TAKE SKILL LABS FURTHER

with Experiential, Creative, and Digital Learning

imageminds™

creative education for schools

- Creative Labs Model
- Creative Kit Model
- Creative Service Model
- Creative Kit + Service Model

DREAM BIG
WITH US

ABOUT IMAGEMINDS

OUR PROGRAMMES

IMAGEMINDS BENEFITS

Words From The Founder

SINCE OUR HUMBLE BEGINNINGS IN 1996, WE HAVE REMAINED DEDICATED TO UNLOCKING CREATIVITY IN EVERY LEARNER. AS A CREATIVE KNOWLEDGE POWERHOUSE, OUR TEAM STAYS AHEAD OF GLOBAL TRENDS, REFLECTED IN THE CONFIDENCE WE INSTIL IN EVERY STUDENT.

Imageminds nurtures creativity from early years to Class 10 through an AI-powered, Art-Integrated Learning (AIL) approach. Long before NEP 2020 and NCF-SE 2023 formalised AIL, we had enabled schools across India to implement scalable, structured creative learning since 2012.

By establishing Creative Skill Labs equipped with advanced facilities, complete toolkits, and research-backed learning materials, Imageminds has impacted over 2.35 lakh students across 30+ schools, helping them develop problem-solving, analytical thinking, and agility.

Students engage with a range of creative tools—from traditional art forms to modern digital media like animation, game development, and immersive technologies such as **AI, machine learning, 3D printing, robotics, AR, and VR.** Our curriculum, updated every three years, ensures alignment with the latest industry trends.

Integrated into school curricula, Imageminds empowers students to think creatively, communicate effectively, and innovate confidently.

Join us in shaping a generation of curious, confident, and creative thinkers.

K. KUMAR - Founder & CEO
Image Group of Creative Education

The Pioneers of Creative Education

IMAGEMINDS IS THE SCHOOL EDUCATION DIVISION OF IMAGE GROUP, AN EDUCATIONAL CONGLOMERATE RECOGNISED FOR PIONEERING CREATIVE AND TECHNOLOGY-DRIVEN LEARNING IN INDIA.

Founded in 1996, IMAGE Group launched India's first professional multimedia training institute, Image Creative Education. Later on, the institute broadened its mission by partnering with the National Skill Development Corporation (NSDC) to deliver creative skill training nationwide.

In 2004, IMAGE Group established ICAT College of Design and Media, introducing India's first full-time degree programmes in animation, visual effects, and game development in collaboration with international universities—well ahead of national trends and government recognition of the AVGC sector.

Under the leadership of its visionary Founder and CEO Mr. K. Kumar, IMAGE Group recognised early that creativity and digital literacy must be nurtured from childhood. This foresight led to the creation of Imageminds in 2012, anticipating frameworks like the National Education Policy (NEP) 2020 and the National Curriculum Framework for School Education (NCF), which now prioritise Art-Integrated Learning and holistic development.

Our Partnership Models

IMAGEMINDS OFFERS FLEXIBLE PARTNERSHIP MODELS TO HELP SCHOOLS TEACH CREATIVITY, ART, AI, AND TECHNOLOGY SKILLS TO THEIR STUDENTS. SCHOOLS CAN CHOOSE THE MODEL THAT BEST ALIGNS WITH THEIR RESOURCES, INFRASTRUCTURE, AND EDUCATIONAL VISION.

CREATIVE SKILL LAB MODEL

- DESIGN LAB
- DIGITAL LAB
- AUDIO LAB
- VISUAL FX LAB

Schools allocate dedicated space on campus, and Imageminds establishes a 360-degree Creative Skill Lab, delivering a comprehensive ecosystem for students to explore creativity. This model includes:

- Robust, AI-centric curriculum
- Grade-specific art kits
- Age-appropriate robotics and AI kits
- Colourful books with step-by-step instructions
- Highly trained teachers
- Personalised Keepsakes
- Organising and hosting annual showcase events

**The Creative Skill Lab is equipped with everything essential for CBSC's mandate of Composite Skill Labs*

Curated robotics, arts and crafts materials for hands-on creative and technology exploraton.

All Imageminds students receive personalized calendars showcasing their best work.

Students proudly displaying their work to parents and teachers at ICREAS showcase event.

CREATIVE LEARNING KIT MODEL

Individual Creative Learning Kits, tailored to grade-wise curriculum is delivered to schools which students can use for confident learning.

Each student kit includes:

- Activity-based robust curriculum
- Course material with step-by-step instructions
- Complete tactile resources for creative activities, including robotics components
- A sturdy case for easy storage and carrying

School support services include:

- Multi-lingual video tutorials for guided learning
- Online training for teachers to integrate kit activities into classroom teaching

CREATIVE LEARNING SERVICE MODEL

Imageminds provides expert teachers and a grade-wise activity-based curriculum to schools.

