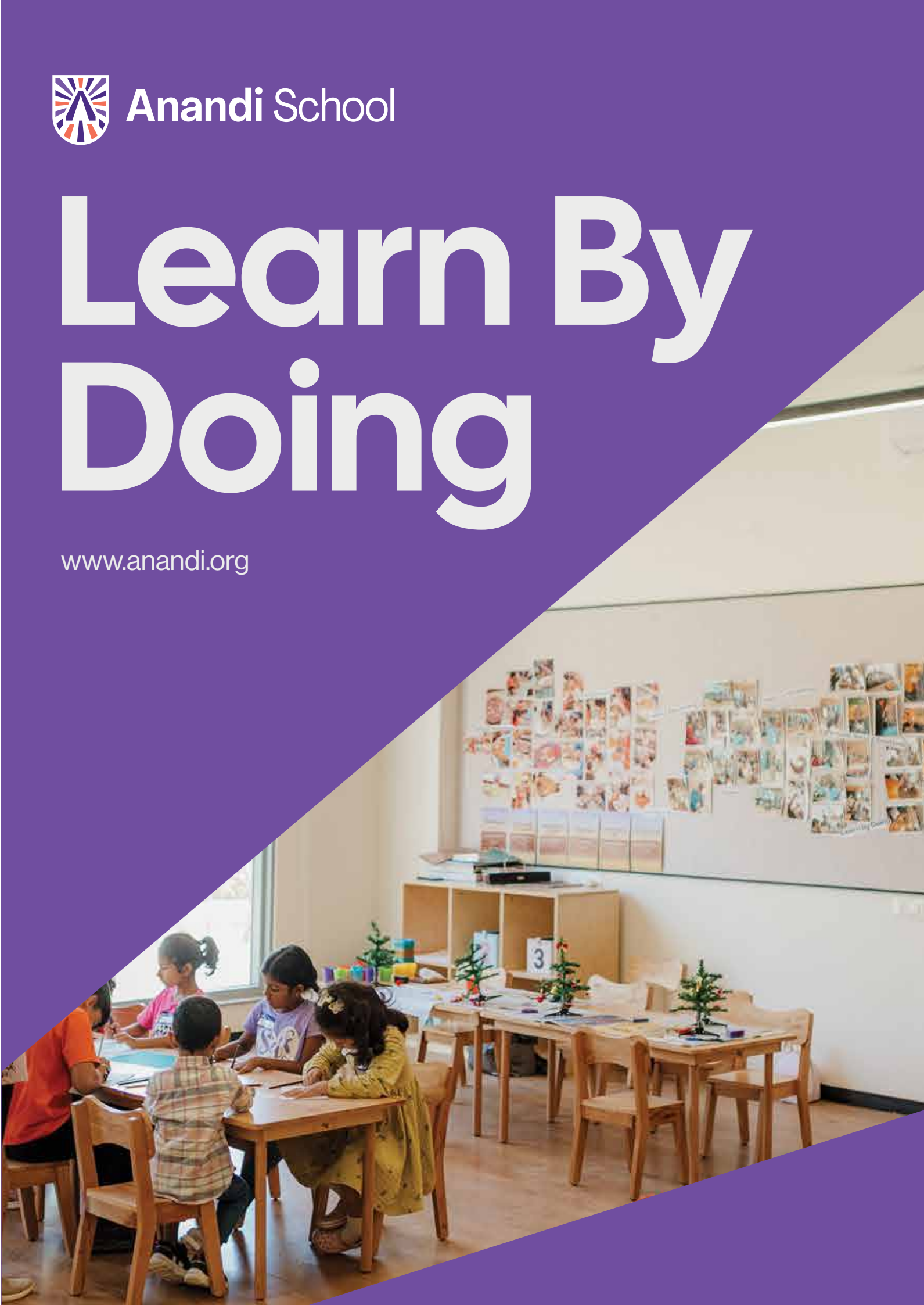
Anandi School

Learn By Doing

www.anandi.org



Anandi

आनंदी /aa-nan-dee/ adjective

Means joy and contentment in Sanskrit and Hindi.

At Anandi, we believe true joy is found in the pursuit of excellence doing things well, exploring deeply, and discovering what we're capable of.

As educators, we see it as our greatest responsibility to guide every child onto this path early in life so they grow up curious, confident, and deeply content.

This is why we are **The Anandi School.**

Meet Prachi

Founder, Anandi School

SEQUOIA | Harvard Business School

Here's how Prachi's journey & experience at Harvard, shaped a belief in education that puts children at the centre.

"At Anandi, we don't see our role as simply educating children. We see our role as shaping the environments around them.

Education has always claimed to evolve with time. From Montessori in the early 1900s, to Waldorf, Reggio Emilia, to IB in the 1960s, new philosophies have emerged as societies changed. Today, we are living in the age of AI, one of the most significant shifts humanity has seen in generations.
And yet, if we're honest, the core structure of schooling has barely changed.

The world our children will grow up in will not reward memorisation or conformity. It will reward judgment, adaptability, creativity, ethical thinking, and the ability to operate in uncertainty.
AI will change what humans do... but it will make how humans think even more important.

My own journey shaped how I see this.

I was a good student. I did well academically. I learned how to succeed inside the system. But learning itself never truly felt meaningful to me. I knew how to play the game of school but not the game of learning.

That changed when I was accepted into Harvard and experienced a different way of learning through the Field Model: learning in real contexts, guided by exceptional mentors, connected to real problems and real thinking. For the first time, education wasn't about performance. It was about purpose, direction, and growth. That experience reshaped how I understood learning and education.

Anandi was born from that shift.

