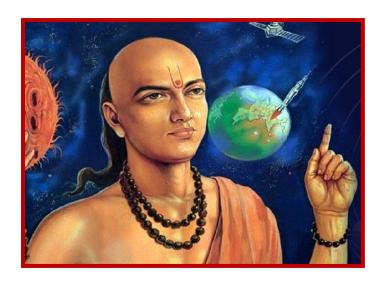


# D.A.V. PUBLIC SCHOOL, THANE NOVEMBER - 2020



Aryabhatta Club was celebrated in the month of November. The main aim was to widen the knowledge of the students and involve them in a number of co-curricular activities in order to excel into innovation and be the solution providers of tomorrow. Students from all division of Secondary Section participated enthusiastically.

All activities were designed in such a way that they were helpful to the students in having an idea of the practical utility of mathematics in addition to creating their interest in mathematics. It provided a platform for the students with opportunities to develop their explorative, creative, and inventive faculties. Such activities help in developing heuristic and problem-solving attitude among the students.

The objective of the various activities was to also create an atmosphere of fun, competitiveness and explore the ever - expanding horizons offered by the wonderful subject Mathematics.

The various activities conducted were:

## **Activity - 1**

- ➤ <u>GEOMETRICAL DESIGN</u>: Both science and art are about converting the invisible to the visible, so they are a natural fit. Taking numbers off the paper and onto something students can touch and feel makes math significantly more relatable and understandable. Adding art to math class makes math less intimidating and more fun, leading to increased interest and causing kids to naturally perform better.
- ➤ <u>CREATING PUZZLES:</u> Students were encouraged and enthusiastically showcased their analytical and calculating skill set by designing mathematical puzzles. Puzzles are especially important in assisting the children to develop emotional skills, cognitive skills, and physical skills.

## **Activity - 2**

#### > GAMES

• TOPIC: To give demonstration of self-created games related with Mathematics in the class.

The online setup brought out the best innovation amongst students. Along with exciting board games, they displayed their coding skills in developing interesting and fun games.

## Activity – 3

### > ONLINE QUIZ

An MCQ online quiz was conducted to brainstorm the students and tinkle their minds. Quizzes are interactive platforms where students are not participating to take home a prize or get famous overnight, but to gain knowledge, seek opportunities to excel beyond academics and secure their future.

Since questions are based out-of-syllabus and require critical thinking and extensive research, students get into the habit of innovative learning. Quizzing is about connecting the dots, reading between the lines, and arriving at a conclusion. It needs to focus on logical reasoning.







