sushama Hankare
Running Time	: 05:01

IFLG4-30012022606

THE WONDERFUL SKY (VAANA VELI)

This animation is a visual treat for the students of the foundation level. Here's a little girl named Kavya, who goes to space in her imagination to find out what's there in the wonderful blue sky. This animation not only kindles the curiosity of the children but also raises their creativity, imagination and asks them to aim high. Here Kavya takes a trip to the sky and she explores the moon, the stars and the solar system. Let's go there and see what happens.

Producer	: D.Boominathan
Director	: D.Boominathan
Scriptwriter	: D.Boominathan
Cameraperson	: D.Boominathan
Set Designer	: J.Dinesh Anand
Editor	: D.Boominathan
Studio	: D.Boominathan
Location	: Trichy



Animation	: D.Boominathan
Voice Over Artist	: N.Mahalakshmi
Voice Over Anchor	: J.Dinesh Anand
Child Artist	: 2D Character
Actor	: 2D Character
Graphics	: D.Boominathan
Research	: K.B.Dhayananth, J.Dinesh Anand & D.Boominathan
Running Time	: 05:30

IFLG5-30012022657

LETTER AND NUMBER IDENTIFICATION – LET’S LEARN, LET’S PLAY AND LET’S GET ASSESSED

This web application is intended to teach ‘alphabet & numbers’ and for assessment purposes (assessment for learning, assessment as learning, and assessment of learning). The students have to listen to the sound played and choose the correct alphabet or number. This programme has many features a) It has three modes – Play mode: (Game like experience) / Test mode: (For assessment by the teacher or parent)/ Training mode: (It lets you train to identify a particular alphabet or number correctly). This programme has many assessment sets and it lets the user modify the assessment set as per their needs. This programme gives a comprehensive visual report of the students’ responses. It also has a feature to store/download the students’ responses which can be used to analyze / examine the students’ level in identifying alphabet & numbers by teachers / heads of the institutions / educators / parents.

Producer	: Ravisankar. J
Director	: Ravisankar. J
Animation	: Ravisankar. J
Graphics	: Ravisankar. J
Research	: Ravisankar. J
Running Time	: 10:00

IFLG6-30012022664

PRACTICE EXERCISE OF ALPHABET IN SIGN LANGUAGE FOR CWSN STUDENTS



इसमें CWSN Students को sign language के incorporation के साथ चित्र पहचान कर alphabet का मिलान हेतु practice exercise का निर्माण किया गया है उपरोक्त Content low cost पर साधारण application जैसे power point में record कर बनाया गया है जिसकी production cost कुछ भी नहीं आयी है और इसे आसानी से कहीं भी replicate किया जा सकता है इसे CWSN विद्यार्थियों हेतु Alphabet की practice exercise व रिवीजन हेतु बनाया गया है

Producer	: Sheela Asopa
Director	: Sheela Asopa
Scriptwriter	: Sheela Asopa
Cameraperson	: Sheela Asopa
Set Designer	: Sheela Asopa
Editor	: Sheela Asopa
Studio	: Sheela Asopa
Location	: Jodhpur
Animation	: Sheela Asopa
Voice Over Artist	: Sheela Asopa
Voice Over Anchor	: Sheela Asopa
Graphics	: Sheela Asopa
Research	: Sheela Asopa
Running Time	: 01:39

IFLG7-14022022814

IMPORTANCE OF GAMES {DIGITAL & OFFLINE} TO ACHIEVE THE OBJECTIVES OF FOUNDATIONAL LITERACY AND NUMERACY UNDER NIPUN BHARAT MISSION.

We all know that NIPUN Bharat Mission or National Initiative for Proficiency in Reading with Understanding and Numeracy is launched by the Education Ministry of India under National Education Policy 2020. This scheme ensures that every child in India gains foundational numeracy and literacy by the end of Grade 3.

Producer	: Dr. Vijay Kumar Chawla
Director	: Dr. Vijay Kumar Chawla
Scriptwriter	: Dr. Vijay Kumar Chawla
Editor	: Dr. Vijay Kumar Chawla
Research	: Dr. Vijay Kumar Chawla
Graphics	: Dr. Vijay Kumar Chawla
Running Time	: 30:00



IFLG8-14022022817

THE MAGIC FISH

Abhiram, a Fisherman is kind enough to leave the Golden Fish he catches one day. His wife on the other hand is sharp to guess it is a Magic Fish and gets greedy to get her wishes fulfilled. But her last wish to become the ruler of the Sea itself ruins her dreams and she gets back her old little hut in the place of a big house and a palace granted by the Golden Fish in return to Abhiram's kindness to it. The storyline of this IMLO runs in the form of both narration and dialogues supported by relevant animations and sound effects. The entire programme is divided into two parts—Story and Evaluation.

Producer	: A. Kishore Kumar
Director	: A. Kishore Kumar
Scriptwriter	: M. Hanmanth Rao, & A. Kishore Kumar
Editor	: Y. Srinivas
Studio	: K. Venkateswara Rao
Location	: K. Venkateswara Rao
Animation	: Y, Srinivas
Voice Over Artist	: K. Prasad
Voice Over Anchor	: K. Prasad
Graphics	: Y. Srinivas
Research	: A. Kishore Kumar
Running Time	: 20:00

IFLG9-14022022828

READING GAME

'Reading Game' is an application which has been designed towards enriching Students vocabulary. 'Reading Game' is an application framed for Class I students. The Content objective of this application is about enriching Students Vocabulary through displaying pictures and Cross-word puzzles. The 'Reading Game' application comprises two parts, "Identify the Pictures" and "Find the words". In the first part, the pictures are displayed to the students and the learners are made to associate the words with pictures.

Producer	: Genovia Mary
Director	: Genovia Mary
Editor	: Genovia Mary
Graphics	: Pixabay



IFLG10-15022022847

KIDS URDU

Today is the technological age in which everyone wants to understand and learn technology and with the help of this technology everyone has made their process easier. New National Education Policy 2020 has given special importance to digital education. It is called the digital age where every process is being carried out digitally in which the educational field is not far behind - in an interesting way with the help of technology. Implemented this app to enhance the quality of education.

Producer	: Samina Khalifa
Director	: Samina Khalifa
Scriptwriter	: Samina Khalifa
Cameraperson	: Samina Khalifa
Set Designer	: Samina Khalifa
Editor	: Samina Khalifa
Studio	: Samina Khalifa
Location	: Samina Khalifa
Animation	: Samina Khalifa
Voice Artist	: Samina Khalifa
Voice Anchor	: Samina Khalifa
Voice Child Artist	: Samina Khalifa
Running Time	: 10:30

IFLG11-15022022872

THREE LITTLE PIGS

Three Little Pigs is a lesson taken from class 1, Marigold English Textbook. The prose lesson is converted into an interactive E-book. The content objective of the lesson is understanding what happened in the story with sequence and recognizing the new words. The images and the words in the e-book respond to the children when they click on it. The children could easily understand the story. They could read the words one by one as well in sentences. The teacher icon given in the story read the words in sentences. The words given below the story can be read one by one when it is clicked by the student. At the end of the lesson evaluation was given to find out the understanding.



Producer	: Raghuraman. M
Director	: Raghuraman. M
Scriptwriter	: Raghuraman. M
Cameraperson	: Raghuraman. M
Set Designer	: Raghuraman. M
Editor	: Raghuraman. M
Animation	: Raghuraman. M
Voice Over Artist	: K. Adirai
Voice Over Anchor	: K. Adirai
Graphics	: Pixabay & Pexels

IFLG12-15022022881

ECONTENT PACKAGE (INFOGRAPHIC, WORKSHEET, ASSESSMENT SHEET AND BYTE SIZE VIDEO)

This eContent for Foundational Literacy and Numeracy under NIPUN Bharat Mission caters to Developmental Goal 2, i.e. Children Become Effective Communicators, and learning outcome codified as ECL2-4.7 - Connects text with illustrations while reading the story. Under NIPUN Bharat Mission, a separate vertical for achieving the goals and learning outcomes of Foundational Literacy and Numeracy has been developed on DIKSHA, which carries developmental goal wise eContents in the form of infographics, worksheets, assessment sheets and byte size videos.

Producer	: Prof. Indu Kumar
Director	: Prof. Indu Kumar
Scriptwriter	: Priyakshi Gupta, Ajith Philip Ebenazer W
Editor	: Mr. Tushar Jarodia
Studio	: Mr. Mayank
Location	: CIET-NCERT
Voice Over Artist	: Mr. Ajit Horo
Graphics	: Mr. Tushar Jarodia and Ms. Babita Khair
Others	: Dr. Prachi Sharma and Mr. Arvind Gupta

IFLG13-15022022911

LEARN ALPHABETS

This app is designed to learn and write alphabets for pre-primary students. They can choose their favorite color and write in the given area. They can



practice for as long as possible. They can erase if they make any mistakes by shaking the screen. They can move on to the previous and next screen by pressing the right and left arrow. It is a user-friendly app.

Producer	: Eswaran K
Director	: Eswaran K
Scriptwriter	: Eswaran K
Cameraperson	: Eswaran K
Set Designer	: Eswaran K
Editor	: Eswaran K
Animation	: Eswaran K
Graphics	: Eswaran K

IFLG14-15022022920

PICTO – DICTIONARY

This interactive book “Picto – Dictionary” is prepared for Pre-primary children to learn vocabulary of animals and birds with names and sound. In this e-book, attractive pictures are used for joyful learning and the sound of animals to feel real. The vocabulary is introduced with pronunciation. This also includes the cries of animals and sounds of birds for better understanding and learning.

Producer	: S. Kayalvizhi
Director	: S. Kayalvizhi
Scriptwriter	: S. Kayalvizhi
Editor	: S. Kayalvizhi
Animation	: S. Kayalvizhi
Voice Over Artist	: K. Revathi
Voice Over Anchor	: K. Revathi
Credits	: CleanPNG, Orange sounds

IFLG15-15022022937

ANIMALS

This e-book is designed for pre-primary children to develop their understanding about animals. This powerpoint presentation which provides the images of different animals and at the same time delivers the sound that they make, which helps children familiarize with the sounds of animals and to identify



them. It also helps them to capture the spellings of the different animals. The main positive factor regarding this E-BOOK is that, it has been designed in such a way that it mimics the flow of an online game. To explain, an animal, along with the sound it makes, appears on the screen.

Producer	: Maheswari.K
Director	: Maheswari.K
Script writer	: Maheswari.K
Editor	: Maheswari.K
Animation	: Maheswari.K
Graphics	: Pixabay, Clean PNG, Pexels

IFLG16-16022022109

SUNO- DIGITAL GAME

“सुनो” डिजिटल गेम बनाने का उद्देश्य बच्चों को सुनकर सीखने की प्रवृत्ति को बढ़ाना है इस गेम में बच्चे अपने मोबाइल/टैबलेट/लैपटॉप में गेम को चलाकर शब्दों को उनके चित्र पर क्लिक करके सुन सकते हैं तथा फिर उसको एक रोचक तरह शब्दों को बॉक्स में उठाकर रखना है इससे बच्चे में शब्दों को सुनने व खेल खेल में सीखने की प्रवृत्ति को बढ़ाना है। ये गेम देखने में अक्षम बच्चों के लिए भी उपयोगी साबित होगा। ये गेम एक उदाहरण के लिए है आगे चलकर इससे सुनने वाली ई-बुक भी बनाई जा सकती है, थोड़ा डेवलपमेंट के साथ इसको गूगल की एप्प बोलो का कड़ा प्रतिद्वंद्वी बनाया जा सकता है। इस गेम में पहले अलग अलग कैटेगरी को रखा गया है इसमें सामान्यतः फल, फूल, रंग, जानवर को रखा गया फिर उनको आकर्षक ग्राफिक्स के माध्यम से सुनकर पहचान कर उनको सही बॉक्स में रखने से उनकी ज्ञानिन्द्रियों को विकसित किया जाएगा।

Producer	: Vimal Anand
Director	: Vimal Anand
Scriptwriter	: Vimal Anand
Cameraperson	: Vimal Anand
Set Designer	: Vimal Anand
Editor	: Vimal Anand
Location	: Basti
Animation	: Vimal Anand
Voice Over Artist	: Ramesh Vishwakarma
Voice Over Anchor	: Ramesh Vishwakarma
Graphics	: Vimal Anand
Research	: Vimal Anand



IFLG17-16022022113

COUNTING GAME FOR 1 GRADE STUDENTS

Our Ministry of Education has launched a National Initiative for Proficiency in Reading with Understanding and Numeracy (NIPUN Bharat), for ensuring that every child in the country necessarily attains foundational literacy and numeracy (FLN) by the end of Grade 3. The subject matter needs to be taught in a fun way so that students come to understand as well as befriend the discipline, instead of fearing it.

Producer	: S. Sabarinathan
Director	: S. Sabarinathan
Scriptwriter	: S. Sabarinathan
Animation	: S. Sabarinathan
Graphics	: S. Sabarinathan
Research	: S. Sabarinathan

IFLG18-16022022115

COUNTING GAME FOR KG STUDENTS

Our Ministry of Education has launched a National Initiative for Proficiency in Reading with Understanding and Numeracy (NIPUN Bharat), for ensuring that every child in the country necessarily attains foundational literacy and numeracy (FLN) by the end of Grade 3. The subject matter needs to be taught in a fun way so that students come to understand as well as befriend the discipline, instead of fearing it.

Producer	: S. Sabarinathan
Director	: S. Sabarinathan
Scriptwriter	: S. Sabarinathan
Animation	: S. Sabarinathan
Graphics	: S. Sabarinathan
Research	: S. Sabarinathan



IFLG19-16022022117

READING PRACTICE APP WITH AI FOR GRADE II

The Ministry of Education has launched a National Initiative for Proficiency in Reading with Understanding and Numeracy (NIPUN Bharat), for ensuring that every child in the country necessarily attains foundational literacy and numeracy (FLN) by the end of Grade 3, by 2026-27. To support this mission, I created this mobile app which is more helpful in this pandemic situation. I collected the new words from the NCERT, CBSE, GRADE II book and built this app to get reading practice for those new words. In this app google Artificial Intelligence has been used to recognise the reading words. This mobile app has been created by MIT app inventor which is free and open source.

Producer	: S. Sabarinathan
Director	: S. Sabarinathan
Scriptwriter	: S. Sabarinathan
Studio	: S. Sabarinathan
Location	: S. Sabarinathan
Animation	: S. Sabarinathan
Graphics	: S. Sabarinathan
Research	: S. Sabarinathan

IFLG20-16022022144

MITTU AND THE YELLOW MANGO

This interactive video content has been created to teach English lessons in a fruitful manner as well as interactive. The content is prepared for NCERT, CBSE, Grade I, English - Interactive Video - Mittu and the Yellow Mango. Highlight of this E-content is it will work offline mode and no need to have internet once we have downloaded the project. The option is available in the HTML file to get the user's performance.