** Books, creative materials, and digital resources, available at an additional cost.*

CREATIVE LEARNING KIT + SERVICE MODEL

Imagesminds gives each student a grade-specific Creative Learning Kit with all the resources they need for activity-based learning. In addition, schools receive certified trainers for efficient programme delivery.

This model includes:

- Robust, AI-centric curriculum
- Multi-lingual video tutorials for guided learning
- Course material with step-by-step instructions
- Complete tactile resources for creative activities, including robotics components
- A sturdy case for easy material storage
- Highly trained teachers
- Personalised Keepsakes

Deliverables Comparison

Deliverables	Lab Model	Kit + Service	Kit Model	Service Model
Curriculum	✓	✓	✓	✓
Certified Trainers	✓	✓	×	✓
Hands on Materials for Activities	✓	✓	✓	× (Add on)
Multilingual Video Support	×	✓	✓	×
Course Books	✓	✓	✓	× (Add on)
High End Computers	✓ (Optional)	×	×	× (Add on)
High End Equipments (Camera & more)	✓ (Optional)	×	×	× (Add on)
ICREAS - Annual Creative Showcase Event	✓	×	×	× (Add on)
School Events Support	✓	✓	×	✓
Social Media Support	✓	✓	×	×
Training to School Teachers	×	×	✓	×
Support for Student Competition	✓	✓	×	✓
Career Based Workshops for Students	✓	✓	×	×
Yearly Class Planning	✓	✓	×	✓
Report Card	✓	✓	×	✓

GRADE - 1

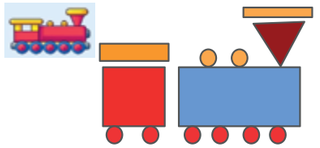
Foundation in Visual Arts

POWERED BY GEN AI

THIS COURSE SPARKS CREATIVITY AND CURIOSITY, HELPING YOUNG LEARNERS EXPLORE THEIR SURROUNDINGS AND EXPRESS IDEAS MEANINGFULLY. THROUGH PLAYFUL, TACTILE, AND DIGITAL ACTIVITIES, STUDENTS BUILD EARLY MATH AND LANGUAGE SKILLS IN A HANDS-ON WAY.

Guided by an Imageminds instructor, students also discover age-appropriate Generative AI tools to enhance visual thinking and digital expression.

Our activities include:

Tactile	Digital	Gen AI
		
Shape Sorter	Drawing Patterns	Creating a Toy Train
		
Creating a Gift Wrapper	Visualising Day and Night	Little Prompter

& 30+ activities

Learning Outcomes:

In this course, tactile, digital, and GenAI activities promote experiential learning among students, helping them to:

- Improve their verbal skills to name things, people, and relationships.
- Use appropriate spoken language to communicate.
- Interpret, sort, and describe solids by colour, size, and shape.
- Describe the different kinds of movements that shapes take.
- Explain objects using simple comparative prepositions like big, small, long, short, etc.
- Explain the environment using spatial words like top, bottom, on, under, etc.
- Perform basic mathematical operations, such as counting 2-digit numbers.
- Demonstrate an understanding of common terms of measurement: Heavy, Light, Tall and Short.
- Demonstrate an understanding of time, duration and sequence of events.
- Identify patterns around them and apply the knowledge sought to create patterns.
- Demonstrate an understanding of emotions through drawings.
- Get their introduction to traditional art and culture through inspiring activities devised based on famous art forms and artists around the world.
- Use digital applications to showcase creativity in the new age medium.
- Get introduced to electronic components that are fundamental for Robotics.
- Build their collaborative skills through team activities.
- Follow simple instructions and, at the same time, show originality in creation.
- Use Generative AI tools confidently to prompt and generate visuals and designs.

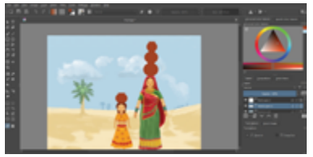
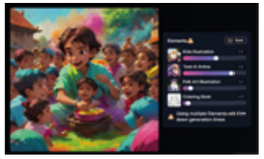
GRADE - 2

Painting & Illustration - Paper to Pixel

POWERED BY GEN AI

THIS COURSE BLENDS CHILDREN'S CURIOSITY ABOUT THE WORLD WITH THE JOY OF ARTISTIC EXPRESSION. THROUGH ENGAGING TACTILE AND DIGITAL ART ACTIVITIES, STUDENTS FREELY IMAGINE, EXPLORE, AND CREATE, BUILDING COGNITIVE SKILLS NATURALLY AND JOYFULLY.

