

Γ FRANCIS DE SALES COLLEGE

Permanently Affiliated to Bangalore University Electronics City, Bengaluru - 100



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Games for building team spirit and logical skills

Date: 16-02-2019

Venue: Room no 403, SFS College

Time: 1:15 to 2pm

Activity - Dumb Charades

Faculty in charge: Prof. Roshini

Participants: B.Sc. students

To add some fun to learning mathematics rather than classroom teaching, and to build team spirit and logical skills among students, dumb charades in mathematics was conducted. It was also an effort to reduce math's anxiety among students.

A charade was a form of literary riddle popularized in France in the 18th century where each syllable of the answer was described enigmatically as a separate word before the word as a whole was similarly described. The term charade was borrowed into English from French in the second half of the eighteenth century, denoting a "kind of riddle in which each syllable of a word, or a complete word or phrase, is enigmatically described or dramatically represented".

As a long-lived and informal game, charades' rules can vary widely. Common features of the game include holding up a number of fingers to indicate the number of syllables in the answer, silently replying to questions, and making a "come on" gesture once the guesses become close; some forms of the games, however, forbid anything except physically acting out the answer. In a mixed setting, it is therefore advisable to clarify the rules before play begins.



Common features of the modern game include:

- Players are not allowed to play people.
- · Players divided into two or more exclusive teams.
- A notebook or scraps of paper, used for one team to write the answer(s) to be performed by a
 member of the other side. The answer(s) may be restricted to dictionary words, titles of
 artistic works, etc. to limit the difficulty.
- A silent performance by the player to his or her teammates. To enforce a focus on physical
 acting out of the clues, silent mouthing of the words for lip reading, spelling, and pointing
 are generally banned. Humming, clapping, and other noises may be banned as well.
- · A clock, timer, hourglass, etc. to limit the teams' guesses.
- A scoreboard or sheet to tally the teams' points: one for every correctly guessed answer and
 one for every answer the opposing team failed to guess within the allotted time.
- · Alternation of teams until every player has acted at least once.

It was a new experience for students, as they were dealing with mathematical terms. Students participated with lot of enthusiasm. It also helped them to bring out the basic concepts and ideas in mathematics. They had lot of fun while enacting the words and guessing it correctly. Most of the words were given from their syllabus and few mathematicians' names were also mentioned. There were eight teams from pcm and mec stream. It also helped them to identify the important concepts and famous mathematician's names by communicating none verbally.

It was a combined activity for MEC and PCM students which gave them an opportunity to interact with each other. This activity could be considered as a platform for promoting the concept of team work among students. It was a learning with fun activity which was useful to students.

Co-ordinator
Internal Quality Assessment Cell
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Students actively participating in the games during the session Games for building team spirit and logical skills held on 16-02-2019.

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