



ਰਾਜ ਵਿਦਿਅਕ ਖੋਜ ਅਤੇ ਸਿਖਲਾਈ ਪ੍ਰੀਸ਼ਦ ਪੰਜਾਬ

ਪੀ.ਐਸ.ਈ.ਬੀ. ਕੰਪਲੈਕਸ, ਵਿਦਿਆਭਵਨ, ਬਲਾਕ-ਈ, ਫੋਟੋਮੰਜਿਲ, ਫੇਜ਼-8, ਮੋਹਾਲੀ,
ਈਮੇਲ: directorscert@punjabeducation.gov.in, ਫੋਨ: 0172-2212221



ਵੱਲ

ਸਮੂਹ ਜ਼ਿਲ੍ਹਾ ਸਿੱਖਿਆ ਅਫ਼ਸਰ (ਸੈ.ਸਿ.)

ਸਮੂਹ ਸਕੂਲ ਮੁਖੀ (ਵੈਬਸਾਈਟ ਰਾਹੀਂ)

ਪੰਜਾਬ।

ਮੀਮੇ ਨੰ. e-1003359 /SCERT, QP/UP/2025 337805

ਮਿਤੀ: ਐੱਸ.ਏ.ਐੱਸ.ਨਗਰ, 18.11.2025

ਵਿਸ਼ਾ: ਬਲਾਕ ਅਤੇ ਜ਼ਿਲ੍ਹਾ ਪੱਧਰ ਤੇ Teacher Fest 2025-26 ਕਰਵਾਉਣ ਲਈ ਫੰਡਾਂ ਦੀ allocation ਸਬੰਧੀ।

ਹਵਾਲਾ ਪੱਤਰ: e-1003359 /SCERT, QP/UP/2025 329381 ਮਿਤੀ: ਐੱਸ.ਏ.ਐੱਸ.ਨਗਰ, 10.11.2025

1.0 ਉਪਰੋਕਤ ਵਿਸ਼ੇ ਅਤੇ ਹਵਾਲਾ ਪੱਤਰ ਵੱਲ ਧਿਆਨ ਦੇਣ ਦੀ ਖੋਚਲੀ ਕੀਤੀ ਜਾਵੇ ਜੀ।

2.0 ਬਲਾਕ ਅਤੇ ਜ਼ਿਲ੍ਹਾ ਪੱਧਰ 'ਤੇ Teacher Fest 2025-26 ਸਫਲਤਾਪੂਰਵਕ ਕਰਵਾਉਣ ਲਈ finance wing ਵੱਲੋਂ

ਜਾਰੀ ਪੱਤਰ ਨੰ: ਸਸਅ/ਵਿੱਤ/2025-26/2025334661-2025334662 ਮਿਤੀ 14/11/2025 ਅਨੁਸਾਰ

ਸਮੱਗਰਾ ਸਿੱਖਿਆ ਅਭਿਆਨ ਦੇ Innovation Project ਤਹਿਤ Teacher Exchange Program ਦੀ ਮੱਦ 3.1.1.4

ਵਿੱਚੋਂ ਹੇਠ ਲਿਖੇ ਅਨੁਸਾਰ ਫੰਡ ਜਾਰੀ ਕਰ ਦਿੱਤੇ ਗਏ ਹਨ:

Sr. No.	District	No. of Blocks	ਸਮੱਗਰਾ ਸਿੱਖਿਆ ਸਕੀਮ ਦੀ Innovation Project ਤਹਿਤ Teacher Exchange Program ਦੀ ਮੱਦ 3.1.1.4 ਵਿੱਚੋਂ		Amount released per district (In Rs.)
			at Rs. 20000 per block	at Rs. 50,000.00per District	
1	AMRITSAR	15	300000	50000	350000
2	BARNALA	3	60000	50000	110000
3	BATHINDA	7	140000	50000	190000
4	FARIDKOT	5	100000	50000	150000
5	FATEHGARH SAHIB	8	160000	50000	210000
6	FAZILKA	8	160000	50000	210000
7	FEROZEPUR	11	220000	50000	270000
8	GURDASPUR	19	380000	50000	430000
9	HOSHIARPUR	21	420000	50000	470000
10	JALANDHAR	17	340000	50000	390000
11	KAPURTHALA	9	180000	50000	230000
12	LUDHIANA	19	380000	50000	430000
13	MALERKOTLA	3	60000	50000	110000
14	MANSA	5	100000	50000	150000
15	MOGA	6	120000	50000	170000
16	MUKTSAR	6	120000	50000	170000
17	PATHANKOT	7	140000	50000	190000

