

# SAN ACADEMY

## BRAIN QUEST CLUB

**NOVEMBER**

**GRADE I & II**

***Dear Parents, Greetings from SAN ACADEMY!***

***We at SAN Academy, create a welcoming and exciting learning environment by developing the attitude and skills that support healthy and fulfilled life with the confidence for lifetime of learning. We support personal development, social responsibility, sense of self-worth and promote a "can do" attitude and inspire each to achieve their best. Club activities aims to keep the children updated on all the activities planned for the month ahead. We provide different activities for our students to equip them with holistic education by balancing academics with extracurricular activities and to develop social skills. School clubs let students discover the value of unity, let the students learn from their peers, let the students learn to respect another person's viewpoint. school clubs provide plenty of opportunities for students to take on leadership roles and show off their talents through club activities.***

### **SUGGESTIONS**

***As parents, if you have any feedback or queries, do feel free to drop in***

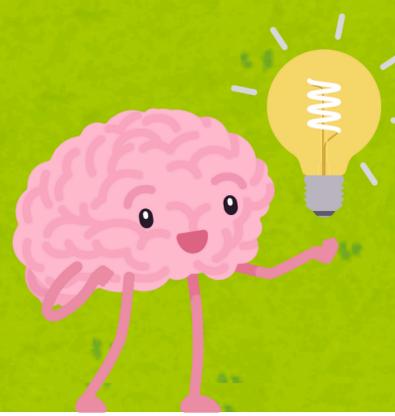
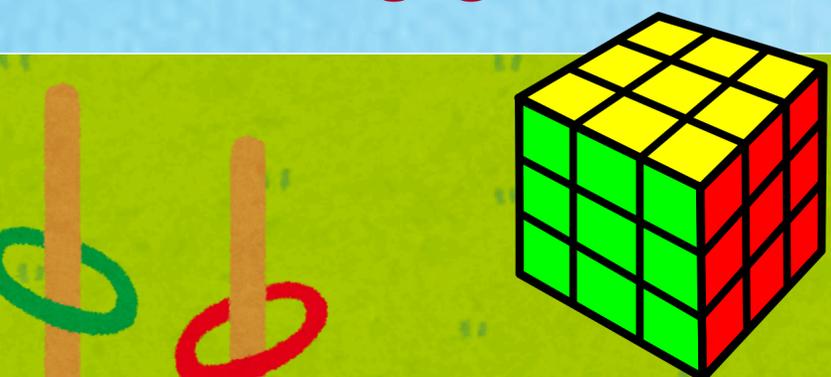
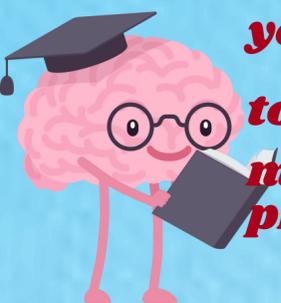
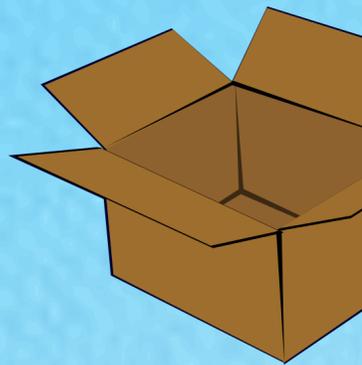
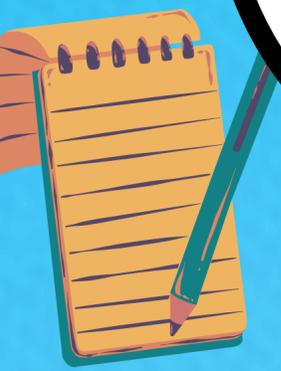
***your suggestions at [santam@sanacademy.edu.in](mailto:santam@sanacademy.edu.in). Listening***

