



CGSNC NEWSLETTER

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Action Room Activities

The Action Room is a special space for PG to KG students to develop their motor skills through sensory activities and hand-moulding exercises. It supports physical development, brain development, and improved concentration. It also encourages teamwork and makes learning fun and engaging.



Plantation Day :

As part of our commitment to a greener and healthier environment, students enthusiastically participated in an outdoor tree-planting activity. By planting trees around the campus, they learned the importance of reducing air pollution, improving air quality, and protecting our planet for future generations.



Break the Circle: Stand Strong, Speak Up, Support Others:

Students from Classes 5 to 9 participated in an interactive anti-bullying workshop, learning how to recognize bullying, respond safely, and support others. The session, encouraged empathy, courage, respect while inspiring students to help create a safe and inclusive school community.



Teachers Workshop on How to Involve Students In Effective Learning :

An insightful professional development session led by Mr. Moshuazzaman, Former Acting Chairman of the National Curriculum and Textbook Board (NCTB). The workshop focused on pedagogical strategies to boost student engagement and foster effective learning environments.

Head Master's Message

Roblox – Opportunity or Trap?
Dear Students, Parents, and Teachers,

In today's digital era, technology deeply influences our children's daily lives. Recently, the online platform Roblox has gained immense popularity among primary school students, raising both opportunities and concerns.

On one hand, Roblox offers meaningful learning prospects. Through Roblox Studio, children gain early exposure to coding in Lua, logical thinking, game design, problem-solving, and teamwork, transforming passive screen time into active digital creation.

Conversely, unchecked late-night gaming causes severe sleep deprivation, leading to reduced academic focus, fatigue, and mood changes. Open chat features also expose young learners to cyber risks, while unmonitored virtual purchases (Robux) pose financial strains.

Technology should empower our children's intellect without jeopardizing their health or character. Our goal as educators and parents is not to ban technology entirely, but to ensure balanced usage. Setting healthy bedtime screen boundaries, using parental controls, encouraging outdoor sports, and maintaining open communication will safeguard our children.

Roblox is a double-edged sword. With mindful supervision and structured habits, we can guide our young minds to harness digital potential safely while thriving in the real world.

Warm regards,
Tohsin Khan
Headmaster, CGS NC



PTI Science Training Session

The training session focused on the question pattern of the Class 5 Scholarship Examination. It provided a detailed explanation of the structure and format of the Science question paper, including the different types of questions, their marks distribution, and the expected level of difficulty. The session also discussed effective strategies for preparing students to answer questions accurately and confidently in the examination.



Primary Scholarship Examination 2025:

A total of four students from our school participated in the Primary Scholarship Examination 2025. We are pleased to announce that two of our students were awarded prestigious scholarships. Shreshtha Basak secured a Talent Pool Scholarship, while Dhruvad Shoily Dutta received a General Scholarship. Congratulations to our bright scholars!