18	PATIALA	16	320000	50000	370000
19	ROOPNAGAR	10	200000	50000	250000
20	S.B.S. NAGAR	7	140000	50000	190000
21	SANGRUR	9	180000	50000	230000
22	SAS NAGAR	8	160000	50000	210000
23	TARN TARAN	9	180000	50000	230000
Grand Total		228	4560000	1150000	57,10,000.00
ਸ਼ਬਦਾਂ ਵਿੱਚ: ਸਤਵੰਜਾ ਲੱਖ ਦਸ ਹਜ਼ਾਰ ਰੁਪਏ ਕੇਵਲ					

- 3.0 ਉਕਤ ਫੰਡਾ ਦੀ ਵਰਤੋਂ ਹਵਾਲਾ ਪੱਤਰ ਵਿੱਚ ਦਿੱਤੀਆਂ ਹਦਾਇਤਾਂ ਅਨੁਸਾਰ ਕੀਤੀ ਜਾਵੇ ਅਤੇ ਉਕਤ ਅਨੁਸਾਰ ਫੰਡਾ ਦੀ ਵਰਤੋਂ ਤੋਂ ਬਾਅਦ ਇਸਦਾ ਵਰਤੋਂ ਸਰਟੀਫਿਕੇਟ ਵਿਭਾਗ ਦੀ ਈਮੇਲ scerttraining2@punjabeducation.gov.in ਤੇ ਮਿਤੀ 24.12.2025 ਤਕ ਭੇਜਿਆ ਜਾਵੇ।
- 4.0 ਹਵਾਲਾ ਪੱਤਰ ਵਿੱਚ ਦਰਜ ਹਦਾਇਤਾਂ ਵਿੱਚ ਹੇਠ ਲਿਖੇ ਅਨੁਸਾਰ ਹਦਾਇਤਾਂ ਨੂੰ ਵੀ ਸ਼ਾਮਲ ਕੀਤਾ ਜਾਵੇ:
- 4.1) ਹਵਾਲਾ ਪੱਤਰ ਦੇ ਪੁਆਇੰਟ 8.4 ਜੋ ਕਿ ਬਲਾਕ ਅਤੇ ਜ਼ਿਲ੍ਹਾ ਪੱਧਰੀ Teacher Fest ਲਈ ਜੱਜਮੈਂਟ ਕਮੇਟੀ ਬਣਾਉਣ ਸੰਬੰਧੀ ਹੈ, ਦੇ ਸਬ-ਪੁਆਇੰਟ (iv) ਨੂੰ ਹੇਠ ਲਿਖੇ ਅਨੁਸਾਰ ਪੜ੍ਹਿਆ ਜਾਵੇ:
- (iv) ਇੱਕ ਪੰਜਾਬੀ/ਹਿੰਦੀ ਭਾਸ਼ਾ ਮਾਹਿਰ(ਡਾਇਟ ਫੈਕਲਟੀ/ਸਕੂਲ ਲੈਕਚਰਾਰ/ਸਕੂਲ ਮਾਸਟਰ ਕਾਡਰ)
- 4.2) ਬਲਾਕ ਪੱਧਰ ਅਤੇ ਜ਼ਿਲ੍ਹਾ ਪੱਧਰ ਤੇ ਲੋੜ ਅਨੁਸਾਰ ਇੱਕ ਤੋਂ ਵੱਧ ਜੱਜਮੈਂਟ ਕਮੇਟੀਆਂ ਬਣਾਈਆਂ ਜਾ ਸਕਦੀਆਂ ਹਨ।
- 4.3) ਜੇਕਰ ਕਿਸੇ ਵੀ ਕਾਰਨ ਕਰਕੇ ਕਿਸੇ ਅਧਿਆਪਕ ਵੱਲੋਂ ਆਨਲਾਈਨ ਐਂਟਰੀ ਨਹੀਂ ਕੀਤੀ ਜਾ ਸਕੀ ਤਾਂ ਉਸ ਅਧਿਆਪਕ ਦੀ ਐਂਟਰੀ ਮੌਕੇ ਤੇ ਹੀ ਕਰਵਾ ਲਈ ਜਾਵੇ।
- 4.4) ਫੀਲਡ ਵਿੱਚੋਂ ਪ੍ਰਾਪਤ ਹੋਈ ਮੰਗ ਅਨੁਸਾਰ Teacher Fest ਲਈ ਵੱਖ-ਵੱਖ ਕੈਟਾਗਰੀ ਸੰਬੰਧੀ ਵਿਸਤ੍ਰਿਤ ਜਾਣਕਾਰੀ ਅਤੇ 'One Act Play' ਅਤੇ 'Micro Teaching' ਦੀ ਸਮਾਂ ਸੀਮਾ ਸੰਬੰਧੀ ਹਦਾਇਤਾਂ ਪੱਤਰ ਨਾਲ ਨੱਥੀ ਹੈ।