***to your feedback***

***makes us feel more involved as a part of the value addition process.***

***Ms. R. Archana,***

***Managing Director.***



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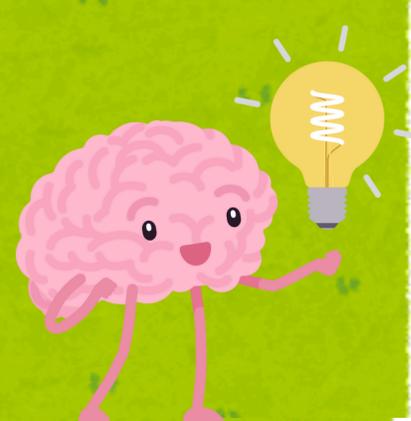
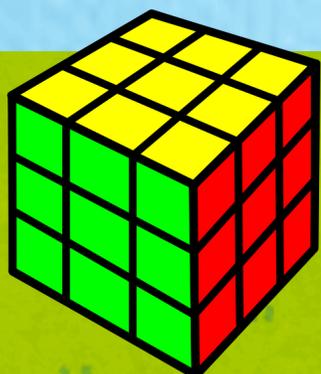
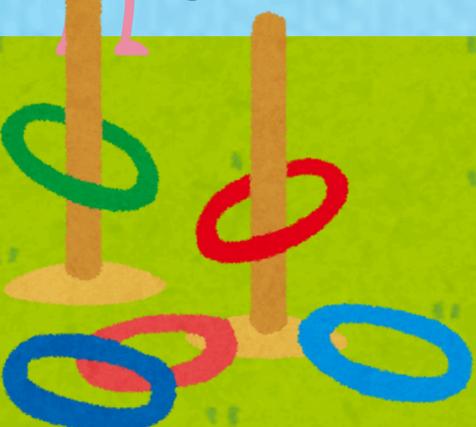
### WHAT IS BRAIN QUEST CLUB?

*The Brain Quest Club is designed to enhance students' logical thinking, memory, and creativity through fun and interactive brain-boosting activities.*

*This club encourages children to think beyond the ordinary, solve puzzles, and participate in games that develop observation, reasoning, and problem-solving skills.*

*The activities focus on sharpening the mind, improving concentration, and building confidence in decision-making. Through teamwork and engaging challenges, students learn how to think smart, stay curious, and enjoy learning with a playful spirit.*

*The club aims to make thinking an adventure — where every activity becomes a quest to explore, imagine, and discover new ideas!*



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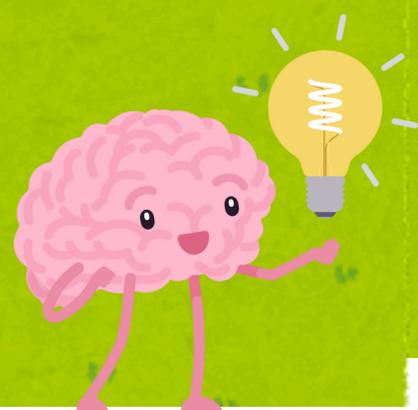
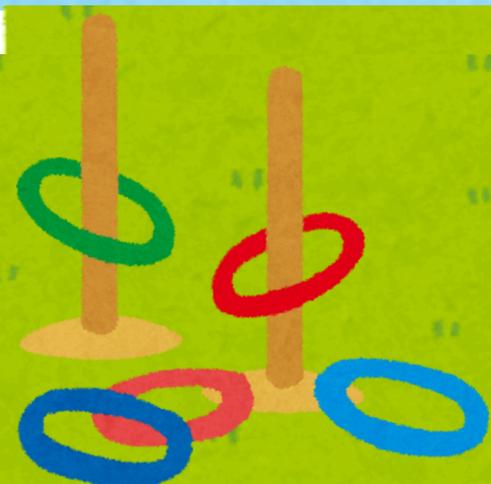
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### DAY - 1 INTRODUCTION

The session begins with a short interactive discussion where the teacher introduces the concept of logical thinking and problem-solving through simple, real-life examples. Engaging videos are shown to help students understand how we use our brains to make decisions and solve puzzles. After watching, children share what they learned and identify situations where they “think smart” in daily life. The teacher then conducts a quick fun activity like “spot the pattern” or “guess the next step.” The session encourages curiosity, reasoning, and teamwork, setting the tone for the upcoming brain-boosting weeks.