Producer	: S. Sabarinathan
Director	: S. Sabarinathan
Scriptwriter	: S. Sabarinathan
Editor	: S. Sabarinathan
Studio	: S. Sabarinathan
Location	: S. Sabarinathan
Animation	: S. Sabarinathan
Voice Over Artist	: R. Porselvi



Voice Over Anchor : R. Porselvi
Graphics : S. Sabarinathan
Research : S. Sabarinathan

IFLG21-16022022185

FARM HOUSE: DRAG AND DROP

This Farm House: Drag and Drop tool is useful for all students. By using this tool students can study without any help. This content is made with the H5P tool and eschool4u.in website. This is a Foundation level content activity. So we need to make it funny. When any student starts to play this activity then he will get most of the educational achievements from this activity.

Producer : Ajadoon Shikalgar
Scriptwriter : Ajadoon Shikalgar
Editor : Ajadoon Shikalgar
Graphics : Ajadoon Shikalgar
Research : Ajadoon Shikalgar

New Media/ICT/Digital Games
Foundational Level
Independent Filmmakers/
Institutions



IFL11-701202250

हमाई बोली, हमाय बोल

राष्ट्रीय शिक्षा नीति की इन्हीं बातों को ध्यान में रखते हुए हमने उत्तर प्रदेश के बुंदेलखंड क्षेत्र में बोली जाने वाली बुन्देलखंडी में प्राथमिक कक्षाओं के कक्षा शिक्षण में गीत, कहानी और पहेलियों (गीत-कहानी-किस्सा, हमाई पढाई का हो हिस्सा) को मानक भाषा से अनुवादित करके ऑडियो सामग्री को सम्मिलित करते हुए ई-बुक (हमाई बोली, हमाय बोल) तैयार की, जिससे प्राथमिक स्तर के बच्चे अपनी क्षेत्रीय बोली में सरलता से पाठ को समझ सकें और उनसे जुड़ी गतिविधियों में रुचि ले सकें क्योंकि उन्हें इस दौरान इस बात का अहसास होता रहेगा की उनकी घर की बोली को कक्षा में स्थान मिल रहा है।

Producer	: Pranesh Bhushan Mishra
Director	: Pranesh Bhushan Mishra
Scriptwriter	: Pranesh Bhushan Mishra, Brijesh Kumar Tiwari
Editor	: Pranesh Bhushan Mishra, Brijesh Kumar Tiwari
Location	: Upper Primary School Patha
Voice Over Artist	: Aaradhya Tiwari
Graphics	: Pranesh Bhushan Mishra
Research	: Pranesh Bhushan Mishra, Brijesh Kumar Tiwari

IFL12-29012022476

ANIMAL VOICES MOBILE APPS FOR KIDS

Animal voices mobile app is an android based mobile app. The app is developed by using MIT's (Massachusetts Institute of Technology) "Open Source" platform - App Inventor. This app helps them to know and recognizes the sounds of different animals. The app is very simple with no menus so that the kids use it efficiently without any problem. Names of the animals are also written if the learner wishes to read them.

Producer	: Ankita Sindhania
Director	: Ankita Sindhania
Scriptwriter	: Ankita Sindhania
Editor	: Ankita Sindhania
Research	: Ankita Sindhania



IFLI3-15022022889

INTERACTIVE STORIES

The collection of stories talks about a little girl named, “Reethu». The interactive book contains three stories titled On the Way Back Home, Reed’s House, Reethu’s Friends. The stories are with simple sentences that enable the children to read on their own. Each sentence and word have an audible option so that the students can read at their pace. Each word is audible by touching the specific word. Also, each story has four simple questions which make the children be active learners.

Producer	: Hemalatha R
Director	: Hemalatha R
Scriptwriter	: Hemalatha R
Editor	: Hemalatha R
Animation	: Hemalatha R
Graphics	: Hemalatha R

IFLI4-16022022065

BOYS/GIRLS-MATTER OF GENDER (ENGLISH)

This programme is an audio video story presentation on empowering young minds of early age. It’s my first substantial endeavor towards imparting comprehensive sexuality education to youngsters. Comprehensive sexuality education is a curriculum-based process of teaching and learning about the cognitive, emotional, physical and social aspects of sexuality. It aims to equip children and young people with knowledge, skills, attitudes and values that will empower them to realize their health, well-being and dignity; develop respectful social and sexual relationships; consider how their choices affect their own well-being and that of others; and understand and ensure the protection of their rights throughout their lives.

Producer	: Nivedita Naithani
Director	: Nivedita Naithani
Scriptwriter	: Nivedita Naithani
Cameraperson	: Nivedita Naithani
Set Designer	: Nivedita Naithani
Editor	: Nivedita Naithani



Studio	: Nivedita Naithani
Location	: Delhi
Animation	: Nivedita Naithani
Voice Over Artist	: Nivedita Naithani
Voice Over Anchor	: Nivedita Naithani
Graphics	: Nivedita Naithani
Research	: Nivedita Naithani
Running Time	: 13:00

IFLI5-16022022069

HEALTH IS WEALTH

Children nowadays prefer having junk foods over healthy foods which results in many disease conditions. This game is designed for the age group 4 years to 8 years to help them in choosing right food by using scratch. It portrays a young girl Ann, who needs help in choosing healthy food. Students can move Ann using the pointer and can collect healthy foods. When they choose one healthy food, they get one point. Similarly, if they choose unhealthy food, they lose one point. Once they earn 20 points, they win the game and if they go to -1 they lose the game. By the end of the game the students will be able to differentiate between healthy and unhealthy foods.

Producer	: Karthika V Menon
Animation	: Karthika V Menon

IFLI6-16022022090

तुम्हारा मित्र टेबलेट

The story comprises the information of using tablets after covid -19. The video has content which talks more about the precautions needed to be taken before utilizing tablets. for example sanitizing or washing hands after using it, not sharing the tablets with peers, preventing touching eyes and nose while using tablets etc. The entire story is in animation with the pictorial representation of various words which indirectly focus on the COVID protocols. There is no issue of lack of concentration or attention deficit as the story mode creates interest to learn.

Producer	: Society for All Round Development
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Director	: Sudhir Bhatnagar
Scriptwriter	: NCERT, Textbook
Set Designer	: Society for All Round Development
Editor	: Annu Jha
Animation	: Society for All Round Development
Voice over Artist	: Pooja and Shweta
Voice over Anchor	: Society for All Round Development–Ashok Vashist
Graphics	: Mantasha Afzal
Research	: Society for All Round Development
Running Time	: 2:33

IFLI7-16022022183

REETHU'S STORIES

The collection of stories talks about a little girl named, "Reethu". The interactive book contains three stories titled On the Way Back Home, Reethu's House, Reethu's Friends. The stories are with simple sentences that enable the children to read on their own. Each sentence and word have an audible option so that the students can read at their pace. Each word is audible by touching the specific word. Also, each story has four simple questions which make the children be active learners.

Producer	: Chandiraleka Gurusamy
Director	: Chandiraleka Gurusamy
Scriptwriter	: Chandiraleka Gurusamy
Editor	: Chandiraleka Gurusamy
Animation	: Chandiraleka Gurusamy
Voice Artist	: Susan
Others	: Ispring Suite

New Media/ICT/Digital Games
Preparatory Level
Independent Filmmakers/
Institutions



IPLG1-71220213

ADDITION QUIZ

उपरोक्त Quiz कंटेंट Single Digit Addition पाठ पर बनाया गया है – जिसमें बच्चों को Practice हेतु exercise quiz बनाया गया है बच्चों को गणित की practice हेतु addition के प्रश्नों का समावेश करते हुए साधारण पावर पॉइंट पर software application का प्रयोग करते हुए रुचिकर quiz का निर्माण किया गया है जिससे practice करवा कर हम बच्चों में जोड़ प्रक्रिया की समझ विकसित कर सकते हैं व नए प्रयोग से गणित जैसे विषय में रुचि बढ़ा सकते हैं। उपरोक्त Quiz low cost पर साधारण application जैसे power point पर बनाया गया है जिसकी production cost कुछ भी नहीं आयी है और इसे आसानी से कहीं भी replicate किया जा सकता है।

Producer	: Sheela Asopa
Director	: Sheela Asopa
Scriptwriter	: Sheela Asopa
Editor	: Sheela Asopa
Location	: Jodhpur

IPLG2-2812202120

SPELL CRICKET

The main concept behind making this game is to enhance the educational skills of the kids and to draw their attention towards education without the sense of their learning and also to utilize the lockdown period completely in joyful learning...I developed 200 above games in different subjects, in different types of educational games

Producer	: Chittimoju .Usha Rani
Director	: Chittimoju .Usha Rani
Scriptwriter	: Chittimoju .Usha Rani
Editor	: Chittimoju .Usha Rani



IPLG3-16012022204

MATH IS FUN

Math Games for Kids provides simple addition and subtraction calculations. Drag and drop the number of Ducks into the pond corresponding to the kids' answer. This is an educational game designed for kids, especially with moving Ducks, that will attract kids' attention while learning math. curriculum-aligned math video game to engage your class as you reinforce lesson content and essential skills. Teachers and parents can use these interactive activities to help teach their students and children valuable skills related to addition and subtraction. This game is made in HTML5 Playable on all platforms (PC, Mobile, Android, iOS).

Producer	: Amol Kisan Hankare
Director	: Amol Kisan Hankare
Graphics	: freepik.com & internet
Research	: Sushama Hankare

IPLG4-16012022234

I LOVE MY SCHOOL

The wonderful campus of Kendriya Vidyalaya Mahasamund has always beat our hearts and so do we salute the campus 'Dil Se'. The concept of All Round Development takes place here and the song « Hamara Kendriya Vidyalay.... Tumhara kendriya vidyalay...» reflects it's all meaning here. The leading hand of our honorable Principal sir and the acting hands of the skilled experienced teachers make this campus live and happening.

Producer	: A K Chandrakar
Director	: Lokesh Singh
Scriptwriter	: Lokesh Singh
Cameraperson	: Lokesh Singh and Sita Ram Patel
Set Designer	: Lokesh Singh
Editor	: Lokesh Singh
Studio	: Lokesh Singh
Location	: KV Mahasamund
Animation	: Lokesh Singh
Research	: Lokesh Singh
Running Time	: 05:01



IPLG5-26012022377

TOWARDS AN EQUITABLE WORLD

This Interactive Multimedia Learning Object (IMLO) beautifully depicts how the teachers and students of a school include Children with special needs in their classrooms. Raju, a little boy who cannot see this beautiful world, but wishes to read and write, Soni, a child who cannot walk but wants to play and learn things happily at school, Aliya, a tender girl who is suffering from dwarfism and inferiority complex, John, a boy with hearing difficulty are included in the regular classrooms. They are provided with special teaching and learning equipment and infrastructure according to their needs.

Producer	: P. Sudhakar Babu
Director	: P. Sudhakar Babu
Scriptwriter	: P. Rajani Devi and G. Hiranmayee
Editor	: V. Venkatesh
Studio	: Moonlight Media
Animation	: Mahesh, Sunil
Voice Over Artist	: S. Sandhya Naidu
Research	: G. Hiranmayee
Graphics	: P. Sudhakar Babu
Running Time	: 15:00

IPLG6-28012022466

GULLIVER'S TRAVEL

This is an interactive video for class 5, English (Marigold) – Gulliver's Travel. Interactives are created in PLAYPOSIT which is an interactive web-based video platform that allows us to provide formative assessment both inside and outside the classroom. It consists of various interactivities like open ended questions, polls, audio playing, discussions, text, images, links and children's understanding is being assessed in between the video through matches, fill ups check list etc., YouTube video which was used for interactives is created and uploaded by me. Gulliver goes on four different voyages. This extract is about the second voyage he takes where he meets the gigantic, humanoid Brobdingnagians. The land contains people who are incredibly huge. Gulliver is seen by a farmer who thinks Gulliver is a little animal. The farmer takes Gulliver home where he encounters different things. However, these huge



creatures are surprisingly kind to him.

Producer	: Hemalatha.R
Director	: Hemalatha.R
Scriptwriter	: Hemalatha.R
Editor	: Hemalatha.R
Animation	: Hemalatha.R
Voice Over Anchor	: Hemalatha.R
Graphics	: Hemalatha.R

VIRTUAL TOUR OF BRAHADISHVARAR TEMPLE, THANJAVUR

Virtual tour of Brahadishvarar Temple, Thanjavur. When a user clicks the link, the user will experience the virtual 360 view of Brahadishvarar Temple located in Thanjavur, Tamilnadu.

Producer	: Prabhakaran M
Director	: Prabhakaran M
Scriptwriter	: Prabhakaran M
Editor	: Prabhakaran M

IPLG7-29012022503

VIRTUAL TOUR OF BRAHADISHVARAR TEMPLE, THANJAVUR

Virtual tour of Brahadishvarar Temple, Thanjavur. When a user clicks the link, the user will experience the virtual 360 view of Brahadishvarar Temple located in Thanjavur, Tamilnadu.

Producer	: Prabhakaran M
Director	: Prabhakaran M
Scriptwriter	: Prabhakaran M
Editor	: Prabhakaran M

IPLG8-6022022751

LEARN LITRE MEASUREMENT LET'S LEARN THROUGH PLAY AND LET'S GET ASSESSED

This web application is a game that is intended to learn liter measurement concepts and for assessment purposes (assessment for learning, assessment



as learning, and assessment of learning). The students have to read the question/problem statement and fill the water tank by dragging the corresponding jars appropriately. This programme has many assessment sets and it lets the user modify the assessment set as per their needs. This programme gives a comprehensive visual report of the students' responses. It also has a feature to store/download the students' responses which can be used to analyze / examine the students' level in identifying alphabet & numbers by teachers / heads of the institutions / educators / parents.

Producer	: Ravisankar. J
Director	: Ravisankar. J
Animation	: Ravisankar. J
Graphics	: Ravisankar. J
Research	: Ravisankar. J

IPLG9-15022022877

ALICE IN WONDERLAND

One day Alice was lying under a tree listening to her sister reading a story. Suddenly she saw a white rabbit scamper by. The rabbit had pink eyes and was wearing a blue coat. It took out a big watch from his waistcoat pocket and as it hurried away. Alice said, Wow , this rabbit is very different. It could talk, it wore a red waistcoat and it carried a watch. Hmm... It's amazing! How a rabbit talks and wears a waistcoat. Let's follow it. The rabbit started running and Alice followed it. Suddenly the rabbit popped down a large rabbit hole. Alice jumped into the rabbit hole too! The rabbit went down and down and down and down into the rabbit hole.

Producer	: K. Karthikeyan
Director	: K. Karthikeyan
Scriptwriter	: K. Karthikeyan
Editor	: K. Karthikeyan
Animation	: Stop Motion Animation
Voice Over Artist	: K. Gandhimathi, K. Karthikeyan and S. Jashmitha
Voice Over Anchor	: K. Gandhimathi
Graphics	: Pixabay
Running Time	: 06:42



IPLG10-15022022882

FRACTIONS

This Interactive E- book explains the definition of fraction, naming a fraction, finding half, quarter, three fourths of a collection, parts of a fraction, types of fractions and also assess the child. It is designed in such a way that all the students can learn and evaluate themselves on their own.