Our responsibility is not to prepare children for a system but to prepare them for life.
Not to train them for exams but to help them become thinkers.
Not to create high performers but grounded, capable, resilient human beings.
That is the role Anandi chooses to play in a child's life.

To be truly Anandi

Yesterday's Schools Prepare for Tests, Not Life

Most classrooms remain anchored in old models that separate academic rigor from real-world relevance.

The World Demands Leaders, Not Test-Takers

The next decade demands thinkers who can navigate ambiguity and lead through complex global challenges.

Empowering Future Leaders for the Global Stage.

At Anandi, we don't just prepare students for the Ivy League, we equip them for the lives they are meant to lead.

Anandi's 4+1 Model

Anandi School is a progressive IB school inspired by **Harvard's Field Model**, where students learn by doing, going beyond just textbooks and tests.

Every week at Anandi, 4 days are focused on IB academics, and 1 day is dedicated to semester field projects.

Anandi Tenets

Learn by Doing, with Real-World Challenges

Work with Rigor, Grow with Purpose

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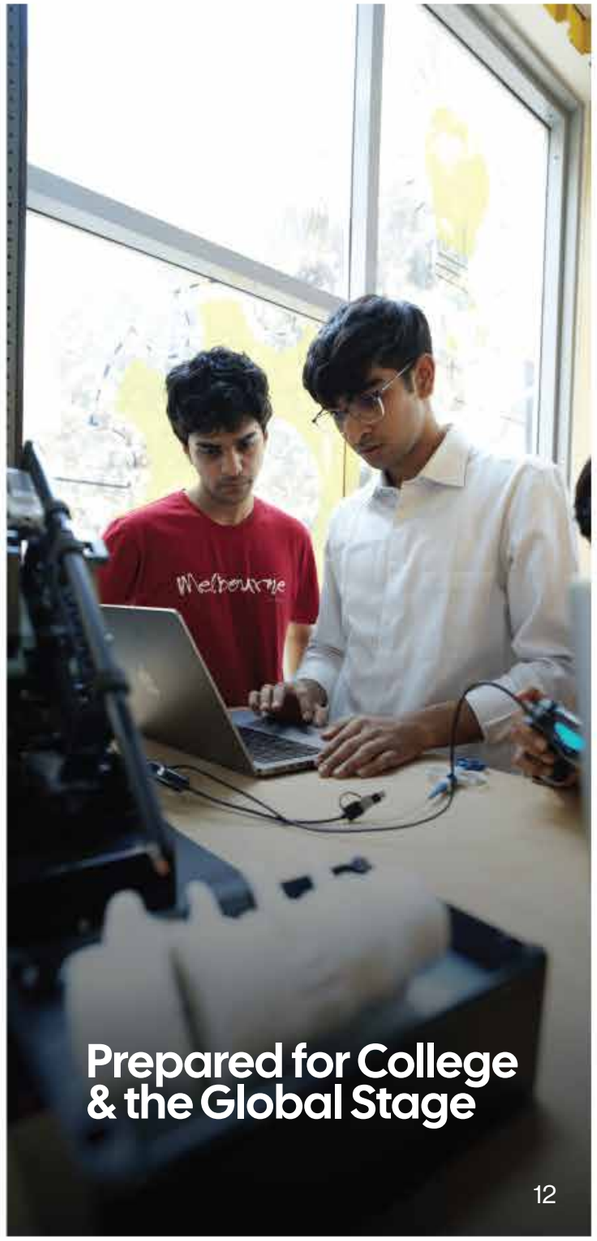
Guided by World-Class Mentors & Experts



Prepared for College & the Global Stage

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Our Team & Advisory Board

Our top-tier expertise sets the standard for our expert, IB-trained faculty, ensuring the school's academic direction is shaped by leading global institutions and industry.

Prachi Pawar
Founder,
Anandi School

Harvard Business School

SEQUOIA

Anthony Wright
Founding Principal,
Anandi School

University of Exeter

Beau Soleil
Collège Alpin International

Peter Blair
Professor,
Harvard Graduate School

HARVARD UNIVERSITY

Penn
University of Pennsylvania

Rajan Anandan
MD and Partner,
Peak XV Partners

MIT

Google

Tarun Khanna
Professor,
Harvard Business School

PRINCETON UNIVERSITY

Harvard Business School

4+1 Field Model

4 Days of Academic Learning

Four days a week are dedicated to rigorous academics, anchored in the **IB**, strengthened with stretch opportunities in English and Math.

Learning is led by expert faculty, with projects woven into lessons so academics remain **personalized** and **relevant**.

Instructors

- Academic Teachers trained in IB
- Field Program Coordinators

1 Day to Build and Learn

Every **fifth day**, students dedicate time to their semester-long projects.

Students are mentored by professionals from **universities, startups, research labs,** and **leading industries**. They learn to apply knowledge into practice.

Instructors

- Field Mentors (industry & academia)
- Field Program Coordinators

find me at the maker's space

Guidance from World Class Industry Experts

MEET THE FIELD MENTORS

Anandi's Field Mentors include **founders, industry leaders,** and **innovators** from around the world who work alongside students during their project journeys, helping them apply classroom learning to real-world contexts.

From early ideas to tested solutions, these mentors bring lived industry experience into the learning process.

Alongside them, Anandi's core academic faculty are trained in the International Baccalaureate and bring global teaching experience, ensuring students are supported with strong academic foundations and emotional care.

Harsh Shah
Published Author

Sudhanshu Mishra
Software and AI Entrepreneur

Shreya Mishra
Founder, SolarSquare

Anirudh Gupta
Founder, Climes

Pratham Mittal
Founder, Masters' Union

The Early Years

[Grades - Nursery to KG2]

Learning through play & inquiry

Our IB Early Years programme, for ages 3-6, is a play-based, inquiry-led and developmentally responsive programme, nurturing curiosity, independence and a love of learning. **With a 1:8 teacher: student ratio**, every child is seen, supported, and heard.