Guided by an Imageminds instructor, they begin creative storytelling with age-appropriate Generative AI tools, learning to craft prompts, visualize stories, and bring artistic ideas to life digitally. Our activities include:

Tactile	Digital	Gen AI
		
Creating a Standing Caterpillar	Representing Light and Heavy	Children with stories staring Them
		
Creating Movable Exhibits	Digital Pattern Creation	Holi celebration Mr.Nobody

& 30+ activities

Learning Outcomes:

In this course, tactile, digital, and GenAI activities promote experiential learning among students, helping them to:

- Recognize 2D shapes and 3D forms by creating interesting artworks.
- Get an understanding of balancing the weight of 3D objects.
- Explore the concept of symmetry in visually representing objects.
- Perform group counting.
- Handle small amount of money transactions.
- Familiarize themselves with capacity.
- Recognize events taking place in different months of a year.
- Infer simple data.
- Create attractive patterns to make useful objects.
- Appreciate sounds and relate them to actions.
- Express their feelings for their immediate family members.
- Express the skills of storytelling through visuals.
- Write to communicate a message.
- Take part in group activities.
- Develop oral communication skills through presentation of their own creations.
- Understand simple instructions and abide by them.
- Create movable craft exhibits that take the basic skills of robotics to the next level.
- Use Generative AI tools confidently to prompt and generate visuals and designs.

GRADE - 3

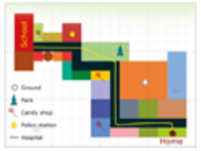
Graphic Design

POWERED BY GEN AI

THIS COURSE INTRODUCES DESIGN THINKING, HELPING STUDENTS APPRECIATE DIVERSE PERSPECTIVES AND EXPRESS THEIR OWN IDEAS THROUGH VISUAL DESIGN. WHILE CREATING ENGAGING GRAPHICS, THEY ALSO STRENGTHEN CONCEPTS IN MATH, ENVIRONMENTAL STUDIES, AND ENGLISH.

Students explore digital tools to produce visually rich designs and integrate elements of robotics for added excitement. Guided by an Imageminds instructor, they begin creative storytelling with age-appropriate Generative AI, learning to craft prompts and bring their ideas to life digitally.

Our activities include:

Tactile	Digital	Gen AI
		
Creating a Maze Board	Designing a Headband	Create a natural pattern design
		
Creating an Ambulance Model	Creating a Route Map	Creations to Show Love

& 30+ activities

Learning Outcomes:

In this course, tactile, digital, robotics and GenAI activities promote experiential learning among students, helping them to:

- Talk about their experience.
- Write a message for dear ones.
- Read and comprehend small texts in English
- Talk about their understanding of a story.
- Read the text on posters.
- Writes on personal experiences in English.
- Contribute towards group activities.
- Discuss ideas with fellow students.
- Seek information from people by conversing.
- Recognize 2D shapes and their sides, corners and diagonals through activities.
- Demonstrate an understanding of directions and maps.
- Perform basic arithmetic operations.
- Handle simple money transactions.
- Demonstrate an understanding of the measurement of length
- Create patterns with simple shapes.
- Study diverse leaves and create leaf designs on objects.
- Explore the characteristics of birds around them.
- Recognize the simple features of leaves around them.
- Interprets simple maps by identifying directions and locations of objects.
- Create symbols and simple maps.
- Develop an interest in feeding birds.
- Design a simple board game.
- Create decorative artworks for different functional spaces of a house.
- Demonstrate an understanding of different vehicles used for different purposes.
- Demonstrate an understanding of the latest mode of communication.
- Use Generative AI tools confidently to prompt and generate visuals and designs.

GRADE - 4

Digital Photography

POWERED BY GEN AI

THIS COURSE TAPS INTO 4TH GRADERS' CURIOSITY, TEACHING THEM TO CAPTURE UNIQUE PERSPECTIVES THROUGH PHOTOGRAPHY. AS THEY EXPLORE VARIOUS STYLES, THEY CONNECT LEARNING IN ENVIRONMENTAL STUDIES, MATH, AND LANGUAGE IN A FUN, HANDS-ON WAY.

Students learn basic digital editing and circuit connections to add illuminated effects, building creative thinking and robotics foundations. Guided by Imageminds instructors, they also use Generative AI tools for quick photo enhancements, color adjustments, and creative transformations, boosting confidence in visual storytelling.

Our activities include:

Tactile	Digital	Robotics	Gen AI
 Photo Comic Creation	 Miniature Photography	 Creating a Glowing Pop-Up Card	 Retouching using AI
 Package Designing and Product Photography	 Selective Colourization		 Enhance the Background using AI

& 30+ activities

Learning Outcomes:

In this course, tactile, digital, photography, robotics and GenAI activities promote experiential learning among students, helping them to:

- Solve problems requiring to calculate the number of days between two dates.
- Infer nets of cubical figures and create cubes from given nets.
- Employ basic arithmetic operations in life situations.
- Perform calculations involving money.
- Create patterns by tiling a figure.
- Calculate the time taken for a particular task.
- Familiarize with 'a.m.' and 'p.m.'
- Get familiar with headings, paragraph content and horizontal lines in printed text.
- Brainstorm ideas with peers.
- Gather information from people around you by using language skills.
- Explain personal experiences in detail, with command over the English language.
- Write a short description about anyone or anything; a message to dear ones; and a composition based on pictures.
- Actively contribute towards group activities.
- Realize how people residing together changes with time and different phases of life.
- Identify the common spices used.
- Appreciate family values.
- Identify the family members of their extended family.
- Develop interest towards growing plants.
- Be aware of different occupations that people take up in their immediate environment and understand the differences in occupation preferences for different genders.
- Deliver a short speech about photographs.
- Speak about a common social issue like conservation of water.
- Use generative AI to make appropriate and swift image editing like retouching, background correction, color correction, etc.

