


## Activity - ATL : CREATING YOUR OWN BOARD GAME OR PUZZLE

	<b>SDG covered</b>	<b>SDG 4</b>	
1.	Title	<b>CREATING YOUR OWN BOARD GAME OR PUZZLE</b>	
2.	Teachers of classes	VIII	
3.	Subjects involved	Mathematics	
4.	Brief description of the learning objectives, content of the activity and competencies acquired	<p><b><u>Learning Objectives-</u></b></p> <ul style="list-style-type: none"> <li>● Cognitive learning objectives- Learners will be able to mirror real life under the controlled environment. It will enable the children to be deeply immersed into the learning. It will allow the children to broaden their knowledge and understanding.</li> <li>● Socio-emotional objectives- Learners will be able to develop interest in the lives of well-known mathematicians and generate curiosity about their way of seeing things.</li> <li>● Behavioral learning objectives- Learners will be able to think out of the box, break boundaries, exceed limitations and create some unique projects. They will also try to analyze things differently and reach for “why’s and how’s”.</li> </ul> <p>● <b>Brief description of the Event</b></p> <p><i>“Pure mathematics is, in its way, the poetry of logical ideas.”</i></p> <p>In the present generation, mathematics and technology plays a major role in preparing young minds to work in an environment full of high-tech innovations.</p> <p>Creating your own game is an approach to learning and development that integrates the areas of mathematics and technology. In addition to subject-specific learning, It aims to foster inquiring minds, logical reasoning, and collaboration skills.</p> <p>To create an inclusive culture to successfully harness technology’s potential, ITL Public School organized exhibition of working models in the form of board games and puzzles. Students of class VIII participated in the activity. They set new rules and regulations for their game and described the new ideas or innovations created by them.</p> <p>It was indeed a great opportunity that enhanced their knowledge and provided an informative learning experience.</p> <p><b><u>Competencies acquired-</u></b></p> <p>➤ Research, oratory skills.</p>	
6.	Time period of the workshop	<b>October, 2022.</b>	

7. Evidences included