Through the meaningful experiences of the Field Projects along with the inquiry-based learning, our young learners develop **social, emotional, physical and communication skills** while building strong foundations aligned with the IB Learner Profile. Literacy, Numeracy and Unit of Inquiry are at the heart of learning with music and movement key elements of developing the core skills.

Anandi's Early Years build strong foundations through joyful play and thoughtful projects. Drawing from three established models of education, we blend global best practices within the Indian context.

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1 Montessori Method

Hands-on exploration builds focus and responsibility and children learn at their own pace.

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2 Reggio Emilia

Children are seen as capable thinkers. Learning emerges through play, collaboration, and curiosity.

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3 Nordic Approach

Outdoor play in nature, and social-emotional growth are central to everyday learning.

A Week At Anandi

In the **early years**, learning at Anandi is play-led and child-centred. Nursery focuses on sensory and movement-based play, while Junior KG introduces gentle structure through thematic learning and early literacy and numeracy.

TIME	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	PROJECT FRIDAY
7:30 - 7:45 AM	BREAKFAST				
7:45 - 8:15 AM	Circle Time → Songs, Greetings, Storytime				
8:15 - 9 AM	OUTDOOR PLAY & GROSS MOTOR ACTIVITIES				
9 - 9:15 AM	STRETCH & SNACK				
9:15 - 10:30 AM	INQUIRY & EXPLORATION PLAY				
10:30 - 11 AM	Literacy Play → Storytelling, Rhymes, Phonics				
	LUNCH & LAUGHTER				
11:30 - 12:10 PM	NUMERACY PLAY ÷ x + =				
12:10 - 12:40 PM	MUSIC / MOVEMENT / DANCE				
12:40 - 1:40 PM	CALM DOWN / NAP zzz				
1:40 - 2:10 PM	Creative Arts & Maker's Space → Drawing / Painting / Craft				
2:10 - 2:30 PM	Closing Circle & Snacks				

Field Activities

Lab/Museum/Park Visit

OR

Hands-on Workshop with a technical expert

OR

Focused Build Work on campus

* Field Day subject to change **based on grade level and the needs of the field project.**

Post-Field Day Debrief & Reflection

tinker make build

EARLY YEARS
Field project in action

Designing a LEGO city

Problem statement

How do cities work?

Duration

6 weeks

Description

In designing a LEGO City, UKG students explore how cities function through their places, people, and connections. Children observe real neighbourhoods, learn about community roles, and work together to design a shared city using LEGO, blocks, recycled materials, and art supplies

Age group

K2

Project Phases

Week 0-2 — Market Research

Week 2-4 — Connections & Buildings

Week 4-6 — Learning to Explain & Guide

Week (0-2)

Market Research

Children explore familiar places and the people who work in them. Through walks, stories, and role-play, they begin to notice that places have purposes and that different people help cities function every day.

Learning concepts	Subject skills	Field experience
Places have purpose	English : Naming places, using descriptive words	Neighbourhood walk/ photo walk
People have roles	Social Studies: Identifying helpers and roles	Interaction with community helper
Language helps describe the world	English : Speaking in simple sentences, listenting	City themed role-play
Our surrounding are connected	Maths: Spatial words (near, far, next to)	Guided observation walks

EARLY YEARS
Field project in action

Week (3-4)

Designing & Building

Students work together to design and build a shared city. They explore how roads, buildings, and spaces connect, using LEGO intentionally alongside other materials to represent real places and movement.

Learning concepts	Subject skills	Field experience
Places connect through roads and paths	Math: Position, direction, simple layouts	Building a shared LEGO city
Cities are shared spaces	SEL: Turn-taking, cooperation	Small-group planning discussions
Materials can represent real things	Art: Building and model-making	LEGO for roads, buildings, vehicles
Plans help us build together	English: Explaining ideas before building	Collaborative build sessions

Week (5-6)

Learning to Explain & Guide

Children prepare to explain their city to others. They practise using words to describe places, guide visitors, and understand that cooperation and rules help shared spaces work well.

Learning concepts	Subject skills	Field experience
Cities work when people cooperate	SEL: Shared responsibility	Hosting families for the LEGO City Walk
Rules help shared spaces function	Social Studies: Understanding simple rules	Acting as city guides
We can explain ideas to others	English: Speaking clearly, answering questions	Guiding visitors
Shared work builds pride	English: Verbal reflection	Group reflection circles

Final Culmination

Children act as city designers and guides, practising language, confidence, and social awareness.

Parents and caregivers are invited to walk through the classroom city as children:

Name and describe different places

Explain who works where

Show how people and vehicles move through the city

More field day projects for early years

EARLY YEARS
Field project in action

How do our senses help us explore and understand the world?

Approach

Explore sight , sound, touch and taste and smell through playful sensory stations.

Culmination

Host a “five senses fair” with hands on booths for families

Skills

Observation, vocabulary, reasoning, speaking

What makes families unique and how are they similar or different?

Approach

Family trees, photo collages, and tory-based drawing & dramatic play.

Culmination

A “Family Museum” with curated work and student-led walkthroughs.

Skills

Self-expression, cultural awareness, empathy, oral language.

How do people use money and trade in everyday life?

Approach

Role-play shops, pretend currency, sorting games with fruits and vegetables.

Culmination

Children run stalls at the “Anandi Farmers Market” for parents.

Skills

Numeracy, communication, turn-taking, confidence.