GRADE - 5

Digital Filmmaking POWERED BY GEN AI

THIS COURSE INTRODUCES STUDENTS TO THE WORLD OF MOVING VISUALS THROUGH VIDEOGRAPHY AND AUDIOGRAPHY. THEY LEARN TO PLAN, SCRIPT, SHOOT, AND EDIT PROFESSIONAL-QUALITY VIDEOS, WITH EACH PROJECT THOUGHTFULLY LINKED TO ACADEMIC CONCEPTS FOR DEEPER LEARNING.

The course also introduces simple robotics, where students tackle real-world issues like water conservation by using sensors and basic circuits, in addition to creating a path protector robot. Further, students elevate their visual storytelling skills using Generative AI tools to creatively re-awaken historical narratives through visual media, while also exploring innovative ways to express ideas and emotions in the digital space. Our activities include:

Tactile

Paper Puppets

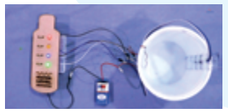
Miniature Models with Popscicles

Video Production

Creating a Storytelling Video

DIY Video Making

Robotics



Water Level Indicator

Creating a Path Protector Robo toy

Gen AI

Historical Event Reenactment using AI

Storytelling with Animation

& 20+ activities

Learning Outcomes:

In this course, tactile, videography, robotics and GenAI activities promote experiential learning among students, helping them to:

- Prepare narration on given topics.
- Write their own stories and text for posters.
- Create posters and video presentations.
- Prepare questions for interviewing personalities.
- Interview people around to understand about them or any particular topic.
- Write a script about their culture and festivals, and narrate the same as a video presentation.
- Express their own views on a social issue.
- Read textual content in English.
- Write about their own life and create a mini autobiography.
- Write compositions on a given topic with an understanding of how to organize information.
- Brainstorm ideas with peers.
- Actively participate in group activities, role-play and dramatisation.
- Demonstrate the skills of storytelling along with a sense of purpose.
- Enhance the vocabulary, and spoken and written skills.
- Explore their culture and heritage.
- Identify different types of angles.
- Demonstrate an understanding of fractions.
- Explore symmetry in 3D shapes.
- Collect and pictographically present data in the form of tables and bar graphs.
- Elucidate the functions of common institutions in daily life.
- Use Generative AI tools to visualize stories to enhance their ability to communicate ideas, build context, and express themselves creatively through visual media.

GRADE - 6

Animation & Mobile App Development

THIS COURSE COMES UP WITH ACTIVITIES ON EXPERIMENTAL ANIMATION THAT ENABLE CHILDREN TO BRING OUT THEIR INDIVIDUALITY AND INNOVATION IN PRESENTING A STORY.

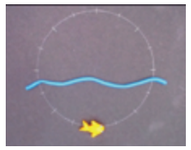
It takes students through the concept of Stop-Motion Animation in detail and guides them to produce animation works using varied materials like clay, paper, OHP sheets, corrugated sheets, beads etc. They also explore fundamentals of mobile app development by creating solution-oriented applications inspired by academic concepts, transforming learning into a purposeful and engaging experience. Our activities include:

Tactile

Creating a Marionette

Creating a Sand Art

Animation



Creating a 16 Frame Stop-Motion Animation

Creating a Thaumatrope

Mobile App Dev.

Creating a Poly Lingo Bot App

Creating a Intuitive Sense Stick

& 20+ activities

Learning Outcomes:

In this course, tactile, animation and mobile app development activities promote experiential learning among students, helping them to:

- Explain the concept of ratio and proportion.
- Use geometrical instruments to measure and draw with precision.
- Create symmetrical drawing with an understanding of reflection symmetry.
- Demonstrate an understanding of waste, how to handle waste and rotting of waste.
- Exhibit human skeletal system with an understanding of movement of different parts.
- Display their knowledge on body movements and skeletal system of animals.
- Demonstrate an understanding of a balanced diet.
- Demonstrate the action of a magnet on different objects with an understanding of the magnetic property, like poles repel and unlike poles attract.
- Exhibit a model of the earth and its position in the solar system.
- Classifies materials based on observable properties.
- Demonstrate an understanding of different types of motion like rectilinear, circular and periodic.
- Seek information from different sources by reading.
- Write paragraphs of text in English based on visual clues.
- Write a script with proper beginning, middle and end with the sense of audience.
- Identify 3D objects around them.
- Demonstrate an understanding of significant contributions of an important kingdom.
- Reinforce academic understanding by applying concepts in the solutions they create.
- Explore robotics to design solution-driven models for real-world problems.