Producer	: Isai Amudhu M
Director	: Isai Amudhu M
Scriptwriter	: Isai Amudhu M
Cameraperson	: Isai Amudhu M
Set Designer	: Isai Amudhu M
Editor	: Isai Amudhu M
Studio	: Isai Amudhu M
Animation	: Isai Amudhu M
Voice Artist	: Isai Amudhu M
Voice Anchor	: Isai Amudhu M

IPLG11-15022022884

THE LITTLE FIR TREE

The interactive creates children to develop greater interest in the learning process. The video is included with various interactive features like multiple choices, True or False and Fill in the blanks. Students can learn from the video and answer the interactive questions and check their answers and know their score at the end of the video. This resource can be used for joyful learning, revision as well as formative assessments. This idea is to make learning game based edutainment for students of primary classes.

Producer	: N. Rajkumar
Director	: N. Rajkumar
Scriptwriter	: N. Rajkumar
Editor	: N. Rajkumar
Studio	: N. Rajkumar
Location	: Puducherry
Animation	: N. Rajkumar
Voice Over Artist	: A. Suganthi
Voice Over Anchor	: A. Suganthi



Graphics : N. Rajkumar
Research : N. Rajkumar

IPLG12-15022022885

ECONTENT INCLUDING GAMIFIED ASSESSMENT, INFOGRAPHICS, WORKSHEETS AND BYTE SIZE VIDEO

This eContent for Foundational Literacy and Numeracy under NIPUN Bharat Mission caters to Developmental Goal 3. The Learner identifies simple observable features (e.g., shape, color, texture, aroma) of leaves, trunk, bark of plants, animals and birds in immediate surroundings; EVS 6.3 – The learner identifies relationships with and among family members. Under NIPUN Bharat Mission, a separate vertical for achieving the goals and learning outcomes of Foundational Literacy and Numeracy has been developed on DIKSHA, which carries developmental goal wise eContents in the form of infographics, worksheets, assessment sheets and byte size videos.

Producer : Prof. Indu Kumar
Director : Prof. Indu Kumar
Scriptwriter : Nidhi Adlakha
Editor : Tushar Jarodia
Studio : Vikas Sangwan
Location : CIET-NCERT
Animation : Abhishek Kumar Singh
Voice Over Artists : Nidhi Adlakha and Priyakshi Gupta
Graphics : Tushar Jarodia, Abhishek Kumar Singh
and Sachin Dadlani
Others : Prachi Sharma and Arvind Gupta

IPLG13-15022022912

SELF LEARNING TOOL FOR EVERY CWSN

This Self learning tool is useful for CWSN students. By using this tool students can study without any help. This submitted content is taken from Maharashtra state board's English language syllabus text book named as "My English text book Four". This content is made with the H5P tool and eschool4u.in website for run this content. In this content we can enter more than 100 words.

Producer : Suraj Shikalgar



Scriptwriter	: Ajadoon Shikalgar
Editor	: Suraj Shikalgar
Graphics	: Suraj Shikalgar
Research	: Ajadoon Shikalgar
Running Time	: 10:33

IPLG14-15022022927

EVS FOR VCC (ENVIRONMENTAL STUDIES FOR VISUALLY CHALLENGED CHILDREN)

This NEW MEDIA/ICT is designed for CLASS 3 visually challenged children to help them know about birds, flowers, vehicles and our helpers. This app gives a list of birds, flowers, vehicles and 'our helpers' and also provides a brief description about each. Since, this app is entirely 'tap' and 'listen'- based , it is of special use to visually challenged children. It enables them to imagine each of the subjects as they listen to the audio description of the same. The description is made simple so that it would be easy to comprehend.

Producer	: Maheswari.K
Director	: Maheswari.K
Script writer	: Maheswari.K
Editor	: Maheswari.K
Animation	: Maheswari.K
Graphics	: Pixabay, Clean PNG, Pexels

IPLG15-15022022928

MY PAINT

This is a mobile app in which students can draw any image and it can be saved. They can upload their images and add any type of text in it. Students can practice to write alphabets in any color.

Producer	: Baskara Rassou. C
Director	: Baskara Rassou. C
Scriptwriter	: Baskara Rassou. C
Cameraperson	: Baskara Rassou. C
Editor	: Baskara Rassou. C



IPLG16-16022022118

INTERACTIVE MULTIPLICATION RACE

The Ministry of Education has launched a National Initiative for Proficiency in Reading with Understanding and Numeracy (NIPUN Bharat), for ensuring that every child in the country necessarily attains foundational literacy and numeracy (FLN) by the end of Grade 3, by 2026-27. To support this mission, I created this mobile app and the HTML file which are more helpful in this pandemic situation. Both the contents can be played without the internet. I strongly believe that Learning Maths in a fun and gamified way will give attraction towards the subject.

Producer	: S. Sabarinathan
Director	: S. Sabarinathan
Scriptwriter	: S. Sabarinathan
Studio	: S. Sabarinathan
Location	: S. Sabarinathan
Animation	: S. Sabarinathan
Graphics	: S. Sabarinathan
Research	: S. Sabarinathan

IPLG17-16022022119

READING PRACTICE APP WITH ARTIFICIAL INTELLIGENCE GRADE 4

The Ministry of Education has launched a National Initiative for Proficiency in Reading with Understanding and Numeracy (NIPUN Bharat), for ensuring that every child in the country necessarily attains foundational literacy and numeracy (FLN) by the end of Grade 3, by 2026-27. To support this mission, I created this mobile app which is more helpful in this pandemic situation. I collected the new words from the NCERT, CBSE, GRADE IV book and built this app to get reading practice for those new words. In this app google Artificial Intelligence has been used to recognise the reading words. This mobile app has been created by MIT app inventor which is free and open source.

Producer	: S. Sabarinathan
Director	: S. Sabarinathan
Scriptwriter	: S. Sabarinathan
Studio	: S. Sabarinathan
Location	: S. Sabarinathan



Animation : S. Sabarinathan
Graphics : S. Sabarinathan
Research : S. Sabarinathan

IPLG18-16022022129

INTERACTIVE VIDEO – THE ENORMOUS TURNIP

This interactive video content has been created to learn English lessons in a fruitful manner as well as interactive. The content is prepared for NCERT, CBSE, Grade III, English, Unit III – The Enormous Turnip. Highlight of this E-content is it will work offline mode and no need to have internet once we have downloaded the project. The option is available to get the user's performance.

Producer : S. Sabarinathan
Director : S. Sabarinathan
Scriptwriter : S. Sabarinathan
Cameraperson : S. Sabarinathan
Set Designer : S. Sabarinathan
Editor : S. Sabarinathan
Studio : S. Sabarinathan
Location : S. Sabarinathan
Animation : S. Sabarinathan
Voice Over Artist : R. Porselvi
Voice Over Anchor : R. Porselvi
Graphics : S. Sabarinathan
Research : S. Sabarinathan

IPLG19-16022022133

READING PRACTICE APP WITH ARTIFICIAL INTELLIGENCE – SIGHT WORDS

The Ministry of Education has launched a National Initiative for Proficiency in Reading with Understanding and Numeracy (NIPUN Bharat), for ensuring that every child in the country necessarily attains foundational literacy and numeracy (FLN) by the end of Grade 3, by 2026-27. To support this mission, I created this mobile app which is more helpful in this pandemic situation. I



collected sight words and built this app to get reading practice for those sight words. In this app google Artificial Intelligence has been used to recognise the reading words. This mobile app has been created by MIT app inventor which is free and open source.

Producer	: S. Sabarinathan
Director	: S. Sabarinathan
Scriptwriter	: S. Sabarinathan
Studio	: S. Sabarinathan
Location	: S. Sabarinathan
Animation	: S. Sabarinathan
Graphics	: S. Sabarinathan
Research	: S. Sabarinathan

IPLG20-17022022007

दुनिया की छत

Based on the NCERT Hindi Textbook Rimjhim class 5 this is an informational program giving out information about Tibet, also known as roof of the world. With the help of illustrations and graphics the story is enhanced to live up to the hype for children of that age.

Producer	: Sujata Lochab
Director	: Sujata Lochab and Team (Prince Prasad)
Scriptwriter	: NCERT Textbook
Editor	: Prateek Sharma
Studio	: Deepak Pandey
Animation	: Prateek Sharma
Voice Over Artist	: Neeraj Sharma
Voice Over Anchor	: Neeraj Sharma
Graphics	: Ratan Singh and Prateek Sharma
Research	: Rajesh Kumar Nimesh and Dr. Lata Pandey
Running Time	: 06:01



मच्छर का सन्देश

With the perfect blend of animation/graphics and shadow puppets. This story is a direct message to children to take care of their surroundings and not let mosquitoes and other flies breed in , in order for healthy living hence leading to a healthy country. Importance of cleanliness is also shared here.

Producer	: Sujata Lochab
Director	: Sujata Lochab and Team (Prince Prasad)
Scriptwriter	: Vandana Gupta and Sanjay Gupta
Cameraperson	: Saurav Singh and Ashwini
Editor	: Satish Rana
Studio	: Sangeet and Vikas Sangwaan
Animation	: Prateek Sharma
Voice Over Artist	: Zareen Naaz
Voice Over Narrator	: Zareen Naaz
Research	: Prof. Usha Sharma
Others	: Studio Help - Shivam and Mohit
Running Time	: 07:05

New Media/ICT/Digital Games
Preparatory Level
Government Organisations



IPLI1-15012022179

बाल गीत

This program is about a poem named bal geet.

Producer	: Bharati Vitthal Najardhane
Director	: Bharati Vitthal Najardhane
Scriptwriter	: Bharati Vitthal Najardhane
Editor	: Bharati Vitthal Najardhane
Voice Over Artist	: Bharati Vitthal Najardhane
Running Time	: 00:56

IPLI2-15012022195

DIFFERENT IS BEAUTIFUL

This program is about a project named different is beautiful.

Producer	: Pranay Pritpal Chopra
Director	: Neelu Chopra
Scriptwriter	: Pranay Pritpal Chopra and Neelu Chopra
Editor	: Neelu Chopra
Voiceover Artist	: Pranay Pritpal Chopra
Voiceover Anchor	: Pranay Pritpal Chopra
Voiceover Child Artist	: Pranay Pritpal Chopra
Running Time	: 05:01



IPLI3-16012022211

MAKE-UP

This project is made by Meenakshi K Prasanth. The applicant's name: scratch3. The game's name is make-up. How to play the game: first click the green flag then click the play button of the game and you can decorate the doll. If you need to change the dress or the shoe you can press the spacebar. The thumbnail was made by Meenakshi K Prasanth. The code was also made by Meenakshi K Prasanth.

Producer	: Meenakshi K Prasanth
Director	: Meenakshi K Prasanth
Scriptwriter	: Meenakshi K Prasanth
Cameraperson	: Meenakshi K Prasanth
Set Designer	: Meenakshi K Prasanth
Editor	: Meenakshi K Prasanth
Running Time	: 10:00

IPLI4-16012022213

CALCULATOR (1 DIGIT)

This project is a simple 1-digit calculator made by Arjun K Prasanth. To start the program, click the green flag. You can see 2 variables. They are cal and cal2 Press the number for cal (1st variable), you can press 1 to 9 for cal. Then, for cal2 press letters from b to j. Cal2 I added letters. b=1, c=2, d=3, e=4, f=5, g=6, h=7, i=8, j=9. These are the numbers for cal2(2nd variable) in letters. The last step: choose the operator. If multiplication= "m" key. Division= "o" key. Addition= "a" key. Subtraction= "s" key.

Producer	: Arjun K Prasanth
Director	: Arjun K Prasanth
Scriptwriter	: Arjun K Prasanth
Cameraperson	: Arjun K Prasanth
Set Designer	: Arjun K Prasanth
Editor	: Arjun K Prasanth
Running Time	: 10:00



IPLI5-16012022219

CONCEPT OF TALLY MARK – BOOK CREATOR APP

This concept is based on delivering the concept of Tally marks using Story-telling as pedagogy. The story begins at a Cookout planned by Ben's father, who allotted him a job to keep a record of what guest wants to eat using Tally Marks. Ben approaches each guest and keeps updating his data. The students can read this book at their pace and as many times as he/ she wishes. The book contains Text, Voice overs and graphics from the Bitmoji app. The book ends with explanation of all the terminologies used in the story and required for understanding of the mathematics concept. Story-telling also improves cognition, enhances imagination and helps focus attention. To understand Mathematics can be sometimes a difficult task with all the terminology and processes.

Producer	: Sandhya Makkar Thapar
Director	: Sandhya Makkar Thapar
Scriptwriter	: Sandhya Makkar Thapar
Cameraperson	: Sandhya Makkar Thapar
Set Designer	: Sandhya Makkar Thapar
Editor	: Sandhya Makkar Thapar
Studio	: Book Creator APP
Animation	: Book Creator app along with Bitmoji
Voice Over Artist	: Sandhya Makkar Thapar
Voice Over Anchor	: Sandhya Makkar Thapar
Graphics	: Book Creator APP, BitMoji
Running Time	: 05:00

IPLI6-27012022430

CLASS – 3 CHAPTER 5 DIVISION (PREPARATORY LEVEL)

This video is recorded while teaching the topic division. By using the screen recording option in powerpoint presentation video has been created. For the introduction of the topic division as equal distribution a story has been created. There were two rabbits, Hunny and bunny. They were very hungry. They saw carrots in a field. From the field they took 6 carrots and distributed them among themselves. In this way the introduction of the topic is done. While distributing the carrots between rabbits animations were added.



Producer	: Mandeep Kaur
Director	: Mandeep Kaur
Scriptwriter	: Mandeep Kaur
Cameraperson	: Mandeep Kaur
Set Designer	: Mandeep Kaur
Editor	: Mandeep Kaur
Studio	: Screen Recording
Location	: PPT Screen Recording
Animation	: Mandeep Kaur
Voice Over Artist	: Mandeep Kaur
Voice Over Anchor	: Mandeep Kaur
Actor	: PPT, Cartoon Images, Animations
Graphics	: Mandeep Kaur
Research	: Mandeep Kaur
Running Time	: 05:41

IPLI7-29012022498

SIGN LANGUAGE TUTOR

Communication is the key to success. A World Health Organization report says around 6.3 crore people in India suffer from either complete or partial deafness, and of these, at least 50 lakh are children. Sign language provides a medium of communication for differently abled people to help them communicate with the people around them and vice versa. It allows them to understand the world around them through visual descriptions and, as a result, contribute to society. This app is created collaboratively using studio.org as a platform which provides the facility to share the link of created applications.

Producer	: Dr. Pratibha Kohli
Director	: Chandni Agarwal
Scriptwriter	: Kanishka Gupta
Editor	: Devansh Aggarwal
Running Time	: 10:20



IPL18-30012022607

THE BUBBLING CAULDRON

The Bubbling Cauldron is an English anthology of creative expression put together by The Literati Club of Delhi Public School R K Puram, and its junior branches, DPS East of Kailash and DPS Vasant Vihar, under the able guidance of our Principal, Ms. Padma Srinivasan. It includes stories and poems written and narrated by students from different classes. It's aptly said that poetry breathes in every heart and prose connects present and past. When the pandemic had handicapped most of the activities, the literates connected online to share their poems, stories and illustrations. Art in its infinite forms brings peace and joy. Good writing takes you to countries, to towns, to cities all around. Good writing is a thing of beauty, weaving of sounds, a work of art, intrinsically bound.