What are colours and how can we mix and use them creatively?

Approach

Mixing paints, nature walks, creating art with natural materials.

Culmination

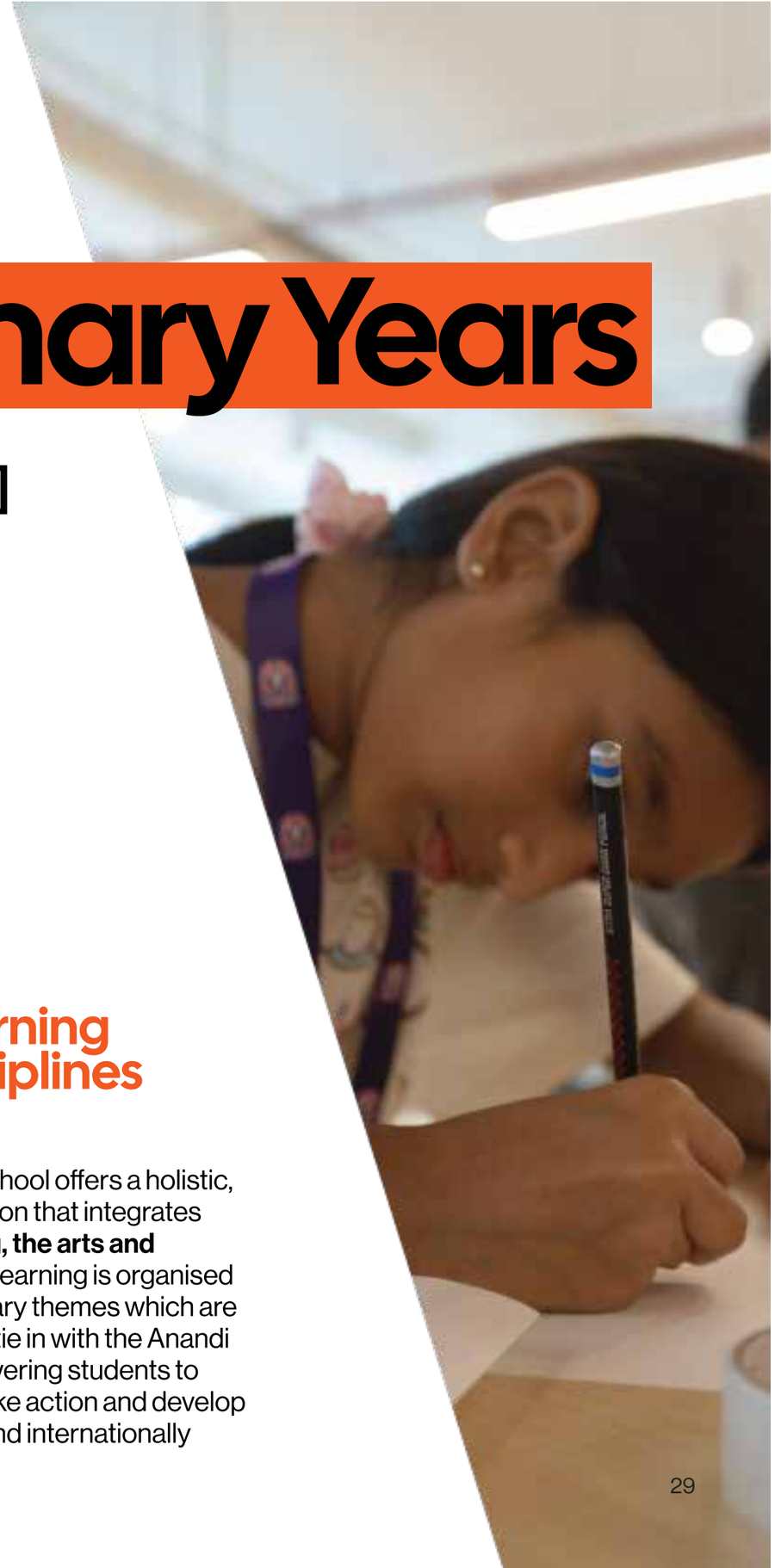
An art gallery showcasing student murals, colour wheels, and colour journals.

Skills

Visual perception, creativity, motor control, vocabulary.

The Primary Years

[Grades 1-5]



Holistic learning across disciplines

The PYP at Anandi School offers a holistic, inquiry-driven education that integrates academics, **wellbeing, the arts and physical education.** Learning is organised around transdisciplinary themes which are carefully designed to tie in with the Anandi Field Projects, empowering students to make connections, take action and develop as confident, caring and internationally minded learners.

Language

English Literacy

Developing oral, written, and writing skills as the language of instruction.

Language

Second Language

A choice between Hindi, Mandarin, or Spanish from Grade One upwards.

Conversational Kannada is taught as a conversational second language to all students.

Physical Social & Personal Education

Developing coordination, gross and fine motor skills, through movement and a variety of team and individual sports including **swimming, football, cricket, basketball, volleyball, and racquet sports and gymnastics.**

÷ Mathematics

Numerical skills including geometry, measurement and a strong focus on mental arithmetic.

Social Studies and Science

Incorporated into the Units of Inquiry developing Design Thinking along with the Arts (Visual Art, Dance and Music)

What We Teach

A Week At Anandi

In the **Primary Years**, interdisciplinary units connect learning across subjects, supported by focused subject blocks. Regular arts, design, and physical education ensure balanced, holistic development.