GRADE - 7

3D Modelling & AI Mobile App Development

WITH ROBOTICS

IN THIS COURSE, STUDENTS LEARN TO DESIGN AND 3D PRINT THEIR OWN CREATIONS WHILE EXPLORING ANIMATRONICS AND PROGRAMMING TO ADD MOTION USING SENSORS.

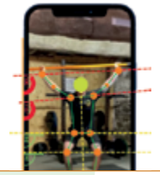
They also develop AI-powered mobile apps and integrate them with robotics to control their models. The hands-on experience encourages innovative product design that solves real-world problems, fostering creativity and critical thinking. Our activities include:

Tactile

Set Modelling

Vehicle Modelling

AI Mobile App Dev.



Creating an AI PoseTrack App

Creating a Mop Bot

3D Modelling

Architecture Modelling
Using External Add-Ons

& 20+ activities

Learning Outcomes:

In this course, tactile, 3D modelling and AI mobile app development activities promote experiential learning among students, helping them to:

- Express their experiences in performing activities/projects.
- Explain about objects and people with proficiency in language and vocabulary.
- Write short paragraphs with organised thoughts.
- Demonstrate fluency and accuracy in speaking.
- Create 3D representations in 2D with an understanding of perspective and orthographic views.
- Recognize vertices, edges, faces and nets in simple 3D forms.
- Measure the area of simple geometric shapes.
- Identify different pairs of angles.
- Demonstrate an understanding of different properties of triangles and congruence.
- Demonstrate an understanding of rotational and reflection symmetry.
- Familiarise with the architectural styles and skills exhibited by different rulers in constructing historic monuments.
- Compare the diversity of life in different environmental settings.
- Elucidate the different types of houses to understand the relationship between natural environment and human habitation.
- Demonstrate an understanding of how flora and fauna are dependent on the climate and landforms.
- Demonstrate an understanding of conservation of natural resources.
- Draw circuit diagrams and devise a simple working project with electric circuits.
- Demonstrate an understanding of reflection of light.
- Familiarise with speed of moving objects and measurement of time.
- Reinforce academic understanding by applying concepts in the solutions they create.
- Explore robotics and AI to design solution-driven models for real-world problems.

Class 8 - Option 1

Fashion Design

THIS COURSE OFFERS STUDENTS HANDS-ON EXPOSURE TO THE WORLD OF FASHION THROUGH SKETCHING, STITCHING, PATTERN MAKING, AND PRODUCT DESIGN.

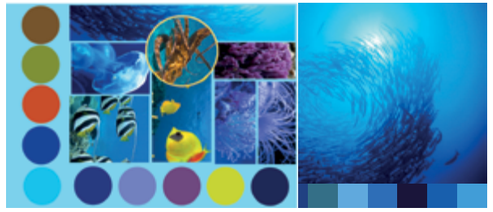
From creating items like masks and wallets to developing digital prototypes, students explore both traditional techniques and modern tools. The focus on experimentation and creativity helps them bring inspired ideas to life with a professional finish. Our activities include:

Tactile

Creating a Glowing Gown

Making Apron Out of Old Denim

Digital



Creating a Mood Board

Garment Designing through Inspiration

& 15+ activities

Learning Outcomes:

In this course, the tactile and digital fashion design activities promote experiential learning among students, helping them to:

- Explain the changes in body shape during adolescence.
- Construct different quadrilaterals.
- Build basic stitching skills.
- Create fashion products.
- Demonstrate an understanding of the structure of flame.
- Exhibit an understanding of synthetic clothing materials and their properties.
- Demonstrate how friction causes wear and tear.
- Demonstrate an understanding about the art practiced by tribal societies in the 19th century.
- Differentiate between natural and man-made fibres.
- Exhibit an understanding of contact and non-contact forces.
- Explain the importance of using available resources.
- Exhibit their social responsibility in contributing towards a need of the society.
- Demonstrate an understanding of reflection of light.
- Design 3D objects using different materials with an nderstanding of shapes and forms.
- Exhibit their social responsibility in contributing towards a need of the society.

Class 8 - Option 2

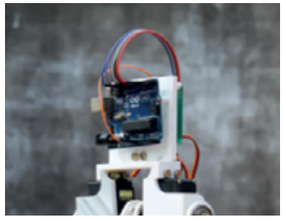
AI & Robotics-Integrated Mobile App Development

THIS COURSE EMPOWERS STUDENTS TO BUILD MOBILE APPS THAT CONTROL AND MONITOR REAL-TIME DATA THROUGH ROBOTICS INTEGRATION.