Producer	: Delhi Public School R.K.Puram
Director	: Padma Srinivasan
Scriptwriter	: Padma Srinivasan, Usha Diptivilasa, Sangeeta Malik, Abha Chona
Editor	: Support Team of the School
Running Time	: 30:00

IPL19-30012022632

MATH MULTIPLY

A simple game using HTML, CSS and JavaScript and it is a game for small kids to learn multiplication faster and even make it like a competition to see who gets the most number of points till the time gets over.

Producer	: Kristan L. Morris
Director	: Kristan L. Morris
Scriptwriter	: Kristan L. Morris
Cameraperson	: Kristan L. Morris
Set Designer	: Kristan L. Morris
Editor	: Kristan L. Morris
Graphics	: Kristan L. Morris
Research	: Kristan L. Morris
Running Time	: 02:55



IPLI10-30012022656

BOYS/GIRLS-MATTER OF GENDER

This programme is an audio video story presentation on empowering young minds of early age. It's my first substantial endeavor towards imparting comprehensive sexuality education to youngsters. Comprehensive sexuality education is a curriculum-based process of teaching and learning about the cognitive, emotional, physical and social aspects of sexuality. It aims to equip children and young people with knowledge, skills, attitudes and values that will empower them to realize their health, well-being and dignity; develop respectful social and sexual relationships; consider how their choices affect their own well-being and that of others; and understand and ensure the protection of their rights throughout their lives.

Producer	: Nivedita Naithani
Director	: Nivedita Naithani
Scriptwriter	: Nivedita Naithani
Cameraperson	: Nivedita Naithani
Set Designer	: Nivedita Naithani
Editor	: Nivedita Naithani
Studio	: Nivedita Naithani
Location	: Vatika Apartments, Mayapuri, New Delhi
Animation	: Nivedita Naithani
Voice Over Artist	: Nivedita Naithani
Voice Over Anchor	: Nivedita Naithani
Graphics	: Nivedita Naithani
Research	: Nivedita Naithani
Running Time	: 13:00

IPLI11-30012022688

CLIMATE CHANGE

In this video you will get to know about climate change and its effects on the life present on earth and how to prevent climate change which is also referred to as global warming.

Producer	: Pranavi.S
Director	: Pranavi.S
Scriptwriter	: Pranavi.S



Editor : Pranavi.S
Animation : Pranavi.S
Voice Over Artist : Pranavi.S

IPLI12-6022022749

INTRODUCTION TO PROGRAMMING USING SCRATCH

Scratch is a high-level-block-based visual programming language and website targeted primarily at children 8-16 as an education tool for programming developed by MIT. Users on the site, called Scratchers, can create projects on the website. My project is a clicker game. It is called "MARINE CLICKER". It has 3 modes to play on. 1. Easy 2. Medium 3. Hard. I have also included a cloud data variable, that stores your data on cloud, so that even if you shut down your computer, the data is stored on the cloud. Scratch also gives us built-in effects, notes, other music's, then built-in characters, animals, letters. Scratch also gives us built – in backgrounds and gives us the freedom to not only use the block they made but we can make our own blocks. I have also made my own coding block which makes coding very easy.

Producer : A.Oviya
Director : A.Oviya
Scriptwriter : A.Oviya
Voice Anchor : A.Oviya
Running Time : 07:21

IPLI13-14022022822

WORD FINDER

'Word Finder' is an application which has been designed towards enriching Vocabulary for Class III students. The Content objective of this application is about enhancing students' vocabulary and to identify opposites. The 'Word Finder' application consists of two parts, (i) Unscramble the words and (ii) Quiz on opposites. In the part named 'Unscramble the words', the students are asked to write the given letters in the right order to get a meaningful word. In the part named 'Quiz on opposites', the students are asked to identify the opposites for the words spoken by the Robot which is termed as Artificial Intelligence.



Producer : Jean claude
Director : Jean claude
Editor : Jean claude
Graphics : Pixabay

IPLI14-15022022900

NAME THE VARIABLE

‘Name the Variable’ is a digital game developed to make students understand the rules for naming a variable. The game aims to help students master this very crucial programming concept in a fun and highly interactive way. The game has all the multimedia features incorporated, thus making it very useful for the students with ADHD to practice the concept.

Producer : Neeru Mittal
Director : Neeru Mittal
Editor : Neeru Mittal
Research : Neeru Mittal

IPLI15-15022022913

KIDS ANIMAL MATCHING GAME

Currently, I have started a new experiment as an alternative to the Corona epidemic which seems difficult and expensive to work with –»Online education through GAME production». And creating a beautiful GAME for this was a challenging task as a teacher but I accepted the challenge. In this new experiment,two cartoon animations and MANY GAMES I have been created for children of Std. 4 to 8. One of them is «KIDS ANIMAL MATCHING GAME». In this flash game children can improve their brain and English knowledge with lots of fun.

Producer : Ashishkumar Batuklal Makwana
Director : Ashishkumar Batuklal Makwana
Scriptwriter : Ashishkumar Batuklal Makwana
Set Designer : Ashishkumar Batuklal Makwana
Editor : Ashishkumar Batuklal Makwana
Animation : Ashishkumar Batuklal Makwana
Voice Over Artist : Computer Edited
Research : Teach Hindi Shabdkosh Kram



IPLI16-15022022921

GANIT GURU

Ganit-Guru helps students to acquire & attain essential math skills. It allows students to take unlimited math quizzes on given topics. It will help children to enhance their knowledge of the subject. These quizzes are prepared based on fundamental mathematical concepts i.e Addition, Subtraction, Multiplication, Division, Number System, Even-Odd Numbers etc. Questions are generated randomly. So every time students will get a new question. Teachers need not to add questions, the system will automatically pick questions according to the quiz type (Arithmetic Operations, Number System, Sorting, Word Problem etc). Parents/Teachers/Students can set total questions in the test as well as time required to solve each question. This program is very useful for SLD students as they learn mathematics in a fun way.

Producer	: Gurpreet Punj
Director	: Prince Singh
Editor	: Prince Singh
Scriptwriter	: Anmol Kumar
Animation	: Prince Singh
Graphics	: Prince Singh
Developer	: Gurvinder Singh and Mohit Kumar
Testing	: Anmol Kumar

IPLI17-16022022088

घटा

SARD had devised ways to address these learning gaps with lots of indigenous learning resources. The "Subtraction e-content" is advancing in this direction to ensure clarity among children and sustain interest and understanding on a complex concept for that age group. Providing an interactive format to the concept of Subtraction, essentially has been inspired with a perception that digital interactive interfaces are easily accessible among children and find easy acceptance. Digital medium and interactive e-content provides clarity in the perception and ensures better cognitive understanding. The applications address easy, moderate to large problems as sub concepts but also provide visual explanation, so that a student can learn the important aspects with no



further conceptual gaps.

Producer	: Society for All Round Development
Director	: Sudhir Bhatnagar
Scriptwriter	: Aprajita Rai
Set Designer	: Society for All Round Development
Editor	: Annu Jha
Animation	: Society for All Round Development
Voice over Artist	: Society for All Round Development
Graphics	: Society for All Round Development
Research	: Society for All Round Development

IPLI18-16022022089

नन्हा फनकार

This is a story of ten-year-old Keshav, who used to do stone chisel-hammer carvings like his father. He firmly believed that one day he would be like his father with fine nets, fine-grained vine-boots, lotus flowers, and waving snakes. The entire story is in animation with the pictorial representation of various words which indirectly focus on the grammar. There is no issue of lack of concentration or attention deficit as the story mode creates interest to learn. Apart from storyline, such content connects students to their life where they can relate situations and events.

Producer	: Society for All Round Development
Director	: Sudhir Bhatnagar
Scriptwriter	: NCERT, Textbook
Set Designer	: Society for All Round Development
Editor	: Annu Jha
Animation	: Society for All Round Development
Voice over Artist	: Society for All Round Development
Voice over Anchor	: Society for All Round Development
Graphics	: Society for All Round Development
Research	: Society for All Round Development

New Media/ICT/Digital Games
Middle Level
Government Organisations



IMLG1-181220219

SPORTS ACTIVITIES ARE ESSENTIAL FOR HEALTH (ANIMATED CONTENT)

उपरोक्त Animated Content द्वारा यह बताया गया है की खेलना स्वास्थ्य के लिए बहुत आवश्यक है और हमें प्रतिदिन अपनी पसंद के अनुसार कोई भी खेल खेलना चाहिये इससे न केवल हमारे व्यक्तित्व का विकास होता है बल्कि हमारा शरीर भी स्वस्थ रहता है उपरोक्त Animated Content low cost पर साधारण application जैसे power point में बना कर record कर बनाया गया है जिसकी production cost कुछ भी नहीं आयी है और इसे आसानी से कहीं भी replicate किया जा सकता है

Producer	: Sheela Asopa
Director	: Sheela Asopa
Scriptwriter	: Sheela Asopa
Cameraperson	: Sheela Asopa
Set Designer	: Sheela Asopa
Editor	: Sheela Asopa
Studio	: Sheela Asopa
Location	: Jodhpur
Animation	: Sheela Asopa
Voice Over Artist	: Sheela Asopa
Voice Over Anchor	: Sheela Asopa
Graphics	: Sheela Asopa
Research	: Sheela Asopa
Running Time	: 00:45

IMLG2-13012022135

THE READERS' GAME

The Readers' Game is an online game developed with an objective to familiarize students with the popular books, authors, characters and fictional places in order to attract them towards library and reading. The game was developed in 2021 using PHP and Javascript and is hosted on the Digital Library Portal of the school library along with other library games. The game is based on the popular Hangman Game where the participant will have to guess the randomly selected book title or author name or character within a certain number of guesses. The category and hint options are provided to help the participant to successfully guess the answer. The game is made interesting with the audio-visual indicators. On successful guess, the students will be



rewarded with library points that are added to their account.

Producer	: Mujib Rahiman K U
Director	: Mujib Rahiman K U
Scriptwriter	: Mujib Rahiman K U
Editor	: Mujib Rahiman K U
Studio	: Mujib Rahiman K U
Location	: Mujib Rahiman K U
Animation	: Mujib Rahiman K U
Voice Artist	: Mujib Rahiman K U
Voice Anchor	: Mujib Rahiman K U
Voice Child Artist	: Mujib Rahiman K U
Graphics	: Mujib Rahiman K U

IMLG3-16012022203

ORGAN SYSTEM

This game is about learning the functions of different body parts. This could be everything from simple parts like the stomach and lungs, to more complex parts like the kidneys. Match the body system question with its corresponding body system picture tile. An educational game where the player puts into practice their knowledge about the organs of the human body. This Game is made in HTML5 format it can be used on all platforms android, desktop, mac, IOS, web Based & it can be implemented in Diksha App.

Producer	: Amol Kisan Hankare
Director	: Amol Kisan Hankare
Graphics	: freepik.com & internet
Research	: Sushama Hankare
Running Time	: 05:01

IMLG4-17012022257

KIDS WORLD

I have created a Kids' World program. It can be run on the computer. This is an interactive program. It is useful in study work for the students of class 3 to 10. It can also be called a new media file. In this program information about animals, birds and different states of India has been given. Essay audio book



has also been included with pictures, voices and short notes of 25 animals. Apart from this, there is information about the animals name (Hindi, Sanskrit and Gujarati) , their weight, appearance, food and life. Similarly, you can get information about 20 birds. Along with the map of different states of India, audio books have been included about those states. The student can also get listening experience along with reading. I have created this program with the help of powerpoint, one note immersive reader, computer voice recorder and html compiler software. Essays have been created by collecting various information through the internet and using pictures made from creative common license pictures and photo makers.

Producer	: Nahidkhan Nurkhan Ligari
Director	: Nahidkhan Nurkhan Ligari
Scriptwriter	: Nahidkhan Nurkhan Ligari
Editor	: Nahidkhan Nurkhan Ligari

IMLG5-28012022457

THE WICK THAT TOUCHES THE OIL

It's a 3d Animated one based on a true event. Selected by Noble International film festival. The learning outcome of this animation is - How we should imply our subject knowledge into our daily life challenges and how to overcome obstacles in our life. An Indian girl named kavitha applied what she learnt from her school and successfully tackled the situation.

Producer	: Dhayananth K B
Director	: Dhayananth K B
Scriptwriter	: Dhayananth K B
Cameraperson	: Dinesh Anand J
Set Designer	: Dhayananth K B
Editor	: Boominathan D
Studio	: Dhayananth K B
Location	: Coimbatore, Tamil Nadu
Animation	: Dhayananth K B
Voice Over Artist	: Lakshmi K
Voice Over Artist	: Santhanalakshmi K
Voice Over Anchor	: Dinesh Anand J
Actor	: 3d Animated Actors by Dhayananth K B
Graphics	: Dhayananth K B
Research	: Dhayananth K B
Running Time	: 06:02



IMLG6-29012022513

SANSKRIT GENDER

I have created a practicing app. For learning Gender in Sanskrit that is Masculine, Feminine and Neutral. It is like a game. In GSEB Sanskrit Textbooks of standard 6 to 8 there is a learning outcome on Identifying a gender of a Noun. In this 60 picture cards with their names are given. Students have to click on it and view the picture and read the word. After reading the word they have to drag the card to the box according to their Noun's gender. If they place it in the proper place the card will stick there otherwise it will move to its original place. Thus they can practice and learn.

Producer	: Nitinkumar Bharatkumar Panchal
Director	: Nitinkumar Bharatkumar Panchal
Scriptwriter	: Nitinkumar Bharatkumar Panchal
Animation	: Nitinkumar Bharatkumar Panchal
Graphics	: Nitinkumar Bharatkumar Panchal
Research	: Nitinkumar Bharatkumar Panchal

IMLG7-29012022542

WHITE BOARD

This application developed by the students of Jawahar Navodaya Vidyalaya Bulandshahr will enrich the students. It is a simple white board application and it has many varieties of colors, erasers etc. It helps students to do mathematics practice in this application.

Producer	: Himanshu Chaudhary
Director	: Shivranjani Thakur
Scriptwriter	: Shivranjani Thakur
Animation	: Pravin Sharma
Graphics	: Nitinkumar Bharatkumar Panchal
Research	: Nitinkumar Bharatkumar Panchal



IMLG8-29012022567

REPRODUCTION IN PLANTS SCIENCE GAME

I have created the game in the Scratch Program on the topic Reproduction in Plants for Class 7 students. There are 20 multiple choice questions. The children are to answer by typing the right option.

Producer	: Sam Johanan.P
Director	: Sam Johanan.P
Editor	: Sam Johanan.P
Animation	: Sam Johanan.P

IMLG9-30012022595

REFLECTION OF LIGHT

Reflection is the change in direction of a ray at an interface between two different media so that the ray returns into the medium from which it originated. Common examples include the reflection of light, sound and water waves. The law of reflection says that for specular reflection the angle at which the ray is incident on the surface equals the angle at which it is reflected. Mirrors exhibit specular reflection. A plane mirror is a mirror with a flat reflective surface. A concave mirror, or converging mirror, has a reflecting surface that is curved inward. A convex mirror or diverging mirror is a curved mirror in which the reflective surface bulges towards the light source.

