Key Performance Indicator (GRADE : X MATHEMATICS)

KPI NAME	KPI DEFINITION	WHERE ARE WE NOW? (Scale & Description)	KPI GOAL	KPI LIMIT	WHAT WE NEED TO DO?	HOW WILL IT BE ACHIEVED	KPI MEASUREMENT	REVIEW	KPI REPORTING	KPI ACHIEVEMENT	KPI IMPROVEMENT
1. Calculation Skills	To improve the performance of the students in calculation skill while doing the operations on Real Numbers, Polynomials, Arithmetic Progressions, Areas related to Circles, Surface Area and Volume.	45% of the students are able to do accurate calculations.	53%	±2	1. We will help the students to perform different types of calculations on real numbers and correcting errors in the process. 2. Help the students to substitute values in the formulas and then perform the calculations. 3. Encourage the memorization of conversion tables and multiplication tables up to 20 4. To promote the simplification of complex	1. We will provide them worksheets for self-practice. 2. Encouraging them for mental calculations for easy questions 3. Introduce them some short tricks to make calculations easy.	After every worksheet/ activity/class test.	after LP	at the end of first term		

					calculations by breaking them down into smaller and more manageable steps.					
2. Comprehension Skills	Enhancing the comprehension skill of the students while solving the questions based on the chapters Pair of Linear equations in two variables, Quadratic Equations, Arithmetic Progressions, Applications of Trigonometry and Surface Area and Volume.	45 % of the students are able to comprehend the question and able to frame equation /draw figure/ make use of proper formula out of word problems.	55%	±2	1. We will help the students to frame equation from the given word problem. 2. To make connections between mathematics and real life. 3. Put more emphasis on technical vocabulary in mathematics like depreciated, exceed, consecutive and so on. 4. Help students to make proper use of suitable formulas.	1. By giving them different situations in the class and asking them to show it with diagrams or to frame equations accordingly. 2. Encouraging them to improve the reading habit.	After every class test/ worksheet	after LP	at the end of first term		

3. Representation Skills in Class X students	Developing the representation while plotting graph and visualisation skill / observation skill of the students while doing analytical questions based on geometry like triangle, Circles, Applications of Trigonometry.	50% of the students are able to represent the correct information /data with the help of diagrams or graphs.	60%	±3	1. To create mathematical ideas in drawings, able to make mathematical equations and write steps involved. 2. To solve questions using charts, diagrams, graphs, etc.	1. By asking them to draw diagram/figure according to the questions. 2. By asking them some real life case based questions. 3. Visual aids such as diagrams, graphs, and charts can help to understand concepts better. These aids help to visualize the problem and understand the steps involved.	In the class itself after each activity.	after LP	at the end of first term		
4. Application Skills	Developing the application skill while doing Case Study questions based on different	45% of the students were able to apply the concepts	55%	±3	1. To make the students to identify the activities where the application of	1. By providing the students ample number of Case Study questions.	At the completion of each topic	after LP	at the end of first term		

	Chapters					concept is there. 2. To make them understand the application of correct concept in the real life. 3. Some activities need to be designed to clarify the concept.	2. At the completion of each Topic. We will ask them where the concept can be used in practical life. 3. To make the chart of the formulas and identities.				
5. Subject Phobia	To overcome student's phobia for maths or myth as math is too difficult subject	40% of the students have phobia for math or consider math as too difficult subject.	30%	±2	We will motivate the students 1. To be patient and dedicated 2. Avoid frustration and focus on the bigger picture. 3. To visualise the concepts in real life as much as possible. 4. Practice mathematical problems of their own and learn how	1.By Encouraging self practice 2. Making math as fun by introducing games puzzles and problem-solving activities in the class to make mathematical thinking more enjoyable and engaging. 3. Perceive	1. Motivation and continuous follow up will be taken from the students regarding practice of the concepts. 2. Need to change their mind set gradually.	Once in a month	at the end of term		

| | | | | | to utilise the knowledge. | maths as a creative subject.

4. By giving good reasons to study maths. | | | | | |
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