**MATERIALS REQUIRED: NIL**



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### DAY - 2 MEMORY MAGIC

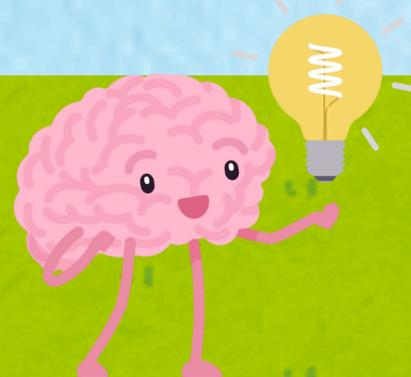
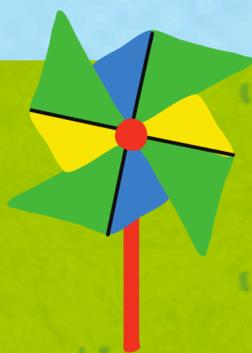
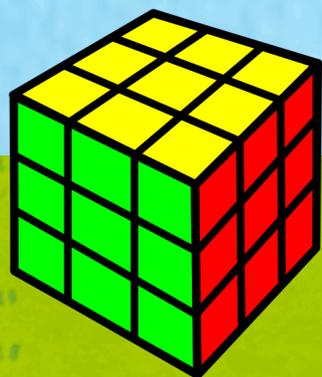
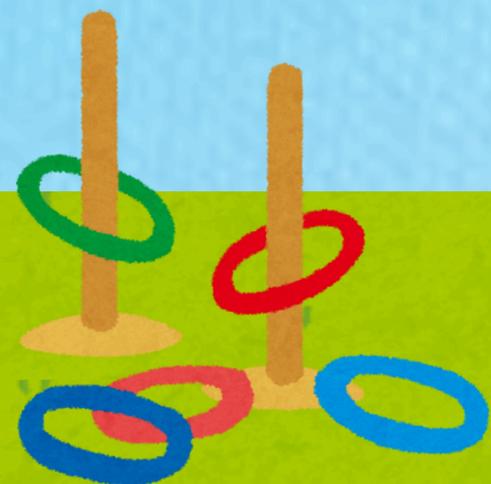
A set of around 15 everyday objects will be displayed on a table for 30 seconds. Students will carefully observe and try to remember as many items as possible. After covering the objects, they will write down or draw what they recall.

**MATERIALS REQUIRED: NIL**

### DAY 3 -SPIN A STORY

Each student adds one creative line to a common In this engaging activity, students will build a story together by adding one creative line each. The story begins with a simple starting sentence, and every student contributes a new twist or idea as it moves around the class. Once the story is complete, students will decide on a suitable and catchy title for it. They will then draw colorful posters or illustrations based on the story's theme.

**MATERIALS REQUIRED:** A4 sheet, materials required for drawing.



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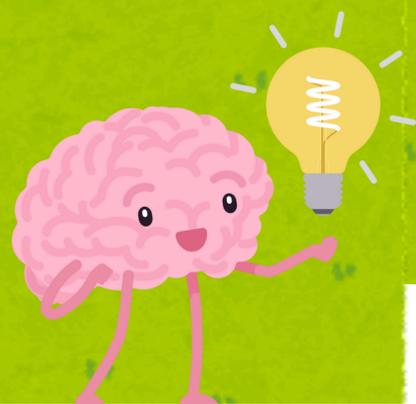
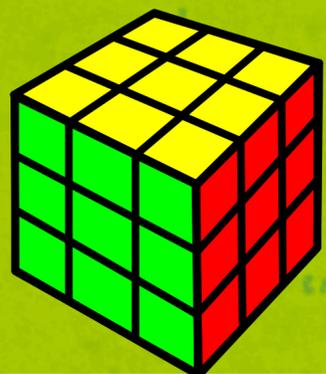
### DAY 4 - INTRA COMPETITION INVENTORS DAY

The competition encourages young minds to think creatively and use reasoning to solve everyday problems through imaginative inventions. The teacher begins by showing a short video or pictures of famous inventions like the light bulb, airplane, or robot to inspire students. Each child is then asked to draw or speak about one invention that can make life easier – for example, a talking school bag, self-writing pencil, or robot helper. Children share how their invention works and why it is useful. This activity builds imagination, logical thinking, and communication skills in an enjoyable way.

**Materials Required:** Drawing sheet, pencil, crayons or colour pencils, and chart paper for display.

**Judging Criteria:**

**Creativity & Originality ,Clarity of Idea / Reasoning, ,  
Presentation & Confidence ,  
Neatness & Effort.**



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Thank you