Producer	: Suryakanta Paramguru
Director	: Indira Bhattacharya
Scriptwriter	: Suryakanta Paramguru
Cameraperson	: Nihar Ranjan
Set Designer	: Dipti Ranjan Sethi
Editor	: Indira Bhattacharya
Running Time	: 02:20

IMLG10-30012022596

SMILE DIGITAL LEARNING APP

शैक्षिक नवाचारों के माध्यम से गुणवत्तापूर्ण शैक्षिक सामग्री छात्रों तक आसानी से पहुँचाना ही मेरा प्रमुख उद्देश्य है। कोरोना काल में छात्रों द्वारा जिन आवश्यकताओं को महसूस किया गया।



उन सब को ध्यान में रखकर ही स्माइल डिजिटल लर्निंग ऐप को बनाया गया है। स्माइल डिजिटल लर्निंग ऐप वर्तमान में राजस्थान में चल रहे शिक्षा विभाग के सभी कार्यक्रमों को छात्रों तक पहुंचा रहा है। इस ऐप में शिक्षादर्शन, शिक्षावाणी, स्माइल कार्यक्रम के डेली ई-कंटेंट, स्माइल होमवर्क, क्विज पीडीएफ के साथ स्माइल कार्यक्रम की सभी अपडेट उपलब्ध है। साथ ही छात्रों हेतु सह शैक्षिक गतिविधियों का आयोजन भी इस ऐप के माध्यम से करवाया जा रहा है।

Producer : Hukam Chand Chaudhary
Director : Hukam Chand Chaudhary
Scriptwriter : Hukam Chand Chaudhary
Editor : Hukam Chand Chaudhary

IMLG11-30012022674

26 ALL INDIA CHILDREN EDUCATION AUDIO VIDEO FESTIVAL

This program is about the poem Tiranga Meri Shaan Hai.

Producer : Anushka Purohit
Director : Anushka Purohit
Scriptwriter : Anushka Purohit
Editor : Anushka Purohit
Running Time : 06:00

IMLG12-30012022703

CODE

You are a bird mistakenly transported to the digital world because of glitched code which vows to destroy the world of computers. You suddenly start going through worlds and fighting its minions which it has created by glitching lines of code. will you defeat it, save the world and get out of your computer or lose and stay in your computer forever(I warn you it is very claustrophobic).

Producer : Pranshu
Director : Pranshu
Scriptwriter : Pranshu
Editor : Pranshu
Animation : Pranshu
Actor : Pranshu
Research : Pranshu
Graphics : Pranshu
Running Time : 10:00



IMLG13-31012022710

MAGIC OF FRACTION

Fraction is introduced in class 5 and 6. Children have some difficulties to solve the real-life problem regarding fractions. They need a lot of practice to excel in fraction. So, I created an interactive quiz. They can use this interactive quiz after completing the lesson. With the help of this interactive quiz, they can practice any number of times. It is self-paced. So, they can take their own time to solve all the problems.

Producer	: Bergin G
Director	: Bergin G
Scriptwriter	: Bergin G
Animation	: Bergin G
Graphics	: Bergin G
Running Time	: 20:00

IMLG14-14022022820

A QUIZ GAME (APK) ANDROID APP

Using a mobile phone for online learning purposes, I came to know about the functions and working of various apps installed in my mobile phone. I along with online learning from teachers started to know about these android apps-functions, developers etc. I asked my parents to give me a laptop or a desktop to learn more about. I searched google and youtube for the questions that arose in my mind. I learnt a little bit about it.

Producer	: Sheikh Mohammad Haafiz
Director	: Sheikh Mohammad Haafiz
Scriptwriter	: Sheikh Mohammad Haafiz
Set Designer	: Sheikh Mohammad Haafiz
Editor	: Sheikh Mohammad Haafiz

IMLG15-15022022906

THE EARTH IN THE SOLAR SYSTEM-INTERACTIVE VIDEO

The video is created by me and uploaded on YouTube and the interactiveness is created using H5P which is a free and open-source content collaborative



framework based on Javascript. The video is for Class-6, Geography-The Earth in the Solar System. The interactive creates children to develop greater interest in the learning process. The video is included with various interactive features like multiple choices, True or False and Fill in the blanks. Students can learn from the video and answer the interactive questions and check their answers and know their score at the end of the video. This resource can be used for joyful learning, revision as well as formative assessments. This idea is to make learning game based edutainment for students of primary classes.

Producer : N.Rajkumar
Director : N.Rajkumar
Scriptwriter : N.Rajkumar
Editor : N.Rajkumar
Running Time : 12:14

IMLG16-15022022914

LEARN HCF THROUGH INTERACTIVE VIDEO

It is an interactive video which teaches 'Highest Common Factor - HCF'. We can get students' responses as a 'tsv' file format which can be used for analysis purposes.

Producer : Ravisankar. J
Director : Ravisankar. J
Scriptwriter : Ravisankar. J
Set Designer : Ravisankar. J
Editor : Ravisankar. J
Studio : Ravisankar. J
Animation : Ravisankar. J
Voice Over Artist : Ravisankar. J
Graphics : Ravisankar. J
Research : Ravisankar. J

IMLG17-15022022939

SENTENCE LEARNING TOOL FOR EVERY CWSN

This Sentence learning tool is useful for CWSN students. By using this tool students can study without any help. This content is made with the H5P tool



and eschool4u.in website to run this content. In this content we can enter more than 100 sentences. Any CWSN student needs a special teacher for their learning and their self-studies but with the help of this activity they can evaluate themselves and try to incorrect their pronunciations. By repeating they can enhance their pronunciations.

Producer	: Suraj Shikalgar
Scriptwriter	: Ajadoon Shikalgar
Editor	: Suraj Shikalgar
Graphics	: Suraj Shikalgar
Research	: Ajadoon Shikalgar
Running Time	: 15:00

IMLG18-16022022132

SPEAKING MAP – STATES OF INDIA

I created this mobile app and the HTML file which are more helpful in this pandemic situation. Both the contents can be played without the internet. All the state names of India will be spoken by a simulation once the user is dragged over the area of the states. The state names are identified by the color coding. Children may repeatedly play this app and get knowledge of the state names and its position in the India map. Jai hind. The original content has been created in Scratch application which is a free and open source. The mobile application has been created by MIT app inventor which is also a free and open source.

Producer	: S. Sabarinathan
Director	: S. Sabarinathan
Scriptwriter	: S. Sabarinathan
Studio	: S. Sabarinathan
Location	: S. Sabarinathan
Animation	: S. Sabarinathan
Graphics	: S. Sabarinathan
Research	: S. Sabarinathan

New Media/ICT/Digital Games for Middle Level Independent Filmmakers/Institutions



IMLI1-15012022176

GRAPHIC NOVEL – BUDDHA – THE ENLIGHTENED ONE

Graphic Novel – Buddha – The Enlightened One is a resource for understanding how simplicity, non – violence and compassion are universal values. The aim is to enable students to relate to the teachings of Lord Buddha in a joyful manner. We have tried to bring out that the Buddha touched several aspects of culture & society which are evident in so many facets of contemporary civilization. Here, we can imbibe the platitudes explained by ‘The Learned One’, which are as applicable today as they were two millennia ago!

Producer	: Sushila
Director	: Sushila
Scriptwriter	: Prachi Makwana
Editor	: Aishwarya Naruka
Actor	: Comic Characters
Graphics	: Aishwarya Naruka
Research	: Sushila, Prachi Makwana, Shivani Gogna, Shilpi Goyal
Running Time	: 20:00

IMLI2-16012022233

GAMIFICATION IN LEARNING

The gamification of learning is an educational approach that seeks to motivate students by using video game design and game elements in learning environments. The goal is to maximize enjoyment and engagement by capturing the interest of learners and inspiring them to continue learning. This is where they are different from games played for sheer pleasure. There are many online platforms that empower the user to create games and integrate them with the most commonly used LMS like Google Classrooms, Microsoft Teams and others . They not only camouflage assessments as games but also make it addictive for students to give their best. The tools like reports based on individual students , or a question or on the complete assessment gives educators much needed reflection of their teaching and a record keeping for the management. In my presentation , I have listed a few popular and easy to use gamification tools for the learning in the hybrid mode.

Producer	: Bhawna Garg
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Director : Bhawna Garg
Scriptwriter : Bhawna Garg
Editor : Bhawna Garg
Animation : Bhawna Garg

IML13-20012022283

THE VIRTUAL DICTIONARY

The hardest concepts in the social sciences were to make it easy for children to learn. The children had to perform this task in virtual mode via mobile phone.

Started making animation short videos using Benime App. The first experiment was done for Std. 6 social science children. Tough words, concepts were discovered by studying the textbook. A brief list of how to understand it. Then search and download images or GIF images related to these words from Google. Used to create dictionary animated videos. Music was also added. Thus began a new experiment called The Virtual Dictionary. Which is still in operation and the children enjoy learning through this animated short video.

Producer : Prajapati Rajeshkumar Gordhanbhai
Director : Prajapati Rajeshkumar Gordhanbhai
Scriptwriter : Prajapati Rajeshkumar Gordhanbhai
Editor : Prajapati Rajeshkumar Gordhanbhai

IML14-22012022309

RUN TO WIN

It is just a platform game. And I did not put any lives because if any obstacles are there we have to try till we succeed.

Producer : Pinjala Akriti
Director : Pinjala Akriti
Scriptwriter : Pinjala Akriti
Cameraperson : Pinjala Akriti
Set Designer : Pinjala Akriti
Editor : Pinjala Akriti
Studio : Pinjala Akriti
Location : Pinjala Akriti



Animation	: Pinjala Akrithi
Voice Over Artist	: Pinjala Akrithi
Voice Over Anchor	: Pinjala Akrithi
Child Artist	: Pinjala Akrithi
Actor	: Pinjala Akrithi
Graphics	: Pinjala Akrithi
Research	: Lifesilks, Science and GK
Running Time	: 09:42

IMLI5-23012022324

FAMILY OF QUADRILATERALS –AN E-BOOK

‘Family of Quadrilaterals’ is an interactive e-book. This book talks about the types of quadrilaterals and their properties through a story. The book has been published online. This book can easily be read on mobile/ Tablets/ Laptops/ PC i.e. it is digitally compatible to reach out to larger readers (Already has been read more than 1700 times in 25 countries). The children can also use the Read-to-me feature while going through the book. Every audio recorded has a transcript in order to cater learners with hearing disability. The students can explore properties of quadrilaterals using GeoBoard while reading the book to experience learning by doing. It also has a catchy song for learners to enjoy and learn about quadrilaterals.

Producer	: Nidhi Bajaj
Direction	: Nidhi Bajaj
Scriptwriter	: Nidhi Bajaj
Editor	: Nidhi Bajaj
Voice over Artist	: Nidhi Bajaj
Graphics	: Nidhi Bajaj
Research	: Nidhi Bajaj

IMLI7-28012022469

VIRTUAL REALITY TOUR OF MAHATMA GANDHI MUSEUM, RAJKOT, GUJARAT, INDIA

Mahatma Gandhi Museum, Rajkot previously known as Alfred High School and Kathiawar High School established on 17th October 1853. Gandhiji completed his graduation from this School in the year 1887. It was then known



as Mohandas Gandhi Vidyalaya which is now dedicated to the life and work of Mahatma Gandhi and converted as Mahatma Gandhi Museum.

Producer	: Dr. Yash Paul Sharma
Director	: Dr. Yash Paul Sharma
Scriptwriter	: Dr. Yash Paul Sharma
Cameraperson	: Dr. Yash Paul Sharma
Editor	: Dr. Yash Paul Sharma
Voice Over Anchor	: Dr. Yash Paul Sharma
Research	: Dr. Yash Paul Sharma

IML18-29012022525

RUN FOR WORD

The game Run for Word is all about making learning a more fun experience for all. It is based on Parts of Speech in English which play a vital role and act as building blocks that are used to put together sentences that express the ideas we wish to convey to others and keeping the same in mind this game is designed to provide an opportunity for the students to learn the grammatical concepts in a play way manner. In today's time technological advancements has not only connected teachers and students in a better way but has made learning more fun, this game has served the purpose of learning concepts with ease and fun for all as adding fun learning to a language not only helps the students to avoid boredom but also helps in developing the essential skills.

Producer	: Akshat Vats
Director	: Akshat Vats
Scriptwriter	: Aashna Gambhir
Editor	: Kathy
Animation	: Akshat Vats
Voice Over Artist	: Akshat Vats
Graphics	: Akshat Vats
Research	: Akshat Vats and Kathy
Running Time	: 07:57



IMLI9-29012022528

SUPER BOOJHO!

When the peace of a world is challenged, by those who misuse their knowledge and abilities, a hero must rise from the people and fight against them. And many times, a great teacher is behind them, ever motivational. Meet Super Boojho and his mentor ZYBot as they learn about magnets and embark to return peace; to thwart the evil elder. What would happen? Play to find out!

Producer	: Liju M P
Director	: Sarang L V
Scriptwriter	: Sarang L V
Animation	: Sarang L V
Graphics	: Sarang L V
Research	: Sarang L V
Running Time	: 02:13

IMLI10-29012022579

CHAKSHU – A WEB TOOL FOR BRAILLE HELP

Chakshu is a mobile-friendly website designed to assist people who want to learn braille. When I went to teach computers to visually impaired lads, I saw white books with a few pinned holes that were nearly blank pages for me. After that, I began studying braille and working on this gadget. Here, I'm presenting the concept of CHAKSHU, a responsive web application that can translate text to braille and braille to text, as well as provide interactive assessment in a gamified mode. This also exhibits videos of visually impaired kids demonstrating reading and writing braille. The playtime contains interactive games & quizzes. The converted braille text can be used to help blind and visually impaired people with braille in printed form.

Producer	: Chandni Agarwal
Director	: Chandni Agarwal
Scriptwriter	: Chandni Agarwal
Editor	: Naman Gupta
Voice Over Anchor	: Chandni Agarwal
Research	: Chandni Agarwal



IMLI11-30012022604

3D EDUCATIONAL MODELS

Use of Technology (ICT) in education provides various tools to improve Teaching learning Process. Student Engagement can be drastically increased by using ICT. 3D Education Models App and Web provides platforms to use Augmented Reality in the Teaching Learning process so that students can better visualize 3D items. We have uploaded various created 3D Models in 4 categories e.g., Mathematics, Chemistry, Physics and Biology. I have created a separate Android App and website with AR facility. I have also created 3D models using Blender to upload in the app. Model search facility is also added in this project.