(ਰਾਜੀਵ ਕੁਮਾਰ)

ਸਹਾਇਕ ਡਾਇਰੈਕਟਰ,
ਐਸ.ਸੀ.ਈ.ਆਰ.ਟੀ., ਪੰਜਾਬ

Guidelines for participants of Teacher Fest 2025-26

1. Category: Models / Teaching Aids / Activity-Based Charts / Flash Cards

This category is designed to showcase innovative, student-centered teaching tools that enhance understanding, engagement, and classroom interaction. Your entry should support learning through visualization, hands-on experience, or active participation.

You may submit:

- 3D Models or Working Models
- Teaching-Learning Aids (TLMs)
- Activity-Based or Interactive Charts
- Flash Cards or Concept Cards
- Manipulatives and Hands-on Tools
- Demonstration Kits
- Low-cost or no-cost resource-based materials
- Any other innovative idea.

2. Category: Learning Apps

This category recognizes digital innovations that enhance learning, teaching, assessment, or classroom interaction. Your application must meaningfully improve the educational experience, making learning more effective, accessible, engaging, or personalized for students and for teachers.

You may submit:

- Mobile- or tablet-based learning apps (not games)
- Browser-based web apps or platforms

- Interactive simulations
- AI-based or assistive learning tools (your creation)
- Teacher productivity or planning apps
- Any other related innovative learning apps

3. Category: Manual Games / Video Games for Learning

This category highlights game-based learning innovations that enhance subject understanding, critical thinking, problem-solving, creativity, collaboration, and learner engagement. Your game must meaningfully support learning—not just entertainment.

Manual Games (Non-Digital)

You may submit:

- Board games
- Card games
- Puzzle-based learning tools
- Role-play-based games
- Dice- or token-based activities
- Floor games
- Instructional game kits
- Any hands-on or activity-based educational game

Video Games

You may submit:

- Mobile- or tablet-based learning games
- Browser-based games
- PC-based games
- Simulation-based learning games

- AR/VR-based learning experiences
- Coding-based learning games
- Any other related learning games

4. Category: Specialized Kits

This category is intended for multi-component instructional kits designed to teach one or multiple concepts through structured hands-on experiences. These kits should offer systematic learning, not just individual tools. They must support inquiry, experimentation, skill development, and conceptual understanding in a classroom or training setting. A specialized kit should function as a complete teaching-learning system—not just a collection of items.

You may submit kits designed for:

- Science, Mathematics, Social Sciences, Languages, Art, ICT, etc., or multidisciplinary learning and self-made specialized kits.
- Concept-based demonstration kits
- Experiment-based learning kits
- Multi-activity kits (with interchangeable components)
- Skill development/competency-based learning kits
- DIY investigation and maker kits
- Lab-in-a-box or portable learning kits
- Teacher training kits for pedagogy enhancement
- Any other related specialized kits.

Both digital + physical hybrid kits and fully physical kits are allowed.

5. Category: One-Act Play

Time Duration: 10-15 minutes for presentation.

This category is meant to showcase short dramatic productions that communicate powerful educational messages, stimulate critical thinking, and engage audiences emotionally and intellectually. Your One-Act Play should go beyond entertainment and must support learning, awareness, or value-based education.

The play must be designed for a school or classroom context, not for general theater performance only.

You may present a One-Act Play focused on:

- A social, ethical, cultural, or educational theme
- A subject-based concept dramatized in an engaging way
- A historical or literary interpretation with educational relevance
- Awareness, inclusion, or value-based narratives
- Dramatized storytelling with a clear pedagogical purpose
- Any other related One-Act Play

Note: Students are not allowed in this activity. Both serious and humorous plays are allowed, but the educational value must remain central.