From matching games to apps that control motors or detect gases, students gain hands-on experience with automation. The blend of app development and robotics boosts confidence, deepens academic understanding, and prepares them for future careers in tech. Our activities include:

Tactile

Creating a Robotic Tractor



Develop a Walking Robot Prototype

Mobile App Development with Prototype

Creating a Flame Detector App

AI Crop Field Management system

& 10+ activities

Learning Outcomes:

In this course, the app creation activities with the making of a working robotics prototype fosters experiential learning among students, helping them to:

- Demonstrate an understanding of the practices involved in crop production.
- Analyse the relationship between force and motion in daily-life situations.
- Demonstrate an understanding of friction between surfaces and objects in contact.
- Elucidate the harmful effects of microorganisms.
- Identify metals by using their properties.
- Conduct simple investigations to understand how to detect fire.
- Identify contamination in air.
- Identify endangered animals and the way to conserve them.
- Construct working models and explain how to operate them.
- Calculate square roots and cube roots.
- Demonstrate an understanding of calculating percentage values.
- Familiarise with historical events that took place in different years.
- Explain how the East India Company finds its route to capture power in India.
- Employ their critical thinking skills to understand a brief beyond the text.
- Describe their experiences with an understanding to organize thoughts.
- Orally express their thoughts with clear pauses and stress on the right words.
- Write simple comprehensions with an understanding to organize information.
- Take up small projects.

Class - 9

AI Application Development

THIS COURSE INTRODUCES STUDENTS TO THE WORLD OF ARTIFICIAL INTELLIGENCE BY TEACHING THEM TO BUILD WEB APPLICATIONS THAT RESPOND TO USER INPUT USING JAVASCRIPT AND MACHINE LEARNING MODELS.

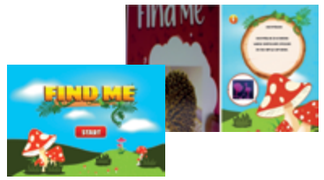
They also work with open-source electronics to integrate AI with real-world functions. Alongside robotics, this hands-on learning strengthens academic understanding and prepares students for future challenges in automation and digital technology.

Web Application Development

Creating AI-Based Image Recognition Web App

Creating AI-Based Pose Recognition Web App

Creating AI-Based Sound Recognition Web App



Creating AI-Based Web App with Speech Assistive Technology

Robotics

Creating Smart Home Lighting System

Creating Smart Home Door Control

Learning Outcomes:

In this course, the AI app creation activities promote experiential learning among students, helping them to:

- Demonstrate an understanding of implementing empirical probability.
- Exhibit their knowledge on lines and angles.
- Identify diverse living organisms and their structure and parts.
- Familiarize with the atomic symbols of different elements.
- Demonstrate an understanding of different characteristics of sound waves.
- Exhibit their knowledge on diverse landforms in India.
- Recognize the distribution of population across different states in India and with respect to different criteria.
- Elucidate the varied climatic conditions across India and the factors affecting the climate.
- Familiarize with the geographical location of India and its dimensions.
- Gain confidence in speaking and writing in English language.
- Exhibit the inquiry skills with command over the English language.
- Become independent learners by developing curiosity and creativity.

Class - 10

3D Game Development & AR/VR Technologies

IMAGEMINDS HERE INTRODUCES STUDENTS TO GAME DEVELOPMENT, WHERE THEY ARE INSPIRED TO DESIGN CHALLENGES, RULES AND INTERESTING GAMEPLAY TO LOGICALLY ADDRESS DIFFERENT VIEWPOINTS OF VARIED AUDIENCES.

The students get hands-on experience on the basics of 3D game development and game level design by using industry-standard game development tools. They also get to explore how to create content of futuristic technologies, Augmented Reality and Virtual Reality based on key concepts of Math, Science and Social.

Game Activities

Building a Board Game

AR/VR Activities

Creating an AR Application on Food Chain

Creating an AR Application to Explore the Anatomy of the Human Eye

Learning Outcomes:

In this course, the AI app creation activities promote experiential learning among students, helping them to:

- Orally express ideas and describe experiences/events with a clear understanding of the language.
- Involve in discussions with peers and strongly express their own ideas.
- Write paragraphs of content by following a sequence of steps including planning, revising, editing, rewriting and finalising.
- Communicate non-verbally by using diagrams, pictures and suitable text.
- Demonstrate an understanding of the functioning of lens in the human eye.
- Demonstrate an understanding of various components of human blood and their functions.
- Exhibit an understanding of how living organisms act as a functional unit in their environment in terms of energy flow.
- Categorize materials based on their physical properties.
- Creatively draw diagrams, such as the human circulatory system.
- Creatively designs models, such as the human eye.
- Exhibit an understanding of chemical names, symbols and the periodic table.
- Demonstrate an understanding of different themes of history through a creatively designed VR project.

Class 11: Option - 1

UI & UX Design

THIS COURSE INTRODUCES UI/UX DESIGN BY TEACHING STUDENTS TO CREATE INTERACTIVE DIGITAL EXPERIENCES USING BASIC CODING TOOLS. STUDENTS LEARN DEVELOPMENT AND VISUAL COMMUNICATION SKILLS BY LEARNING PYTHON AND USER-CENTRED DESIGN.