Producer	: Samiya Khan
Director	: Samiya Khan
Scriptwriter	: Samiya Khan
Editor	: Samiya Khan
Animation	: Samiya Khan
Graphics	: Samiya Khan
Research	: Samiya Khan

IMLI12-30012022673

DIGITAL GAMES IN ENGLISH

Use of Technology (ICT) in education provides various tools to improve Teaching learning Process. Student Engagement can be drastically increased by using ICT. 3D Education Models App and Web provides platforms to use Augmented Reality in the Teaching Learning process so that students can better visualize 3D items. We have uploaded various created 3D Models in 4 categories e.g., Mathematics, Chemistry, Physics and Biology. I have created a separate Android App and website with AR facility. I have also created 3D models using Blender to upload in the app. Model search facility is also added in this project.

Producer	: Anand Ramachandran
Director	: Advait
Scriptwriter	: Anand Ramachandran
Editor	: Advait
Running Time	: 03:20



IMLI13-10022022771

FUN WITH MATHEMATICS

This is the sixth episode of Cartoon Web Series: Fun with Mathematics. In this web series, Mathematics has been presented in a practical and fun oriented manner by relating it to daily life. The present episode presents a mathematical concept through the drama method. The present episode has been proved to be useful for school students, teachers, student-teachers and teacher-trainers that inspires to use drama while teaching-learning Mathematics through ICT as well as in real classroom situations. It is found to be very interesting, attention catching and learning with complete understanding and application.

Producer	: Dr. Ritu Bala
Director	: Dr. Ritu Bala
Scriptwriter	: Dr. Ritu Bala
Cameraperson	: Dr. Ritu Bala
Set Designer	: Dr. Ritu Bala
Editor	: Dr. Ritu Bala
Studio	: Dr. Ritu Bala
Location	: Ambala City
Animation	: Dr. Ritu Bala
Voice Over Artist	: Dr. Ritu Bala
Voice Over Anchor	: Dr. Ritu Bala
Child Artist	: Dr. Ritu Bala
Actor	: Dr. Ritu Bala
Graphics	: Dr. Ritu Bala
Research	: Dr. Ritu Bala
Running Time	: 06:54

IMLI14-13022022798

INTERACTIVE QUIZ GAME FOR STARS AND THE SOLAR SYSTEM

These questions were taken from NCERT Class VIII science book, the lesson title was "Stars and the Solar system". This Interactive quiz for secondary level students. This interactive quiz game enhances students' learning and understanding. The students can edit the quiz questions on their own and improve their knowledge.



Producer : J. Umamageswari
Director : J. Umamageswari
Editor : S. Gurumoorthy

IML15-14022022835

DIGITAL GAMING GURU (DGG)

DGG Digital Gaming Guru is an ICT games prototype developed for school kids. This is to make the players relax and enjoy learning. Some games make you think, some give you joy, some give you ideas. Many more games could be developed in all areas of holistic learning (Arts-Music, Math-logical, Science-Curiosity, History-Cultural Heritage) and many more.

Producer : Guru Shaastaa R.G.
Director : Guru Shaastaa R.G.
Scriptwriter : Guru Shaastaa R.G.
Cameraperson : Guru Shaastaa R.G.
Set Designer : Guru Shaastaa R.G.
Editor : Guru Shaastaa R.G.
Running Time : 10:00

IML16-15022022903

STORY ON RESULTANT OR NET FORCE

It is a small story in which a teacher seeks help from her students to carry a heavy box to the staff room. The students were unable to move the box earlier as they were applying forces in opposite directions. Later, the teacher came to the rescue and helped them by providing them the guidance on the right technique to do, i.e., by applying force in the same direction. The students got curious to know the reason for this situation and then the teacher explained the concept of net force by taking examples and showing pictures. The story will help the CWSN also to understand the topic by relating it to everyday situations. Also, CWSN requires these kinds of innovative ways to understand topics and relate with them easily.

Producer : Mansi
Director : Mansi
Scriptwriter : Mansi
Editor : Mansi



Voice Over Artist	: Mansi
Voice Over Anchor	: Voice set by Book Creator App
Graphics	: Book Creator App
Running Time	: 04:21

IMLI17-15022022915

MOTION PLATFORMER

This game is made from scratch. It teaches kids about the different types of motions. The motions included here are - Rectilinear motion- a- one-dimensional motion along a straight line. Oscillatory/Periodic motion - motion repeating itself. A platformer game is a video game genre in which the objective is to move the player character between points in a rendered environment

Producer	: Advait.M
Director	: Advait.M
Scriptwriter	: Advait.M
Editor	: Advait.M

IMLI18-15022022919

UNDERSTANDING DIGITAL FOOTPRINTS

As our world goes online , with more and more emphasis being laid on digital education, students are increasingly exposed to the vulnerabilities of using the Internet.

This short course on Digital Footprints aims to make students understand the implications of a Digital Footprint and how these can shape our future for the better or worse. There are various multimedia interactives in the course including an interactive video.

The course has four modules, each explaining a different aspect of Digital footprints. It is self paced, interactive and has a small recap/ assessment at the end of each module. The course has a core resource in each module for the CWSN students apart from each image having the text to speech feature incorporated in it. It can be used by students with special needs.



The course is scalable and can be easily reused and/or embedded in any website.

Producer : Neeru Mittal
Director : Neeru Mittal
Editor : Neeru Mittal
Research : Neeru Mittal

IMLI19-15022022936

LISTEN AND SPEAK

This is a mobile app in which students can listen to 40 conversations. The conversations are about practical life. It helps the students to develop their vocabulary as well as speaking skill.

Producer : Ramprakash
Director : Ramprakash
Scriptwriter : Ramprakash
Cameraperson : Ramprakash
Editor : Ramprakash

IMLI20-16022022053

SOLAR SYSTEM

My project is about the mysterious solar system. I have created some spectacular and dynamic 3d animations that demonstrate the real planets. I have used the blender software for animation. The whole video with a deep, clear voice and suspenseful space music creates an environment as we are into space. The information given is about the size, physical appearance, Atmosphere, surface, and texture for clear visualization of planets. You can explore the space and acquire more knowledge of our solar system with some interesting facts that keep you entertained and live along with the whole animated video. Hope you explore and enjoy the video.

Producer : Srijan V.T
Director : Srijan V.T
Scriptwriter : Srijan V.T
Editor : Srijan V.T
Studio : Srijan V.T



Voice Over Artist	: R. Theepa
Voice Over Anchor	: R. Theepa
Graphics	: Srijan V.T
Research	: Srijan V.T
Running Time	: 15:48

IMLI21-16022022124

प्यारा गाँव

Due to pandemic situations children lack language skills of reading and writing. And for the CWSN also it could be a great help to understand the pronunciation of the words. To help these, these audio books were created based on the Telangana State Text books. Lesson audio recorded using mobile. And edited using Audacity, a FOSS tool. Removed unnecessary sounds and audio from the recorded file. The character's voice modulation is also done in audacity using pitch option.

Producer	: S Chandana
Director	: S Chandana
Scriptwriter	: S Chandana
Editor	: S Chandana
Studio	: S Chandana
Animation	: S Chandana
Voice Over Artist	: S Chandana
Voice Over Anchor	: S Chandana
Graphics	: S Chandana
Running Time	: 06:31

IMLI22-16022022174

SCIENTBOT- CHAT WITH SCIENTIST (CHATBOT)

Science textbooks often give very basic stories about the scientists and their work and their experiences. This alienates Science and makes it appear something devoid of human touch. Through this chatbot, we attempt to create an immersive experience for the students where they can chat with a scientist. Chatbots are a familiar technology that can be leveraged for this purpose and can be integrated across websites and social media communication channels. This chatbot is currently deployed on Telegram to



enable its usage across low cost, low bandwidth devices thereby providing wider access. This is a work in progress project and the sample video shared for submission is the chat with the female scientist- Rosalind Franklin. We believe that such chatbots can open up discussions on women in STEM and give voice to the unheard scientists as well. This chatbot has been developed using Python and its machine learning libraries.

Producer : Dr. Ajita Deshmukh, Daisy Wadhwa and Tejas Nanaware
Research : Dr. Ajita Deshmukh, Daisy Wadhwa and Tejas Nanaware

IMLI23-16022022178

SDG GAME

SDG Game is a digitalisation of Classic Snake & Ladder game with an integration with Mathematics and SDG Goals. In order to play this game students have to answer the questions based on the addition of integers after every throw of dice. The player can move ahead only after answering the questions correctly. In between the game, there are certain places where along with Maths questions, students have to answer questions based on 17 SDG Goals proposed by the United Nations. The aim of the game is to make math learning fun and create awareness about the 17 SDG Goals. The game has been created using open software scratch and can be easily played using Mobile Phones or Computers.

Producer : Vaishali Mittal
Director : Vaishali Mittal and Arun Kumar
Scriptwriter : Vaishali Mittal and Arun Kumar
Editor : Arun Kumar
Research : Vaishali Mittal

IMLI24-17022022016

VIRTUAL TEXTBOOK

Our textbooks are flat i.e., 2 dimensions, the Horizontal & Vertical (X and Y axis) and images are used in the textbook also in 2 dimensions and if turned to the side become a line. In this regard, some students may or maynot be



able to recognise and visualize the images in the textbook. For example in textbook artificial satellite is a word that leads to different types of visuals to students. Similarly most of the images and texts are the same. Refers to a material that has length, width and height. 3D objects consist of various shapes like cuboid, cone, cube sphere, models, dioramas and realia. This type of Realia materials and Diorama models are also converted into visual mode images. Most 3D linked virtual printed materials can be used easily and do not need much explanation. Pictures help teachers explain something that may be difficult to be described by words, such as the English proverb that says “A picture is worth a thousand words.”

Producer	: Amaravaju Laxminatham
Director	: Amaravaju Laxminatham
Scriptwriter	: Amaravaju Laxminatham
Cameraperson	: Amaravaju Laxminatham
Set Designer	: Amaravaju Laxminatham
Editor	: Amaravaju Laxminatham
Studio	: Amaravaju Laxminatham
Location	: Amaravaju Laxminatham
Animation	: Amaravaju Laxminatham
Voice Over Artist	: Amaravaju Laxminatham
Voice Over Anchor	: Amaravaju Laxminatham
Child Artist	: Amaravaju Aniket
Actor	: Amaravaju Laxminatham
Graphics	: Amaravaju Laxminatham
Research	: Amaravaju Laxminatham

New Media/ICT/Digital Games
Secondary Level
Government Organisations



ISLGI-91220215

FUNDAMENTAL RIGHTS

उपरोक्त Movie Content पाठ Fundamental Rights विषय –Political Science कक्षा 12 पर बनाया गया है – जिसमें बच्चों के लिए Fundamental Rights Topic के short notes की movie mobile application के द्वारा बनाई गयी है जिसे देखकर बच्चे कुछ मिनट में ही इसका revision कर सकें साथ ही इसे movie form में बनाया गया है जिससे arts जैसे विषय को बच्चों के लिये रूचिपूर्ण बनाया जा सके और इसे साधारण तरीके से mobile phone के i-movie application का प्रयोग किया गया है इसमें भारतीय नागरिकों के fundamental rights व उनके article संख्या के बारे में जानकारी दी गई हैं उपरोक्त movie Content low cost पर साधारण application जैसे powerpoint & mobile के imovie application में record कर बनाया गया है जिसकी production cost कुछ भी नहीं आयी है और इसे आसानी से कहीं भी replicate किया जा सकता है

Producer	: Sheela Asopa
Director	: Sheela Asopa
Scriptwriter	: Sheela Asopa
Editor	: Sheela Asopa
Studio	: Sheela Asopa
Location	: Jodhpur
Animation	: Sheela Asopa
Research	: Sheela Asopa
Graphics	: Sheela Asopa
Running Time	: 01:02

ISLG2-141220218

USE OF NEW MEDIA AND ICT IN LAST ONE YEAR

Technology in education has played an important role during pandemic. We have seen how technology has reduced the loss of education of students during lockdown as well as in hybrid classes. During the pandemic, we have started online education for students, however we all were new and unknown in this new mode of education but we have implemented it successfully and tried to reduce the loss of education of students in absence of offline education. We have used technology effectively and efficiently in online education.

Producer	: Vipin Kumar Tyagi
Director	: Rakhi Dayma



Scriptwriter : Kapil Dev
Editor : Priyanka Kala
Running Time : 56:00

ISLG4-1101202295

A DOODLE ART

A Doodle work usually portrays feelings of the author; it can be seen from the resulting scratches, sometimes slipped out unnoticed by our thoughts or imaginations. Doodles are sometimes capable of reassuring its creator. The more the work is made with feelings, the more exciting work is produced. It makes this kind of work not just a drawing activity, but also has depth of meaning and style.

Producer : Vineeta
Director : Akash Arunrao Aher
Scriptwriter : Sanjana
Cameraperson : Akash Arunrao Aher
Set Designer : Vineeta
Editor : Vineeta
Studio : JNV Vadodara
Location : JNV Vadodara
Animation : Sanjana
Voice Over Child Artist : Sanjana
Running Time : 04:38

ISLG5-1601202229

BAD DEBT AND PROVISION FOR BAD DEBT

The concepts of 'Bad debt and Provision for bad debt' are tried to explain to the students using a 'story-telling' strategy. Normally, it is very difficult to develop and narrate stories from the topics of the subject Accountancy.

Producer : Anish P
Director : Anish P
Scriptwriter : Anish P
Editor : Anish P
Running Time : 10:00



ISLG6-21012022302

HUNDRED DRESSES

Every individual is unique and a possessor of different qualities that we must admire and respect. Hence, people should never be Judgemental about others because appearance can be deceptive. Wanda Petronski, an immigrant, a Polish girl. Her weird name, faded blue dress, muddy feet and appearance made her classmates misjudge her. Her hidden talent was explored only when she won the drawing contest. Her exquisite drawings compelled everyone to change their opinions about her. She turns out to be a real Santa for Room Thirteen on Christmas by gifting them her lavishly designed dress drawings. She not only won the competition but also the heart of her classmates and teachers.

Producer	: Chitragada Mohapatra
Director	: Chitragada Mohapatra
Scriptwriter	: Chitragada Mohapatra
Editor	: Nihar Ranjan
Set Designer	: Dipti Ranjan Sethi
Editor	: Niharika Gantayat

ISLG7-24012022331

ENCOURAGING AND IMPORTANCE OF LEARNING ENGLISH

Nowadays more people are dedicating their time to learning. English as a second language. Many countries include English in their school syllabus and children have started to leave English at their younger age. But what is the true value of learning the English language?

Producer	: Kareem Basha
Director	: Lalit Kumar
Scriptwriter	: Lalit Kumar
Cameraperson	: Lalit Kumar
Set Designer	: Lalit Kumar
Editor	: Lalit Kumar
Studio	: JNV Hothpet
Animation	: Lalit Kumar
Voice Over Artist	: Lalit Kumar
Voice Over Anchor	: Lalit Kumar



Child Artist	: Lalit Kumar
Graphics	: Lalit Kumar
Research	: Lalit Kumar
Running Time	: 10:30

ISLG8-27012022424

QUIZ GAME BY VT

The main objective of the program is to practice my skills and experience in python such as, how to use if-else statements, how to use loops, putting correct statements at correct places, solving the error that occurs.

