

**BCM SCHOOL BASANT AVENUE, DUGRI ROAD, LUDHIANA**  
**CLASS X**  
**ANSWER KEY OF ENGLISH ASSIGNMENT**

**I. Comprehension:**

- (i) a) by 2025, at least 50% of learners shall have exposure to skill education.
  - b) integration of skill education into mainstream education, beginning with skill exposure at early ages in middle and secondary school.
- (ii) An Opinion, a subjective judgement
- (iii) (C) – minimum 50% learners shall have exposure to vocational education
- (iv) the efficient utilisation of resources and expertise, as it allows other schools to use the facility of skill labs.
- (v) Dignity of labour/labour/artisanship
- (vi) South Korea – Reason could be the strong emphasis on vocational training and skill development (any appropriate reason related to South Korea)
- (vii) (A) – middle and secondary school
- (viii) any one relevant point from below
  - child will learn at least one skill
  - understand dignity of labour
  - appreciate Indian Arts & Artisanship
- (ix) (A) Both the Assertion (A) and Reason (R) are true and Reason (R) is the correct explanation of Assertion (A).

**II. LETTER TO EDITOR**

**Rajat Bhargava**

Class X, DPS Noida

Noida

**29 October 2025**

The Editor

*The Times of India*

New Delhi

**Subject:** Growing Addiction to Online Gaming Among Students

Sir

Through the columns of your esteemed newspaper, I wish to draw the attention of parents, teachers, and authorities towards the increasing addiction to online gaming among school students. What once began as a form of recreation has now turned into an obsession for many children.

Nowadays, students spend several hours a day playing games on their mobile phones or computers. This not only affects their concentration and academic performance but also harms their physical and mental health. Many students have started avoiding outdoor activities and social interaction, preferring to stay indoors glued to screens. This trend is leading to serious issues such as eye strain, disturbed sleep, and even aggressive behaviour.

It is essential that immediate steps are taken to tackle this problem. Parents must monitor their children's screen time and encourage healthy hobbies. Schools can conduct awareness programmes highlighting the ill effects of excessive gaming. Tech companies should also introduce time-limit features and age restrictions for gaming apps. Above all, students need to develop self-discipline and realise the importance of using technology wisely.

I hope this issue will receive serious attention and that joint efforts will be made to ensure a balanced and healthy lifestyle for students.

Yours truly,

**Rajat Bhargava**

III. The given bar graph depicts the number of books read by students from January to August. The reading trend shows notable variations across these months. In January, students read 40 books, and the number increased to 50 in February. The peak is observed in March, with 70 books read, possibly due to the pressure of upcoming exams. April sees a slight decline to 60 books, indicating the start of the summer break. A sharp drop follows in May and June, with only 30 and 20 books read respectively — suggesting decreased academic engagement during the holidays. However, July shows a small rise to 25 books, and by August, the number further improves to 35, indicating students are gradually returning to their study routine. Overall, the graph highlights that students' reading habits are highest during academic months and drop significantly during vacation periods. Maintaining regular reading throughout the year could improve learning outcomes.