TIME	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY *FIELD DAY*
7:45 – 8 AM	Breakfast				
8 – 9:00 AM	Circle Time				
9 - 9:45 AM	Design	Units of Inquiry (Science / Social)	Languages	Languages	
9:45 - 10:05 AM	STRETCH, SNACKS & OUTDOOR PLAY				
10:05 - 11:00 AM	Languages & Literature	Languages & Literature	Maths	P.E.	
11:00 - 11:40 AM	Units of Inquiry (Science / Social)	Maths	Units of Inquiry (Science / Social)	Languages & Literature	
	LUNCH & LAUGHTER				
12:20 – 1:20 PM	Arts	Design	Maths	Personal, Social & Physical	
1:20 – 2 PM	Design	Arts	Personal, Social & Physical	Arts	
2 – 2:30 PM	Personal, Social & Physical	Personal, Social & Physical	Arts	Maths	
2:30 – 2:45 PM	Closing Circle Time				

Field Activities

Lab/Museum/Park Visit

OR

Hands-on Workshop with a technical expert

OR

Focused Build Work on campus

* Field Day subject to change basis grade level & needs of the field project

Post-Field Day Debrief & Reflection

tinker make build

PRIMARY YEARS
Field project in action

Apex Ride Imagineers

Problem statement

Design a theme park ride you would genuinely love and make it energy-efficient or climate-friendly

Duration

14 weeks

Description

In Apex Ride Imagineers, Grade 4 students become ride designers and safety engineers. Their challenge is to design an original amusement park ride that delivers excitement while meeting clearly defined safety standards.

Age group

Grade 4

Project Phases

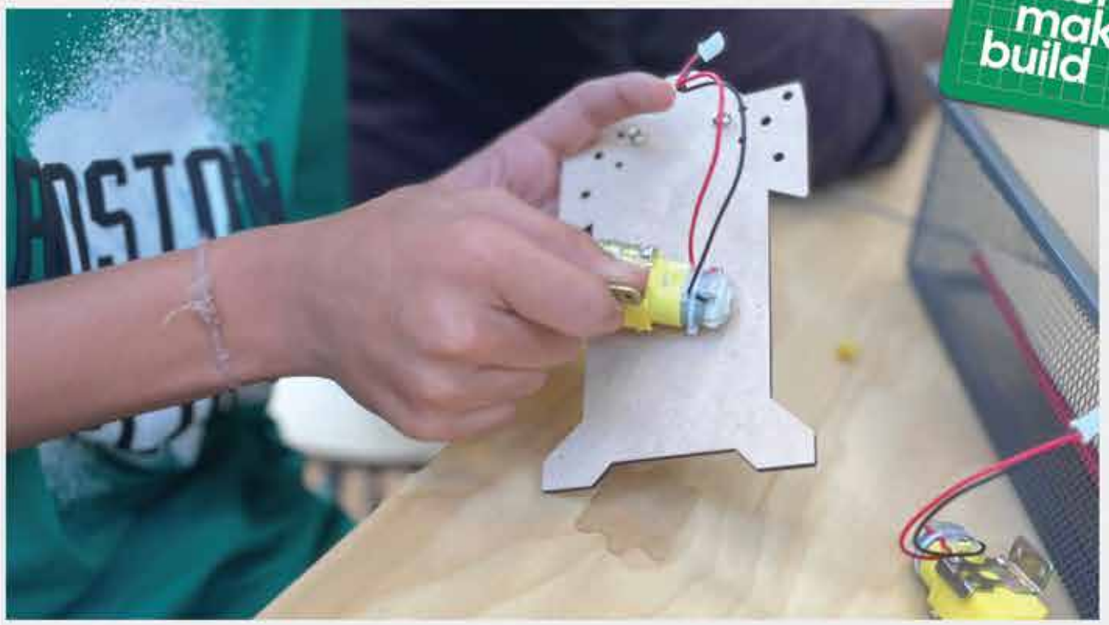
Week (0-3)

Research & Ride Science

Students investigate how real amusement rides work by studying motion, forces, and rider experience. They analyse what makes rides exciting versus unsafe, grounding ideas in observation and evidence.

Academic concepts	Technical & design concepts	Field mentor exposure
Forces and motion	Types of amusement rides	Mechanical / civil engineers
Measurement & data	Speed, turns, balance	Physics educators
Research & summarising	Human comfort limits	Ride design consultants

tinker make build

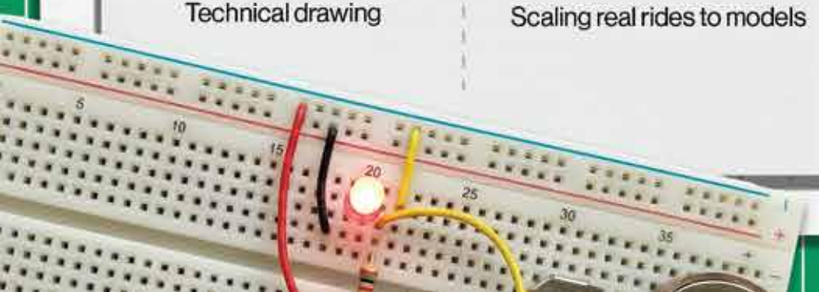


Week (4-7)

Design & Engineering

Students design and build a scale model of an original ride, selecting materials and structures based on stability and feasibility. Designs are tested, refined, and improved through iteration.

Academic concepts	Technical & design concepts	Field mentor exposure
Material properties	Structural frames & load paths	Product / industrial designers
Ratios & scaling	Mechanical linkages	Mechanical engineers
Technical drawing	Scaling real rides to models	Architects / makers



Week (8-10)

Safety, Ethics & Certification

Students define safety rules, conduct stress tests, and simulate inspections to determine whether their ride should be approved. They learn that safety decisions must be justified with evidence.