Producer	: Vidhan Thakur
Director	: Vidhan Thakur
Scriptwriter	: Vidhan Thakur
Editor	: Vidhan Thakur
Running Time	: 05:00

ISLG9-29012022557

STORY OF A CAPACITOR

Capacitor is an important lesson in grade 12 physics. Most of my students learn that topic theoretically. They memorize the concept and write that in the exam. Any combination of two conductors placed close to each other is called a capacitor. We can even construct a capacitor with two copper tumblers. But some of the students think that a capacitor is the combination of two parallel plates. So I wish to create a video in such a way that they should understand the concept of capacitor and how energy is stored in the capacitor. I created this video blending animation with a real experiment. My main objective is after watching this video students should create their own capacitors. I hope they will do it.

Producer	: Bergin G
Director	: Bergin G
Scriptwriter	: Bergin G
Cameraperson	: Bergin G
Editor	: Bergin G
Location	: Syalgudi
Animation	: Bergin G



Voice Over Artist	: Bergin G
Voice Over Anchor	: Bergin G
Actor	: Bergin G
Graphics	: Bergin G
Running Time	: 14:36

ISLG10-30012022640

MATH PRACTICE QUIZ

This application developed by the students of Jawahar Navodaya Vidyalaya Bulandshahr will enrich the students' mathematical calculation skills by providing random simplification sums. Each time 10 Questions will be generated having four options which will be solved by the player and the option will be chosen, and then the results of questions will be displayed. Such an application will enrich quick thinking and calculation speed of the user.

Producer	: Jawahar Navodaya Vidyalaya Bulandshahar
Director	: Shivranjani and Praveen Sharma
Scriptwriter	: Nishant Mathuriya
Editor	: Daksh
Graphics	: Himanshu
Research	: Nishant Mathuriya

ISLG11-30012022671

DIGITAL CALCULATOR

This application developed by the students of Jawahar Navodaya Vidyalaya Bulandshahr will enrich the students' this will allow having great speedy calculations for the user and will be Time saving.

Producer	: Jawahar Navodaya Vidyalaya Bulandshahar
Director	: Shivranjani and Praveen Sharma
Scriptwriter	: Daksh Singh
Editor	: Daksh
Graphics	: Daksh
Research	: Nishant Mathuriya



ISLG12-30012022679

AWARENESS ON COVID-19

The game consists of 2 rounds: round1=> awareness about covid-19, Round2=> awareness on immunity.

Producer	: Keshav Mishra
Director	: Keshav Mishra
Scriptwriter	: Keshav Mishra
Cameraperson	: Keshav Mishra
Set Designer	: Keshav Mishra
Editor	: Keshav Mishra
Running Time	: 05:00

ISLG13-30012022680

NANOMINK

The aim and objective of the application or program is to make something usable for searching by speech by user.

Producer	: Karan Chaudhary
Director	: Shivranjani and Praveen Sharma
Scriptwriter	: Karan Chaudhary
Editor	: Daksh
Graphics	: Nishant
Research	: Karan Chaudhary

ISLG14-30012022683

SNAKE

The aim and objective of the application or program is to develop eye hand coordination in the user.

Producer	: Vishwas
Director	: Shivranjani and Praveen Sharma
Scriptwriter	: Vishwas
Editor	: Vishwas
Graphics	: Daksh
Research	: Nishant



ISLG15-7022022753

INFOGRAPHIC DIGITAL HINDI E-GRAMMAR

This is about how the content knowledge can be provided to children through the use of digital e-content. Keeping in this consideration, Infographic Digital Hindi E-grammar was designed.

Producer	: Dr.Vijay Kumar Chawla
Director	: Dr.Vijay Kumar Chawla
Scriptwriter	: Dr.Vijay Kumar Chawla
Editor	: Dr.Vijay Kumar Chawla
Research	: Dr.Vijay Kumar Chawla
Graphics	: Dr.Vijay Kumar Chawla

ISLG16-13022022790

ULTRASOUND

This is an Interactive Multimedia Learning Object Programme meant for the students of Class IX in Physical Science. It is designed as a self-contained mode with computer, laptop, tab, smartphone accessibility and operability. This programme focuses on the range of audibility, explains the process of imaging of organs using ultrasound, makes understanding how bats use echolocation to fly at night, differentiates between ultrasound and audible range and all applications of ultrasound. The interactive instructions for some text and audio facilitate more interactivity on the part of the learner. The Evaluation part provides a chance to evaluate the learner's understanding effectively. The programme enables the learners to know all things about ultrasound.

Producer	: A. Kishore Kumar
Director	: A. Kishore Kumar
Scriptwriter	: K. Venkata Rao and A. Kishore Kumar
Editor	: M. Rajesh
Studio	: J. Raja Ram
Animation	: M. Rajesh and Y. Raju
Voice Over Artist	: Glen D Silva
Voice Over Anchor	: Glen D Silva
Graphics	: M. Rajesh and Y. Raju
Research	: A. Kishore Kumar
Running Time	: 20:00



ISLG17-14022022811

MONEY AND CREDIT

The lesson consisted of previous knowledge of the students about the topic, students motivated towards the topic. Presentation of the topic “Money and Credit”, to achieve the aims and objectives of the lesson, teaching learning activities, the teacher explains the importance of money in our daily life. The teacher will give the definition of the money and finally draws that money is what money does.

Producer	: Vineet Kumar
Director	: Vineet Kumar
Scriptwriter	: Vineet Kumar
Editor	: Vineet Kumar
Running Time	: 16:00

ISLG18-15022022868

AUGMENTED REALITY (AR) 3D SIMULATION FOR SCIENCE EDUCATION

Augmented reality (AR) is a view of the real and physical world in which users find elements enhanced by computer-generated simulations; by overlaying graphics, music, animations, GPS markers/logs etc. to augment the user environment. AR technology is also being explored in teaching educational concepts. Three simulations, one each from Biology, Chemistry and Physics from class 9th and 10th is being presented there. Three AR simulations are developed as separate apps for android mobiles.

Producer	: Prof. Shashi Prabha and Dr. Yash Paul Sharma
Research	: Prof. Shashi Prabha and Dr. Yash Paul Sharma

ISLG19-15022022917

THE CASTLE

The video is created by me and uploaded on YouTube and the interactiveness is created using H5P which is a free and open-source content collaborative framework based on Javascript. The video is for Class12, English- The Castle.



The interactive creates children to develop greater interest in the learning process. The video is included with various interactive features like multiple choices, True or False and Fill in the blanks. Students can learn from the video and answer the interactive questions and check their answers and know their score at the end of the video. This resource can be used for joyful learning, revision as well as formative assessments. This idea is to make learning game based edutainment for students of primary classes.

Producer	: N.Rajkumar
Director	: N.Rajkumar
Scriptwriter	: N.Rajkumar
Editor	: N.Rajkumar
Studio	: N.Rajkumar
Location	: Puducherry
Animation	: N.Rajkumar
Voice Over Artist	: A.Suriyakumari
Voice Over Anchor	: A.Suriyakumari
Graphics	: N.Rajkumar
Research	: N.Rajkumar

ISLG20-15022022925

CHEMICAL ELEMENTS

The Chemical Elements game makes it easy for you to learn the periodic table. Basic elements, sophisticated elements and all elements with 4 game types in 3 different ways. Game types: Multiple Choice Quiz, Time Mode, Atomic Numbers.

Producer	: Amol Kisan Hankare
Director	: Amol Kisan Hankare
Graphics	: freepik.com
Research	: Sushama Hankare

ISLG21-15022022934

ENGLISH CONVERSATION

This is a mobile app in which students can listen to 40 conversations. The conversations are about practical life. It helps the students to develop their



vocabulary as well as speaking skill.

Producer	: S. Simon Peeter Paul
Director	: S. Simon Peeter Paul
Scriptwriter	: S. Simon Peeter Paul
Cameraperson	: S. Simon Peeter Paul
Editor	: S. Simon Peeter Paul

ISLG22-16022022067

GAS LAWS

This video is made by using simulation from the open source. Simulations have been used to make the viewers understand the properties of gas, more precisely, to explain the statement of Boyle and Charles laws.

Producer	: Sleeka Naik, Suvidha Naik and Kamini Raut Dessai
Director	: Sleeka Naik, Suvidha Naik and Kamini Raut Dessai
Scriptwriter	: Sleeka Naik, Suvidha Naik
Editor	: Sleeka Naik, Suvidha Naik
Animation	: Simulation has been used
Voice Over Anchor	: Sleeka Naik
Research	: Reference book
Running Time	: 07:00

ISLG25-16022022096

‘इन्फोग्राफिक डिजिटल हिन्दी ई-व्याकरण’

This is about how the content knowledge can be provided to children through the use of digital e-content and in offline mode through interactive ways. Keeping in this consideration, Infographic Digital Hindi E-grammar was designed.

Producer	: Dr. Vijay Kumar Chawla
Director	: Dr. Vijay Kumar Chawla
Scriptwriter	: Dr. Vijay Kumar Chawla
Editor	: Dr. Vijay Kumar Chawla
Animation	: Dr. Vijay Kumar Chawla
Research	: Dr. Vijay Kumar Chawla



Graphics : Dr. Vijay Kumar Chawla

ISLG26-16022022098

ENVIRONMENT AWARENESS THROUGH SHORT STOP MOTION ANIMATED STORIES

This multidisciplinary project is an initiative to create environment awareness among children through short, animated stories. We integrated Science, Arts and Music to shift from STEM to STEAM Learning. In this project we have created short stories on various environmental issues using stop motion animation technique. It is weaving of Environmental science with Visual Arts to Nurture human values and concerns for the Environment and prepare students for the 21st Century as per guidelines of NEP-2020 Multidisciplinary and Holistic education.

Producer	: Avinash Kour
Director	: Sarita Tejwani
Scriptwriter	: Sarita Tejwani
Cameraperson	: Avinash Kour
Set Designer	: Avinash Kour
Editor	: Sarita Tejwani
Studio	: Usha Thakur
Location	: Usha Thakur
Animation	: Avinash Kour
Graphics	: Avinash Kour
Research	: Sarita Tejwani
Running Time	: 17:50

ISLG27-16022022114

AR SHRENI

Science is the knowledge produced from systematic observation, measurement, experimentation, and exploration about natural objects, their properties, and their interactions. But it is hard for the students to observe or interact and explore things which they can't observe closely like internal organs of human body, inside of Motor etc. They sometimes found it is difficult to visualize such structures and unable to grasp the principle behind the phenomena happening there. To overcome this challenge an AR App



(Android) named “AR Shreni” is developed with an objective to attract the attention and interest of the students. In general teacher uses charts to impart such topics in the classroom, but studies showed that thus the retention of topic in students mind is not lasts for long time. That is why it is essential to deal such topics using ICT and with quality content. This AR App visualised Human anatomy and describe its function and more. The target audience of this app is class X students of Assam Board.

Producer	: Kangkan Kishor Dutta
Director	: Kangkan Kishor Dutta
Scriptwriter	: Kangkan Kishor Dutta
Editor	: Kangkan Kishor Dutta
Studio	: Kangkan Kishor Dutta
Location	: Jorhat
Animation	: Kangkan Kishor Dutta
Voice Over Artist	: Kangkan Kishor Dutta
Voice Over Anchor	: Kangkan Kishor Dutta
Graphics	: Kangkan Kishor Dutta
Research	: Kangkan Kishor Dutta

ISLG28-16022022175

LEARN TRIGONOMETRY BY SIMULATIONS

This Geogebra simulation content has been created to help students learn Trigonometry in real life application in a fruitful manner. The content is prepared for NCERT, CBSE, Grade X, Mathematics.

Producer	: S. Sabarinathan
Director	: S. Sabarinathan
Scriptwriter	: S. Sabarinathan
Editor	: S. Sabarinathan
Animation	: S. Sabarinathan
Graphics	: S. Sabarinathan
Research	: S. Sabarinathan

New Media/ICT/Digital Games
Secondary Level
Independent Filmmakers/
Institutions



ISLI1-101202233

DIVERSITY IN LIVING ORGANISMS

This submission contains an Interactive E-Book which explores the vast topic of Diversity in Living Organisms. This is the topic that most students struggle and tend to dislike, but I am certain that this will make the chapter easy and enjoyable for them. This interactive E-Book contains Contents, Activities and Evaluation for the chapter "Diversity in living Organisms", links to YouTube videos, Games, Google Sites, presentations.

Producer	: R Priyadarshini
Director	: R Priyadarshini
Scriptwriter	: R Priyadarshini
Editor	: R Priyadarshini
Animation	: R Priyadarshini
Running Time	: 30:00

ISLI2-25012022364

LOGIC GATES

'Logic Gates' is a game created in Scratch to simulate the working of Basic Logic Gates. It gives the introduction of logic gate, then describes the three basic gates i.e. NOT gate, AND gate and OR gate. After this, it provides the user to simulate the working of these gates.

Producer	: Preeti Choudhry
Director	: Preeti Choudhry
Scriptwriter	: Preeti Choudhry
Set Designer	: Preeti Choudhry
Editor	: Preeti Choudhry
Animation	: Preeti Choudhry
Voice Over Anchor	: System generated sound
Running Time	: 05:00

ISLI3-29012022488

PROJECTILE MOTION ON FOOTBALL

First of all I want to say what is projectile motion? Projectile motion is the



motion of an object thrown or projected into the air. After the initial force that launches the object, it only experiences the force of gravity. The object is called a projectile, and its path is called its trajectory. In every sport, part of science is related. Sports like cricket, tennis, javelin, hockey, etc. are related to projectile motion. It is very beneficial in determining how to best propel an object. It helps the athlete to develop a better technique for them personally in order to throw the longest distance. Here we have chosen the game football because we are going to have a football world cup this year.

Producer	: Spiti Sen
Director	: Tapas Bose
Scriptwriter	: Tapas Bose
Cameraperson	: Spiti Sen
Editor	: Priyaranjan Biswas
Animation	: Banty Mondal
Voice Over Anchor	: Tapas Bose
Voice Over Artist	: Akanksha Snai
Actor	: Jatin Tiwary, Banty Mondal, Imran Ahamed, Akanksha Snai
Running Time	: 01:59

ISLI4-29012022511

A BRIEF INTRODUCTION TO DATABASE MANAGEMENT SYSTEM

This program includes a learning outcome of exploring knowledge of Database Management System which follows the Secondary level syllabus of Class X. It will also help the students who are interested to know about the basics of Database with an Application Knowledge of Open office Org Base (An application Software of Database Management System.). I have made this with the basic script basis of Secondary level Syllabus and also included a step wise video with it. I have also given a small description about daily life exposure about uses of Database.

Producer	: Sanjib Kumar Sen
Director	: Sanjib Kumar Sen
Scriptwriter	: Sanjib Kumar Sen
Editor	: Sanjib Kumar Sen



ISLI5-29012022529

NEEDS OF ACCOUNTING IN DAILY LIFE

Through this TLM basics of accounting is discussed with the help of storytelling and with the simple examples, which can be easily understandable to the students without a sound knowledge of accounting. This TLM is on Financial statements which covers the following topics like, Net revenue (Sales), Cost, Assets, Liabilities, Equity, Accounting Equation Trading and P/L Account and Balance Sheet. By going through this video a student will come to know the use of accounting in our daily lives and how accounting helps a person or entity to get the true pictures of profit/loss, assets/liabilities etc.

