

# KidEx Do-It-Yourself National Challenge 2020

## Activity description and self-learning manual

### Activity: Record a video doing a guess-estimate exercise | Cognitive skills | 4 years

#### Skill development milestone

The child can state first and last name, gender, siblings' names, and sometimes own telephone number. They can name some colors, numbers and understand idea of counting. They may rote count to 20 or more. He/she understand the concepts of "tallest," "biggest," "same," and "more"; they can identify the picture that has the "most houses" or the "biggest dogs."

The child knows some upper and lowercase letters and understands that letters stand for sounds ("B makes the buh sound"). They also start to copy capital letters. They can answer questions like "Whose?", "Who?", "Why?", and "How many?"

They start to understand time. The child understands the sequence of daily events: "When we get up in the morning, we get dressed, have breakfast, brush our teeth, and go to school." They can also listen to details and retell a story.

They can play board or card games now. They interact with and learn about the world through play activities.

#### Activity description

The child is required to estimate the number of words on a page.

The child should pick any non-pictorial book. We can select book which are age appropriate for kids basis number of words in a page e.g. <25 words in a page for Age 4, <100 words in a page for Age 5, <300 words in a page for Age 6.

Let the child open any random, non-blank page in the book. For the sake of this exercise, we will stick to the right-hand side page of the book.

The child is required to estimate the number of words on the page (for the sake of this exercise, we count every word even, articles "a", "an" & "the").

Then, the child is required to count the words in that page itself to check if the child's estimate was correct.

The child should try this exercise multiple times & once the child is doing well, record the child's video doing this activity. At the start of the video call out the estimated words on the page & then demonstrate that the actual count is same as per the estimate.

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.

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## Self-learning manual

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

1. The child is not familiar with any framework / technique for estimation
2. The child is not familiar with numbers & might not know counting beyond a value
3. The child is not following instructions & creates his/her own version of the game
4. 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 25 / 50 / 100 / 300 whatever is deemed appropriate as per the playschool / school 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 book with words on a page beyond the counting knowledge of the child.

Encourage the child to just estimate how many words could be on the page without using any framework. Let the child then, count the words to check if his/her estimate is correct. This exercise will let the child subconsciously develop his/her own guess-estimate framework and you would notice that the correctness of the estimate has started to improve. This exercise will train the child's mind for observation & pattern recognition.

Guide the child to control the impulse to share a new number every time and focus on trying to estimate the actual word count.

This approach will let the child achieve a level of precision – let's say 80% correct. Now, is the time to introduce the child to guiding frameworks to improve the estimation.

A good starting framework would be to associate the count of words on a page where all sentences are full in length i.e. from one end of the page to the other end of the page. Then, check how many incomplete sentences are present on the page and estimate the reduced number of words on the page. E.g. if all sentences are full on the page, number of words is around ~100. But 1 sentence is half in length, so, words should be ~95 and not ~100. And so on & so forth – remember the child does not know addition / subtraction / multiplication yet, it is just subconsciously trained mind which is predicting the values.

For slightly elder kids (5 to 6 years old), you may encourage the child to observe:

1. Number of words in general / on average in one line
2. Number of sentences on one page
3. Number of incomplete sentences on one page

And use the information to estimate the number of words.

Then, let the child count the words. The more child does this exercise, the more the child would start liking numbers & improve at guess-estimates.

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:

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1. Master (M): 100% score
  - a. The child can predict correctly (+/- 10% precision) & demonstrate the measurement correctly
2. Intermediate (I): 80% score
  - a. The child can predict correctly (+/- 10% precision) though cannot demonstrate the measurement correctly
  - b. The child can predict correctly (+/- 20% precision) & demonstrate the measurement correctly
3. Beginner (B): 50% score
  - a. The child can predict correctly (+/- 20% precision) though cannot demonstrate the measurement correctly
  - b. The child can predict correctly (+/- 30% precision) & 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 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

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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.