The course's hands-on learning bridges creativity and technology, preparing students for the evolving digital design landscape.

UI /UX Design & Robotics

Web page development

Creating portfolio

& 10+ activities

Learning Outcomes:

In this course, essential tools and techniques in UI/UX design enable students to understand digital creativity and apply key concepts in design, helping them to:

- Understand the basics of front-end and back-end development in the context of user experience.
- Use Figma to create clear and interactive UI layouts.
- Apply design logic and follow design systems to build consistent and user-friendly interfaces.
- Collaborate with others in real time to develop and refine design solutions.

Class 11: Option - 2

Advanced Fashion Design

IN THIS COURSE, STUDENTS ARE INTRODUCED TO THE WORLD OF ADVANCED FASHION DESIGN, WHERE THEY ARE INSPIRED TO COMBINE CREATIVITY WITH SUSTAINABLE THINKING AND HERITAGE CRAFT.

Students learn to design innovative and traditional collections using fashion illustration, embroidery, eco-friendly art, and more.

Fashion Design Activities

Conceptual Fashion

Sustainable Fashion

& 10+ activities

Learning Outcomes:

In this course, students explore fashion through modules on conceptual design, embroidery, sustainability, and historical styles, helping them to:

- Create theme-based fashion illustrations and design concepts using specialized digital tools like Nastix Design.
- Effectively create digital garment patterns by leveraging AI tools like Tailor Nova
- Apply traditional and digital embroidery techniques to enhance garment detailing.
- Integrate sustainable technologies and eco-friendly art into design and production processes.
- Plan and develop complete apparel collections for runway presentation.
- Study historical garment styles and reinterpret them in contemporary fashion contexts.
- Explore digital textile printing and fashion forecasting to support modern fashion development.

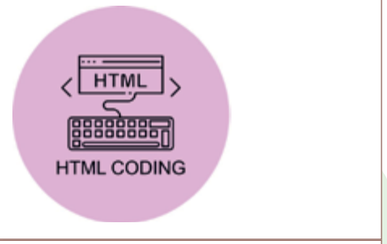
Class 12: Option - 1

Web Development

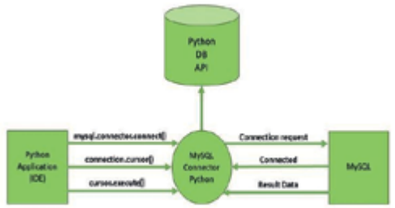
THIS COURSE EMPOWERS STUDENTS TO BUILD DYNAMIC WEB APPLICATIONS BY INTEGRATING CODING, DATABASES, AND USER MANAGEMENT SYSTEMS.

The blend of programming logic and interface design boosts confidence, sharpens problem-solving skills, and prepares them for careers in tech.

Activities



Web page development



Creating a Database Using HTML and Python

Learning Outcomes:

In this course, students explore the process of building web applications through hands-on practice in coding, design, and collaboration, helping them to:

- Understand the fundamentals of front-end and back-end development.
- Build structured web pages and programs using HTML and Python.
- Apply UI/UX principles and design logic to create user-friendly layouts.
- Collaborate with others in real time to build and improve web app projects.

& 10+ activities

Class 12: Option - 2

Visual Media Production

THIS COURSE INTRODUCES THE STUDENTS TO TELLING IMPACTFUL VISUAL STORIES THROUGH END-TO-END MEDIA PRODUCTION.

Hands-on projects in storytelling, advertisement making, and visual design help them build real-world media skills with confidence.

Activities

Making Commercial advertisement

Short film Making

Learning Outcomes:

In this course, students explore visual storytelling with hands-on practice in editing, advertising, and presentation, helping them to:

- Capture creative visuals through photography, cinematography, and product shoots.
- Edit photos and videos using non-linear editing techniques.
- Design posters and graphics for clear visual communication.
- Create short films and advertisements with a strong narrative and visual appeal.
- Apply basic digital marketing techniques to promote visual content.

& 10+ activities

Why Schools Choose Imageminds?

NATIONAL EDUCATION POLICY (NEP) 2020

NATIONAL CURRICULUM FRAMEWORK (NCF)

IMAGEMINDS ENABLES SCHOOLS TO MEET MODERN EDUCATIONAL GOALS THROUGH STRUCTURED, ENGAGING, AND FUTURE-READY LEARNING.

Imageminds helps schools achieve modern educational goals through structured, engaging, and future-ready learning.

Here's why schools partner with us:

- Aligns with CBSE, ICSE, IB, and State Boards, supporting NEP 2020 and NCF.
- Drives deeper learning and retention through hands-on methods.
- Fosters creativity, problem-solving, critical thinking, and digital fluency through visual arts, robotics, and digital tools.
- Nurtures social-emotional skills like resilience, empathy, and collaboration.
- Enables transdisciplinary learning by connecting art, science, technology, and core subjects.
- Ensures cost-effectiveness by providing ready-to-use kits, digital resources, and lesson plans.