Producer	: Amit Kumar Singh
Director	: Amit Kumar Singh
Scriptwriter	: Amit Kumar Singh
Cameraperson	: Amit Kumar Singh
Set Designer	: Amit Kumar Singh
Editor	: Amit Kumar Singh
Studio	: Amit Kumar Singh
Location	: Durgapur
Voice Over Artist	: Amit Kumar Singh
Voice Over Anchor	: Amit Kumar Singh
Research	: Amit Kumar Singh
Running Time	: 12:51

ISLI6-29012022568

MY CHILDHOOD BY APJ ABDUL KALAM

This video is created to cater the needs of the students of English, Std-IX, CBSE. It is an initiative to inculcate the vibe for reading and relate the text to their imagination. This video is an amalgamation of creativity in the form of hand painted pictures, dialogues quoted by the characters in the original form and voice adding life to characters. Each scene depicts the original scenario as narrated by the author in his autobiography.

Producer	: Rosalina Senapati
Director	: Rosalina Senapati
Scriptwriter	: Rosalina Senapati
Cameraperson	: Rosalina Senapati and Sunita Chandran



Editor	: Rosalina Senapati
Location	: Thane, Maharashtra
Animation	: Rosalina Senapati, Sunita Chandran and Sarita Sangwan
Voice over artist	: Sippan Srikumar Rout, Rosalina Senapati, Sarita Sangwan, Sunita Chandran, Siddharth Sangwan, Pranjal Sangwan, Praveen Sangwan, Vibha Singh, Suneita Yadav, Yash Nagare
Voice over anchor	: Sippan Srikumar Rout
Child artist	: Archana Iyer
Actor	: Archana Iyer and Remya Iyer
Graphics	: Rosalina Senapati, Sunita Chandran and Sarita Sangwan
Research	: Rosalina Senapati
Running time	: 18:35

ISLI7-29012022578

A COMPREHENSIVE STUDY OF INTERNAL TRADE : ITINERANT TRADERS IN INDIA

Trade and commerce is an integral part for the development of the economy of a society. This educational video for the senior secondary students aims at providing a comprehensive and analytical study of the internal trade practices in India focusing mainly on the itinerant traders that form a significant part of India's GDP. India at present is a fast booming economy. In the process of higher developments we should not forget itinerant traders' significant contribution to the economy of our country. Though day by day in the modernization process it may seem that their presence is decreasing. But on the contrary they have made their way through urbanization and still have a lot of scope in the present modern economy. Through this video an attempt has been made to show the different types of itinerant traders present in our country and how they carry forward the dream of a self-reliant India.

Producer	: Shyam Bahadur Thapa
Director	: Shyam Bahadur Thapa
Scriptwriter	: Shyam Bahadur Thapa
Studio	: Shyam Bahadur Thapa
Location	: Durgapur
Voice Over Artist	: Shyam Bahadur Thapa
Voice Over Anchor	: Shyam Bahadur Thapa
Running Time	: 06:26



ISLI8-30012022605

E- COMIC ON BILLS OF EXCHANGE

The e-comic/book containing 47 pages has been designed on the topics Meaning and Uses of Bills of Exchange, a chapter from class 11 Accountancy of NCERT. The entire content has been designed and presented in the form of a comic and the pages are also embedded with Audio explanation for effective understanding. The comic explains calculation of maturity date of a bills of exchange with appropriate examples. Each use of bills of exchange is explained with the help of a Practice question. E-comic/book contains two interactive ICT tools on page 46 : (a) drag and drop activity and (b) interactive worksheet, by clicking on the link shared students can use these tool and self-assess themselves. After reading e-comic students will be able to understand the new terms and concepts related to the topic and revise it. The student can read the e -comic on any device and enjoy learning.

Producer	: Bhawna Bhardwaj
Director	: Bhawna Bhardwaj
Scriptwriter	: Bhawna Bhardwaj
Editor	: Bhawna Bhardwaj
Studio	: Bhawna Bhardwaj
Voice Over Artist	: Bhawna Bhardwaj
Graphics	: Bhawna Bhardwaj
Research	: Bhawna Bhardwaj

ISLI9-30012022621

COMPOSITION OF FUNCTION | MATHS FOR VISUAL LEARNERS | KB

The teacher comes to the class and speaks a language. What we can't understand is this : X variables, y variables, polynomials, 2, 3, 10, 100, n-u-m-b-e-r-s,...sigh! It's all so... SO ABSTRACT. Can't visualise the stuff, don't know what's happening. Like, you know, it's easy to remember when one says that, "a car is moving on the road". You don't sit there confused at all, you see a car in your mind, and it's moving already.

Producer	: Kalpana Bhati
Director	: Kalpana Bhati
Scriptwriter	: Kalpana Bhati



Cameraperson	: Kalpana Bhati
Set Designer	: Kalpana Bhati
Editor	: Kalpana Bhati
Studio	: Kalpana Bhati
Location	: Kalpana Bhati
Animation	: Kalpana Bhati
Voice Over Artist	: Kalpana Bhati
Voice Over Anchor	: Kalpana Bhati
Graphics	: Kalpana Bhati
Research	: Kalpana Bhati and Manjeet Singh
Running Time	: 08:22

ISLI10-30012022630

DATA FILE HANDLING | BINARY FILES-1 | CREATING A BINARY FILE | CLASS XII CBSE |

This video explains the code for creating a binary file using Python Programming language. A binary file is a series of 1's and 0's. It is treated as raw data and read byte by byte. A binary file is different from a text file. In these files data is stored in the same way as it is stored in memory irrespective of data type. This is much more compact, but not readable by humans and is only readable by computer.

Producer	: Bhavna Mittal
Director	: Bhavna Mittal
Scriptwriter	: Bhavna Mittal
Editor	: Bhavna Mittal
Running Time	: 06:30

ISLI11-30012022643

HUMANS VS CORONA

Keeping in mind the problem, I created a game with the help of scratch. The game is a platformer. The information it gives is quite helpful amidst the ongoing pandemic. Children can play around their small mini-world while at the same time they will gain and learn certain values like maintaining social distancing, getting vaccinated, wearing masks and washing hands. The Game uses platformer physics and gives a challenge to the player, children



will learn how to maintain social distancing with the help of mobile 'viruses' sprite and why getting vaccine is important, this is depicted by using health adder 'vaccine' sprite, this sprite boosts the health level of the player, this makes children know the importance of vaccination.

Producer : Sambhav Sharma
Director : Sambhav Sharma
Scriptwriter : Sambhav Sharma
Cameraperson : Sambhav Sharma
Editor : Sambhav Sharma

ISLI12-30012022660

VIRTUAL BOARD

Virtual Board is a digital game, made for children with special needs. Children who cannot write with their hand can learn how to write using this game. A marker object of a certain colour, blue as default, is to be given to the child through which they can draw on the screen without touching or writing on the screen. It is a great way to help those who are differently abled, and make them interested. The game currently has 4 colours, and a clear all button. Children can move the key marker in the air, and actually write something on the Virtual Board.

Producer : Aadi Srivastava
Director : Aadi Srivastava
Scriptwriter : Aadi Srivastava
Editor : Aadi Srivastava

ISLI13-1022022722

INTRODUCTION TO EUCLID'S GEOMETRY

Introduction to Euclid's geometry is a lesson taken from class 9 NCERT book. The lesson is explained with visuals through videos along with audio. The content objective is about understanding basic concepts of geometry and mainly the difference between axioms (used in mathematics) and postulates (used mainly in geometry). This video lessons helps the students to correlate one dimensional (length), two dimensional (area) and three dimensional (volume) figures. It includes the study of points, lines, planes, angles, solid



figures, circles etc. It has practical applications in computer science and various branches of modern mathematics. This video has an evaluation part which assesses their understanding of the lesson.

Producer	: Swati Biswas
Director	: Swati Biswas
Scriptwriter	: Swati Biswas
Editor	: Swati Biswas
Studio	: Sanjib Kumar Sen
Location	: Durgapur
Animation	: Soumyajit Dey
Voice Artist	: Swati Biswas
Running Time	: 14:59

ISLI14-13022022796

INTERACTIVE QUIZ GAME FOR PERIODIC CLASSIFICATION OF ELEMENTS

These questions were taken from NCERT Class X science book, the lesson title was "Periodic classification of elements". This Interactive quiz for secondary level students. This interactive quiz game enhances students' learning and understanding. The students can edit the quiz questions on their own and improve their knowledge.

Producer	: J. Umamageswari
Director	: J. Umamageswari
Editor	: S. Gurumoorthy

ISLI15-14022022826

PYTHON PERIODIC TABLE

The Python periodic table is an interactive representation of all the inbuilt Python functions of the various data structures defined in the language. All the functions are color coded according to the data structure they represent: String, Tuple, List and Dictionary. The table consists of colored boxes. Each box consists of the function name and a question mark. When the user clicks on the question mark, a detailed description of the function along with a use case and example is shown. The main objective of the table is to provide a



completely interactive resource for students at the click of a mouse. The color scheme helps to easily distinguish the various functions. It is very useful for CBSE students especially for saving time during the crucial revision period. The resource is an engaging learning tool for students with cognitive impairments as it is composite and very easy to use. The resource is completely scalable.

Producer	: Neeru Mittal
Director	: Neeru Mittal
Editor	: Neeru Mittal
Research	: Neeru Mittal

ISLI16-15022022890

LITTLE SCIENTIST

Welcome to LITTLE SCIENTIST. Here we have a bunch of interactive games and activities of science and mathematics to make learning fun. Here you can perform various science activities online, play games to show your skills and compete to get a rank on the global leaderboard. Also, you can learn many different things in a new way filled with fun. All the projects have been color coded to make it easy for students with special abilities to learn and understand. Initially Little Scientist was made for schools which don't have science and math labs.

Producer	: Gurnoor Singh
Director	: Gurnoor Singh
Scriptwriter	: Gurnoor Singh
Editor	: Gurnoor Singh and Prince Singh
Animation	: Gurnoor Singh
Graphics	: Prince Singh

ISLI17-16022022094

SAFE NETIZENS

Although cyber threats and security topics are part of the curriculum, often students do not take this topic seriously. They sit on the internet for hours not only for playing games and social networking but also for the research on the various topics of their subjects. They are hardly bothered about simple things

like keeping a strong password, not sharing their personal information online with strangers and many others. Sometimes they are caught in this and find it difficult to escape. Even children play games on the internet and are easily lured by the free gift coupons popping on the internet. A need is also felt to sensitize parents and community towards this sensitive issue. It is of utmost significance to educate people about the power and potential abuses of computer technology. To please everyone from age 8 to 80 years of 10 commandments to stay safe and smart online I have developed an Android gaming app: SMART NETIZENS.

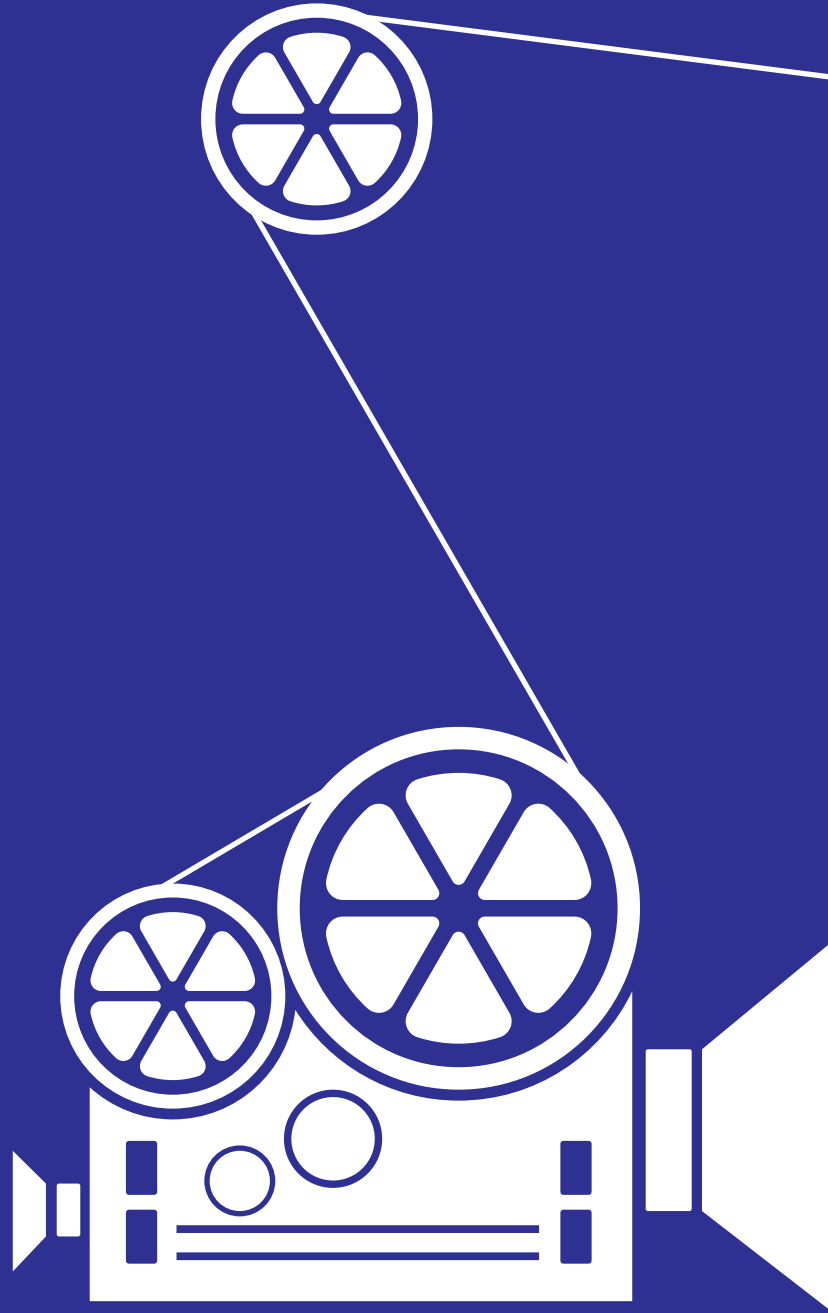
Producer : Vineeta Garg
Director : Mollika Garg
Scriptwriter : Mollika Garg
Research : Vineeta Garg

ISLI18-16022022179

SLIDE SHOW ON CLASS X MATHEMATICS TOPICS

PPT presentation becomes an integrated part of online teaching. It is a highly effective tool to aid learning. Slides of the following topics are prepared during the online teaching 2021-22. These PPTs are prepared during online classes which are very useful during the teaching learning process. The colourful slides with illustration increase visual impact. Slideshow with animation during online classes really improve the students' learning by engaging them actively in the learning process.

Producer : Subha Renakumar
Animation : Subha Renakumar
Research : Subha Renakumar



Central Institute of Educational Technology
National Council of Educational Research and Training
Sri Aurobindo Marg, New Delhi 110016