6. Category: Handwriting & Calligraphy (Teaching-Learning Focus)

This category highlights innovative methods, tools, and approaches that help learners improve handwriting or develop calligraphy as a skill.

You may submit:

- Handwriting improvement systems/kits
- Calligraphy teaching tools or modules
- Activity-based handwriting practice sheets
- DIY structured learning resources
- Alphabet/letter formation aids
- Digital or blended handwriting teaching tools
- Skill-based progression charts / guided practice systems
- Any other related innovative Idea.

Note: Paragraphs for Calligraphy (English, Hindi, and Punjabi) will be sent by the Head Office

7. Category: IT Tools & Use of Technology in Teaching-Learning

This category recognizes innovative and meaningful use of digital tools, software, hardware, AI, programming, or technology-based solutions that improve teaching, enhance learning, support assessment, or solve real classroom challenges.

The goal is not just to showcase technology but to utilize it to enhance education for students, teachers, and schools.

You may present any original educational technology project, such as

- Educational apps or web tools/sites
- AI-assisted learning or teaching systems
- Interactive digital modules or simulations
- Classroom automation or monitoring systems
- Data-driven assessment tools or dashboards
- ICT-based learning kits or assistive tools
- Digital content creation tools for teachers/students
- AR/VR-based learning experiences
- Programming-based tools or learning platforms
- Any other related innovative IT Tools.

8. Category: Micro-Teaching (Art/Sports Integrated & Other Pedagogies)

Time duration: You will have 10-17 minutes for the presentation and 3-5 minutes for Jury interaction.

This category is designed to highlight innovative, student-centered teaching demonstrations that use micro-teaching techniques and modern pedagogies—especially art-integrated, sports-integrated, play-based, activity-based, constructivist, experiential, or competency-based approaches.

This is not a PowerPoint lecture or storytelling session—it must represent active teaching and learning, not passive instruction.

You may present a Micro-teaching lesson that:

- Integrates art (visual arts, music, drama, dance, craft, etc.)

- Integrates sports or physical education
- Uses play-based or activity-based learning
- Uses inquiry-based or constructivist approaches
- Demonstrates experiential or hands-on learning
- Incorporates storytelling as pedagogy (not just narration)
- Uses TLMs, kits, manipulatives, charts, flashcards, games, etc.
- Uses digital tools only as support (not as the entire lesson)
- Any other related micro-teaching idea.

Note: Students are not permitted to participate in this activity.

9. Category: Real-Life Application of Subject Knowledge

This category celebrates projects, demonstrations, models, or methods that connect classroom learning to real-life situations, daily life problems, community needs, the local environment, or practical skills. The goal is to show how knowledge from any subject becomes useful, meaningful, and applicable in real-world (real-life) contexts.

You may present any project that demonstrates the application of:

- Science, Mathematics, Social Science, Languages, Arts, or any school subject
- Environmental or community problem-solving
- Financial literacy, entrepreneurship, or daily-life mathematics
- Health, safety, hygiene, or nutrition-based education
- Local resource-based learning
- DIY tools, low-cost solutions, or frugal innovations
- Skill-based and competency-driven learning
- Any pedagogical demonstration where students do something practical using subject knowledge
- Any other related Real-Life application of Subject knowledge.

Both working models and non-working but realistic concept models are allowed.

10. Category: Recreational Activities (Puzzles, Quizzes, Brain Teasers, etc.)

This category recognizes fun, engaging, and intellectually stimulating learning tools such as puzzles, quizzes, riddles, brain teasers, and mind games that promote critical thinking, creativity, problem-solving, reasoning, recall, and joyful learning.

The goal is to make learning enjoyable while strengthening cognitive skills, not just to entertain.

You may present original educational recreational resources, such as

Puzzle-Based Tools

- Crosswords / Word puzzles
- Number puzzles / Logic puzzles
- Pattern or sequence games
- DIY manipulatives or brain challenge tools

Quiz-Based Tools

- Interactive quiz systems
- Concept mastery games
- Rapid recall or buzzer-based formats
- Scenario- or case-based reasoning quizzes

Brain Teasers & Cognitive Activities

- Riddles
- Lateral thinking exercises
- Memory development activities
- Decision-making or problem-solving games
- Any other Recreational Activity.

Both manual (paper-based, physical, hands-on) and digital (custom-coded or self-developed) formats are permitted, as long as they are original and designed to support learning.