How Does Imageminds Curriculum Benefit Students?

BY INTEGRATING ART, MODERN TECHNOLOGIES, AND ACADEMICS INTO AN ENGAGING, HANDS-ON ENVIRONMENT, IMAGEMINDS BUILDS ESSENTIAL FUTURE SKILLS.

With Imageminds, students can:

- Explore diverse art forms connected to academic learning, from painting and sculpting to animation.
- Gain practical experience with emerging technologies and professional software.
- Showcase creativity in daily lessons and events like Sports Day and Art Exhibitions.
- Prepare for national and international competitions to demonstrate skills on larger platforms.
- Tackle transdisciplinary projects that merge academics with creative inquiry.
- Innovate freely, exploring solutions without fixed "right answers."
- Identify interests and skills to choose well-informed higher education and career paths.

State-of-the-art
DIGITAL & CREATIVE LABS

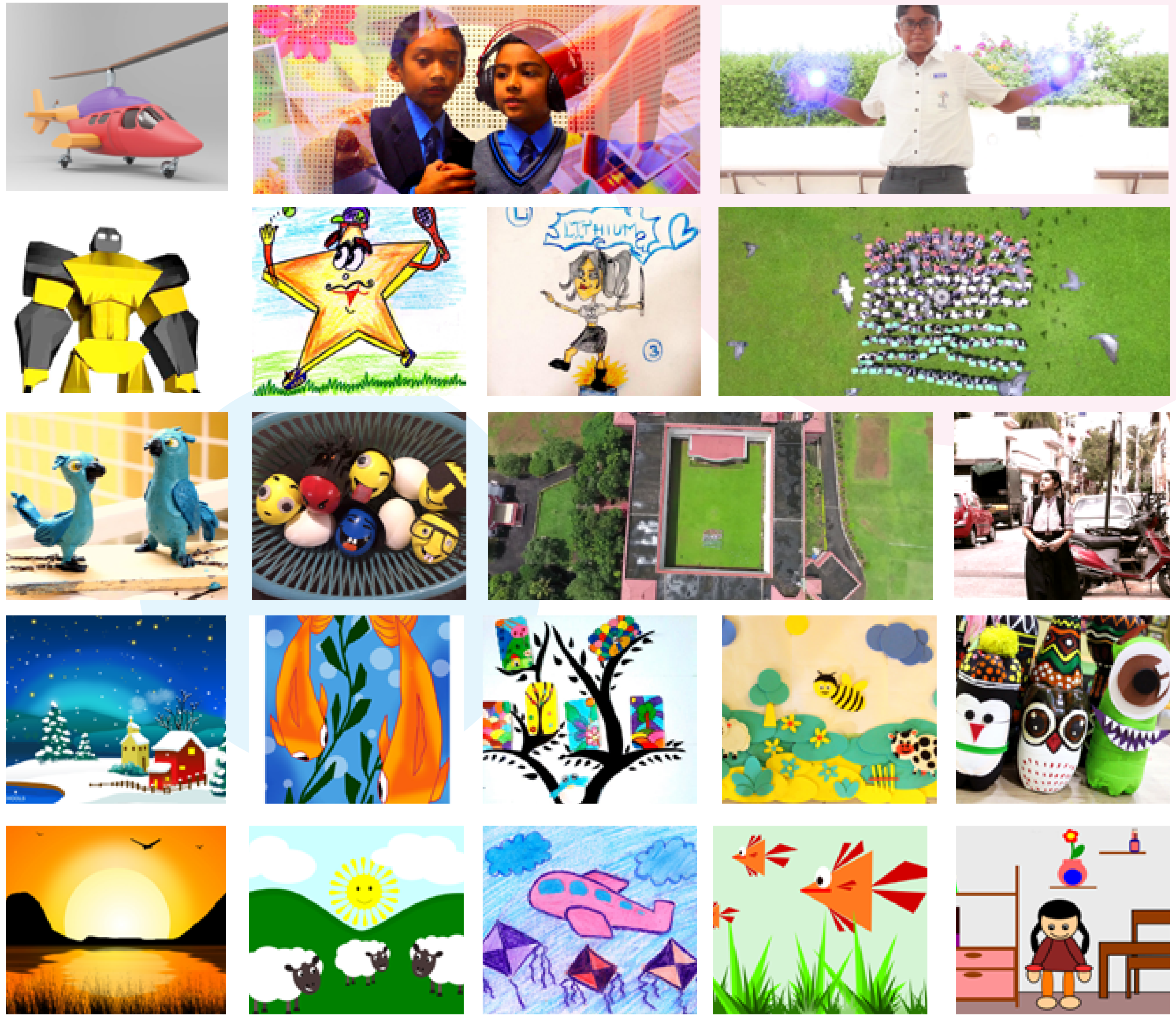
DIGITAL LAB

CREATIVE LAB

AUDIO LAB

GREEN MATTE SETUP

Our Students Works







imageminds™
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