Academic concepts	Technical & design concepts	Field mentor exposure
Testing & variables	Safety factors	Safety engineers
Rules & responsibility	Stress testing	Risk / QA professionals
Explanatory writing	Fail-safe design	Infrastructure experts

MENTORED by the best

PRIMARY YEARS
Field project in action

Week (11-14)

Branding, Pitching & Expo

Students create a brand identity and persuasive pitch explaining both thrill and safety. The project concludes with the Apex Ride Expo, where students present and defend their designs.

Academic concepts	Technical & design concepts	Field mentor exposure
Persuasive speaking	User constraints	Entrepreneurs
Budgeting & pricing	Product positioning	Brand strategists
Visual communication	Explaining tech simply	Communication coaches

Digital, Fabrication & Tech Tools Used

Tool	Purpose
Tinkercad	3D digital design of ride components
3D Printing	Fabrication of selected structural parts
Micro:bit / Arduino	Basic physical computing (LEDs, motors, safety indicators)
Scratch	Motion simulation and system explanation
Google Slides / Canva	Technical pitching and presentation

Final Exhibition Outcome: Apex Ride Expo

Each student team presents:

A working scale model of their ride

A safety certification file

A branded pitch explaining thrill, safety, and design decisions

More field day projects for primary years

PRIMARY YEARS
Field project in action

How does a monkey's tree home differ from a fish's home in water?

Approach

Children explore animal habitats and create pop-up pages about their homes.

Culmination

A collaborative pop-up book of 3D animal habitats with facts and illustrations.

Skills

Research (Observation), Fine-Motor Skills, Collaboration.

What if you could represent a whole country in a box?

Approach

Children design and pitch a cultural subscription box.

Culmination

A branded Explorer's Crate with a craft, snack, story, and live pitch.

Skills

Scientific Research, Data Analysis, Advocacy, Public Speaking.

How can an ancient story be told in a new way?

Approach

Children study visual storytelling to reimagine an Indian folk tale.

Culmination

An original multi-page comic retelling a classic story with student-created characters and art.

Skills

Creative Writing, Visual Communication, Cultural Interpretation.

How can we help nature thrive in a city of concrete?

Approach

Children explore local parks or mangroves to study urban wildlife balance.

Culmination

A real-world proposal to local government, using data, maps, and photos to support improvements in city biodiversity.

Skills

Scientific Research, Data Analysis, Advocacy, Public Speaking.

The Middle Years

[Grades 6-10]

Sparking bold thinking

The MYP at Anandi School provides a rigorous and balanced curriculum that encourages students to make real-world connections across disciplines. With a **strong focus on personal development, critical thinking and service**, students build the skills, resilience and self-awareness needed for success in further study and life beyond school.

The study of Language and Literature (English) A **second language (Mandarin, Hindi or Spanish),** Sciences, Individuals and Societies (Humanities) Design, The Arts, Physical and Health Education prepares the students for decisions on how to gradually narrow down their subject choices at the start of Grade 9 in preparation for E-assessments in Grade 10 which are the best possible preparation for the final Programme offered at The Anandi School.

Language & Literature

Develop reading, writing, and critical thinking through diverse texts, discussion, and analysis.

Individuals & Societies

Explore history, geography, and societies to understand the world and our place within it.

Language

Develop proficiency in regional and world languages such as Kannada, Mandarin & Spanish.

Arts

Encourage creative thinking and expression through visual and performing arts.

Mathematics

Build strong logical reasoning, and problem-solving skills through applied learning.

Science

Investigate scientific concepts through inquiry, experimentation, and real-world connections.

P.E.& Health

Spark curiosity and imagination through discovery, an open-ended inquiry.

Design

Apply creativity and problem-solving to design, plan, and create purposeful solutions.

What We Teach

A Week At Anandi

In the **Middle Years**, interdisciplinary units connect learning across subjects, supported by focused subject blocks. Regular arts, design, and physical education ensure balanced, holistic development.

TIME	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY *FIELD DAY*
7:30 - 7:45 AM	Breakfast				
7:45 - 8 AM	Circle Time				
8 - 9 AM	Maths	Languages	Languages	Languages	
9 - 10 AM	Science	Design	Maths	P.E.	
10 - 10:15 AM	STRETCH, SNACKS & OUTDOOR PLAY				
10:15 - 11:15 AM	Languages & Literature	P.E.	Arts	Design	
11:15 - 12:20 PM	Arts	Science	Languages & Literature	Arts	
	LUNCH & LAUGHTER				
12:40 - 1:30 PM	Design	Maths	Science	Languages & Literature	
1:30 - 2:20 PM	P.E.	Arts	Design	Science	
2:20 - 2:30 PM	Closing Circle Time				

Field Activities

Lab/Museum/Park Visit

OR

Hands-on Workshop with a technical expert

OR

Focused Build Work on campus

* Field Day subject to change basis grade level & needs of the field project

Post-Field Day Debrief & Reflection

tinker make build

MIDDLE YEARS
Field project in action

The Dropship Venture

Problem statement

Can you build and sell a real product online?

Duration

18 weeks

Description

In The Dropship Venture, Grade 7 students build and launch a real-world online business. They identify customer problems, source products, and create digital brands to sell in the live market. By tracking revenue and managing logistics, students master unit economics and professional communication, culminating in a final Dropship Demo Day.

Age group

Grade 7

Key mentors

Pratham Mittal
Founder
Masters' Union, TETR

Penn

Project Phases

Week 1-5	Week 6-9	Week 10-14	Week 15-18
Product, Problem & Market Research	Sourcing, Differentiation & Pricing	Brand, Website & Launch	Selling, Revenue & Reflection

Week (1-5)

Product, Problem & Market Research

Students explore product categories and identify real customer problems. They research demand, competition, pricing, and customer behaviour to decide which product–problem combination is worth pursuing.

