KidEx Do-It-Yourself National Challenge 2020

Activity description and self-learning manual

Activity: Count from 1 to 5 | Cognitive development | 3 years

Skill development milestone

The child can say his/her first name and age by this age. They can also recognize and name familiar objects. They can screw, unscrew jar lids or door handles.

The child can work with toys with levers, buttons and moving parts. They also play make-believe with toys, people and animals. They can solve puzzles with 3-4 pieces.

Child listens attentively to age-appropriate stories. Child makes relevant comments during stories, especially those that relate to home and family events. The child enjoys stories with riddles, guessing, and "suspense." The child can answer questions like "What are you doing?", "What is this?", and "Where?" questions dealing with familiar objects and events.

Activity description

The child is required to verbally count from 1 to 5.

You should yourself count in front of the child & encourage the child to repeat after you. Once the child starts repeating after you, help them associate the said number to that number of fingers (or other objects). Once the child has become comfortable with guessing the number correctly by the number of objects, encourage the child to count various objects and say the correct numbers by self rather than counting yourself.

Do this exercise as playing session with the child for a few days. You can help the child learn by counting objects of each number. For example, ask the child to say 1 when you show them 1 toy, say 2 when you show them 2 toys or any other object and so on. Whenever you think the child is ready, record a video of the child counting from 1 to 5.

The video should be submitted as an entry as per submission guidelines. You may share the video with family, relatives & close friends as desired by you. Or post the videos on social media, if you wish, with the hash tag #KidExDIYChallenge or #KidExDIYNationalChallenge.

Submission guidelines

- 1. You have to send child's 1 video counting from 1 to 5
- 2. Keep the total file size less than 20 MB
 - a. Higher resolution camera creates large size video files
 - b. Android users can install & use Camera MX player to record smaller size video files
 - i. Camera MX player can be downloaded from here
 - c. Iphone users should change resolution setting by going to Settings -> Camera & selecting lowest resolution from "Record Video" option
- 3. You can upload the files(s) at https://www.kid-ex.com/diy-nc (if total file size > 20 MB)
- 4. You can mail the file(s) to us at *info@kid-ex.com* (if total file size < 20 MB)
- 5. Please mention child's name, registered contact number & activity number in mail subject while submitting the file (Example: Veehan Saraf, 9654138862, Activity 1)
- 6. Kindly ensure you have registered for the event for us to assess the submission. If not registered, please visit https://www.kid-ex.com/diy-reg to register. New registrations allowed till 15th May.

Self-learning manual

Common mistake and things to keep in mind in this activity are:

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- 1. Counting out loud is important to learn the correct pronunciation and for better retention.
- 2. Establish that numbers are quantities so learning them has value.
- 3. For visual recall and recollection, incorporate small activities like asking your child to give you 2 *Chapatis* in routine life so that the child does not consider counting and numbers as purely academic with no real-life application.
- 4. The child should not be afraid to make mistakes. They should not feel discouraged.
- 5. Child may naturally pick a few numbers but miss one or two numbers e.g. 3 or 4, let the process not be compromised for those numbers and continue to be patient with the kid
- 6. Child is not in the right mindset while learning. They will learn and enjoy the process if they are in a happy mood.

Key coaching tip to excel in this exercise is that first introduce the child counting numbers. You can count the numbers out loud and count with your fingers as you do so. This will create an audio-visual memory for the child to remember. You can use markers to write the numbers down or show them in a chart for visual recall. You can help the child understand numbers by counting objects in your environment and daily lives. Encourage the child to practice counting many times. You can do that by simply asking the child to count orally and show fingers on own. You can quiz them by asking to guess the number of toys or fingers randomly and not just in the order that they have learned.

It is a good idea to learn rhymes that may help with counting. If you or the child finds that the activity is becoming frustrating, then you can take a break or find entertaining ways like rhymes or games to practice counting.

Key benefits of this exercise are:

- 1. It is the foundation of strengthening mathematical cognitive skills
- 2. Mathematics helps children makes sense of the world around them
- 3. It develops decision making and problem-solving abilities
- **4.** It will help the child in school because is a precursor to learning more mathematical concepts like measurement, sequencing, comparing quantities, tables and many more

Entry evaluation guidelines

The maximum point for this activity is 10. Every entry would be rated as either:

- 1. Master (M): 100% score
 - a. The child can count from 1 to 5 in correct sequence within 10 seconds.
- 2. Intermediate (I): 80% score
 - a. The child can count from 1 to 5 in correct sequence within 15 seconds.
 - b. The child can count from 1 to 4 in correct sequence within 10 seconds.
 - c. The child can call all numbers between 1 to 5 but not in correct sequence within 10 seconds.
- 3. Beginner (B): 50% score
 - a. The child can count from 1 to 4 in correct sequence within 15 seconds.
 - b. The child can call all numbers between 1 to 5 but not in correct sequence within 15 seconds.
 - c. The child can count from 1 to 3 in correct sequence within 10 seconds.
- 4. Not applicable (NA): 0% score
 - a. All other submission cases.
 - b. No submission.

For any queries, you may Whatsapp us at +91-7303755886 or email us at info@kid-ex.com.

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About KidEx

KidEx is a company founded by Kapish Saraf & Amritanshu Kumar (IIT Kharagpur & IIM Calcutta alumnus). KidEx aims to create a platform to enable holistic & comprehensive development of every child by partnering with their parents in a logistically convenient manner for the parents. KidEx offers multiple extra-curricular activity classes for kids in physical & digital form (basis screen time guidelines) to enable child's holistic development. Live classes include: Chess, Arts, Mandarin, Spanish, French, German, Guitar, Movie-Making. Upcoming classes include: Academics, Robotics, Coding, Dramatics, multiple Dance & Music, Social Etiquette etc. KidEx will offer all learning solutions to parents under one umbrella. KidEx would soon launch a suite of digital products aimed at making child-raising easier & more fun for parents.

About KidEx Do-It-Yourself National Challenge

The event is an effort to spread awareness regarding need for all rounded development of the child. This is also, designed keeping in mind the current external scenarios where lockdown/no lockdown, social distancing practices would continue & schools/colleges might be shut for a few months which would require parents to find non-screen time learning opportunities for the child while demanding lesser time for parents allowing them some breathing space for themselves.

The event is open to all Indian citizens in India or abroad across age groups of 3 to 17 years. Basis the submitted entries, for every age, a leader board would be created & declared.

Prizes & certificates

We will conduct two versions of the event for all interested parents. Parents can decide whether they want their child to participate in the paid version or the free version of the event. Entry charge for paid version of the event is INR 500 for every child.

Paid version participants would be eligible for:

- 1. Prizes for winners across all age category
 - a. Number of winners linked to number of paid version participants
 - b. 50% of registration fees to be distributed as prize to winners
- 2. Winner & participation certificates
- 3. Assessment score for every submitted entry & leader board position summary

Free version participants would be eligible for:

1. Assessment score for every submitted entry

Even participants interested in paid version would be required to pay the amount after 7th May allowing them opportunity to participate first & then, decide.