

# KidEx Do-It-Yourself National Challenge 2020

## Activity description and self-learning manual

**Activity: Record a video doing a guess-estimate exercise | Cognitive skills | 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 estimate the size of an object using his/her palm length as a unit of measurement e.g. 1 palm, 2 palms etc.

The child is required to estimate the length of a person's arm from the tip of middle finger till the elbow in multiples of his/her palm's length. The child can do this exercise for his/her own hand, or mother/father or any other family member's hand.

The child is required to first predict how many times will his/her palm fit into the length of the arm (as specified above) & then, measure the same using his/her palm.

The child should try this exercise with multiple objects, own arms/leg etc. & once the child is doing well, record the child's video doing this activity. At the start of the video call out the estimated palm-length of the object (person's arm) & then demonstrate that the actual measure is same as per the estimated length.

The video should be submitted as an entry as per submission guidelines.

You may share the video with family (1<sup>st</sup> circle), relatives & close friends (2<sup>nd</sup> circle) or acquaintances (3<sup>rd</sup> circle) as desired by you. Or post the videos on social media (public), if you wish, with the hash tag #KidExDIYChallenge or #KidExDIYNationalChallenge.

### Submission guidelines

1. You can record one common video of the child for this activity
2. Keep the total video 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 video file at <https://www.kid-ex.com/diy-nc>
4. 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 30<sup>th</sup> May.

### Self-learning manual

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

1. The child does not understand the concept of length / measurement

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2. The child is not familiar with numbers & might not know counting beyond 3 or 5
3. The child is not following instructions & creates his/her own version of the game
4. The child's mind is drifting from measuring one object to another or to another game
5. Child is not in the right mindset while playing

Key coaching tip to excel in this exercise is that you must introduce this activity as a fun game.

Help the child to learn counting till 3 or 5 whatever is deemed appropriate as per the playschool the child is going to. Guide the child to not just rote learn counting but associate counting with actual meaning of the same.

Do not give the child any object to measure which could be greater than 3 or 5 times the length of the child's palm. A good example could be to use your palm & the child's palm and ask the child to check how large is your palm versus the child's palm by placing child's palm on your palm & then using child's palm to measure your palm completely. During this exercise, guide the child to identify the end point of palm & where to place the palm for next measurement.

Encourage the child to measure any other non-fragile object in a similar manner. Appreciate if the child gets the estimate right. In case, the child makes a mistake – do not call it out as a mistake, but as an act of fun which the child is trying to do with you and then guide the child to do it correctly.

Key benefits of this exercise are:

1. Improves logical thinking and reasoning abilities
2. Helps make reasonable guesses to seemingly difficult to solve problems
3. Opens mind to deal with complexity, probability, and possibility
4. Promotes mathematical skills and strategic thinking

## Entry evaluation guidelines

The maximum point for this activity is 20. Every entry would be rated as either:

1. Master (M): 100% score
  - a. The child can predict correctly & demonstrate the measurement correctly
2. Intermediate (I): 80% score
  - a. The child can predict correctly though cannot demonstrate the measurement properly
  - b. The child can predict with a precision of  $\pm 1$  & demonstrate the measurement correctly
3. Beginner (B): 50% score
  - a. The child can predict with a precision of  $\pm 1$  though cannot demonstrate the measurement properly
  - b. The child can predict with a precision of  $\pm 2$  & demonstrate the measurement correctly
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](mailto:info@kid-ex.com).

## 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 Do-It-Yourself National Challenge 2020

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 7<sup>th</sup> May allowing them opportunity to participate first & then, decide.