Field concepts	Academic concepts	Field mentors / experiences
Problem framing	English: research skills, questioning, summarising	Startup founders / product managers
User research	Social Studies: consumer behaviour	Interviews with real users
Market validation	Mathematics: data comparison, basic statistics	Analysis of online reviews & marketplaces

MIDDLE YEARS
Field project in action

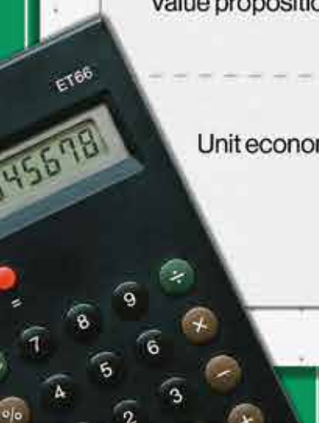
do what you love

Week (6-9)

Sourcing, Differentiation & Pricing

Students identify suppliers and design a clear differentiator. They calculate costs, set pricing, and evaluate whether the business model is viable.

Field concepts	Academic concepts	Field mentors / experiences
Supplier evaluation	Social Studies: trade and production	Factory / manufacturing unit visit
Value proposition design	English: explanatory writing	Vendor conversations
Unit economics	Mathematics: profit & loss, percentages	Pricing strategy workshops



Week (10-14)

Brand, Website & Launch

Students build the public-facing side of their business. They create a brand identity, develop a live website or shopfront, and establish an Instagram presence.

Field concepts	Academic concepts	Field mentors / experiences
Brand positioning	English: persuasive language	Brand strategists / digital marketers
Branding fundamentals	Art & Design: layout, colour, hierarchy	Designers / no-code builders
Order flow & logistics	Mathematics: sequencing	Warehouse / fulfilment centre visit

MIDDLE YEARS
Field project in action

Week (15-18)

Selling, Revenue & Reflection

Students actively sell their product, track results, and analyse performance. They reflect on outcomes, challenges, and ethical considerations.

Field concepts	Academic concepts	Field mentors / experiences
Sales funnels	Mathematics: data tracking	Growth marketers / D2C founders
In-person sales & pitching	English: spoken communication	Community fair / pop-up stall
Iteration & optimisation	English: reflective writing	Mentor feedback & Demo Day

Final Culmination: Dropship Demo Day

Students present their entrepreneurial journey, from problem selection and sourcing to branding, online and offline sales, and key learnings.

Evaluation focuses on thinking, execution, reflection, and responsible engagement with the market, with revenue used as one indicator among many.

More field day projects for middle years

MIDDLE YEARS
Field project in action

How can discarded materials become stylish, sustainable products?

Approach

Collect materials, design products, build a brand, and sell at a pop-up marketplace.

Project Output

Curated collection of branded art products sold at a public sustainability marketplace.

Skills

Design thinking, branding, sustainability, marketing, sales.

How might we design working prototypes to solve urgent environmental challenges?

Approach

Identify a local problem, build a prototype, and pitch to decision-makers or investors.

Project Output

Tested working prototype such as a solar-powered device, installed in a real context.

Skills

Research, prototyping, data analysis, pitching, innovation.

How can young creators use media to tell powerful stories that inspire change?

Approach

Script, design, produce, and release a campaign across platforms, tracking engagement and audience reach.

Project Output

Published digital campaign with analytics and feedback from live audiences.

Skills

Storytelling, editing, media production, marketing.

How might students build real ventures that solve local needs and create impact?

Approach

Identify a need, co-design the solution with stakeholders, and pilot the venture in the community.

Project Output

Fully operational micro-enterprise delivering tangible community benefit.

Skills

Entrepreneurship, budgeting, leadership, community engagement.

Co-curriculars

Primary Years Programme

Integrated, Playful and Purposeful Learning

In the PYP, the timetable intentionally integrates physical education, music, dance, visual arts and drama as core learning experiences.

- **Play-based learning** builds physical literacy and creativity
- Sports such as **football, cricket, tennis, badminton, basketball, gymnastics, swimming and table tennis** and more develop confidence and teamwork
- **Life skills** support the development of the IB Learner Profile

Middle Years Programme

Depth, Choice and Personal Growth

MYP students follow a balanced timetable that values physical activity, creativity and personal development alongside academics.

- **Physical & Health Education** builds resilience and leadership through sports
- **Music, dance, art & drama** encourage expression and critical thinking
- **Life skills** are taught across subjects

In Grade 8, students receive personalized guidance from our **careers counsellor** to select subjects and projects for Grades 9 and 10. This prepares them for the **MYP E-Certificate**, which is an externally validated equivalent to 10th Standard board exams. This process creates clear **pathways to top-ranking universities** both in India and globally.

After School Programmes

Learning extends beyond the school day through after-school programmes that allow students to deepen interests and explore new passions.

Programmes evolve based on student interest, reflecting the passions of our community.

- **Sports training**
- **Performing arts**
- **Visual arts studios**
- **Leadership and service opportunities**

Pathways to the world's best

At Anandi, preparing children for the world's most selective universities begins much earlier than in traditional schools.

Our counselling process starts in the early years of the MYP (from Grade 6), giving every student the time and guidance to explore their strengths, shape emerging interests, and steadily build a distinctive profile.

Mapping Personalised Journeys

Every child's path to the Ivy League and beyond begins with understanding who they are. At Anandi, we design Goal Mapping Check-Ins twice a year with the child, mentor teacher, and family.

01 **Academic mastery**
Achieving IB and global standards.

02 **Personal growth**
Building resilience and leadership.

03 **Co-curriculars**
Pursuing sports, arts, and enterprise.

04 **Deep-dives**
Exploring advanced topics beyond the classroom.

Public Policy, Law & Global Leadership

Institutions shaping policymakers, thinkers and global leaders.

Harvard Medical School · University of Oxford · Yale

Technology, Research & Entrepreneurship

Where ideas become startups, systems and scalable tech.

Stanford University · MIT · Carnegie Mellon University

Performing Arts & Music Mastery

Elite training for performance-driven creative careers.

Williams College · Berklee · Juilliard

Creative Industries

Schools where creativity meets industry systems, and culture.

The New School Parsons · RISD · ArtCenter

Personal stretch opportunities

Personal stretch opportunities allow students to engage with globally benchmarked experiences, helping them measure their learning against the highest international standards.

Science & Research

Research Science Institute (RSI)

Regeneron Science Talent Search

International Science Engineering Fair (ISEF)

Garcia Summer Program

IAS Summer Research Fellowship

Mathematics & Engineering

International Mathematical Olympiad (IMO)

Indian National Mathematical Olympiad (INMO)

FIRST LEGO League

AMC Competitions

Dance & Music

Royal Ballet School

Alvin Ailey American Dance Theater

Juilliard Pre-College

Berklee College of Music Summer Program

Drama & Writing Arts

National Youth Theatre

Royal Academy of Dramatic Art (RADA)

Juilliard Pre-College

John Locke Essay Competition

Scholastic Art and Writing Awards

Foyle Young Poets

The Circle Around Every Child

Educators, specialists, and parents work together to support every child's learning journey - academically, emotionally, and socially.

A Safe Space for Small Steps and Big Dreams

- Confidential Guidance
- Targeted Academics
- Consistent Caring

Guided by Curiosity, Driven by Expertise

- Daily Mentorship
- 1:10 Teacher: Student Ratio
- Expert Education Team

Parents as Partners

Families are invited into the life of the school in ways that are meaningful and impactful.

Field Mentors & Experts

Parents with professional experience lead workshops, host career talks, and connect classroom learning to real-world practice.

Field Day Co-Explorers

Parents join as learner companions whenever feasible - supporting inquiry, safety and exploration on the ground.

Class Representatives

Parent Reps serve as communication bridges between teachers and families, helping organize class events and foster community.

Mini Makers

MiniMakers is a hands-on learning series where children explore cultures, ideas, and concepts through making, play, and creation. Each experience blends storytelling, art, and real-world themes to help children learn by doing.

Skills in Action

- Civics
- Curiosity
- Literature
- Numeracy
- Observation

LitMakers Club

The LitMakers Club is a storytelling and sensory art experience where children create from the stories they hear.

Using materials, movement, and imagination, kids turn stories into something they can see and touch.

Skills in Action

- **Art**
- **Storytelling**
- **Curiosity**
- **Literacy**
- **Imagination**

Maker's Basecamp

Makers tackle real-world problems, build inventions, brand them, and learn to sell. This concludes with the Anandi Mela pitching their creations to real customers.

Skills in Action

Storytelling

Collaboration

Design

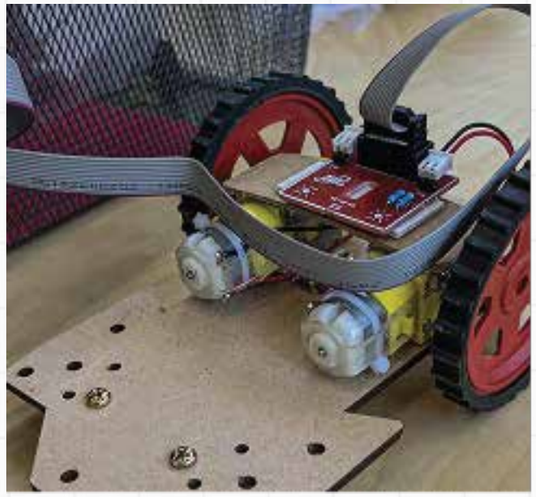
Maker's Weekend

A hands-on innovation workshop where children transform everyday materials into creative gadgets and working tools.

Through experimentation, prototyping, and problem-solving, they proudly take home what they build.

Skills in Action

- Design
- Robotics
- Engineering Thinking
- Social Awareness
- Observation
- Collaboration



Moonshot Program

in collaboration with HARVARD MEDICAL SCHOOL | MEDscience Program

A rigorous, application-based immersion into medicine, AI, and biomedical engineering. Students simulate real clinical scenarios and build intelligent surgical prototypes with the Anandi MoonShot Team.

Key Learnings

- Coding
- Technology
- Robotics
- Collaboration
- Public Speaking

Our Campus

Bengaluru - Off Sarjapur Road

Set across four acres of lush, purpose-built greenery, our campus is designed to nurture imagination, collaboration, and ambition.

Inside, students thrive in modern, light-filled classrooms, a fully equipped library, and expansive collaboration zones.

Lobby

Early Years Classroom

Maker's Space

Admissions Open

Visit & Discover Anandi

Schedule a campus visit or join an online information session to experience Anandi's learning approach, meet the team, and explore the campus

Apply & Assessment

Submit the online application along with the required documents. Shortlisted families are invited for the next step:

- **Early Years**
  A playful classroom observation with our educators
- **Primary & above**
  The Anandi Spark assessment

Admission Offer & Enrollment

Selected families receive an admission offer and complete enrollment.

Our team supports families through onboarding, ensuring a smooth and confident start at Anandi.

Scan to begin

Play, Learn, Grow The Anandi Way

+91 9821682317

www.anandi.org

admissions@anandi.org

@anandi_school