

# KidEx Do-It-Yourself National Challenge 2020

## Activity description and self-learning manual

### **Activity: Record a video of the child playing Snakes & Ladders | 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 play the board game Snakes & Ladders following all rules by itself without any assistance. The child will start from either 61 or 62 whichever position is without a snake's face. The child must either complete the game by reaching 100 or make 20 moves whichever happens sooner.

You will need the board game Snakes & Ladders for this activity. If you do not have it then copy the board which is given in the self-learning manual. In case, dice is not available, you can use 6 chits which have one number out of 1 to 6 written on it. These chits can be put in a box and the child can pick a chit at random for each chance.

You will have to explain the rules of the game to the child. Help the child play and understand the game. The child should be able to recognize the number and then go forward the same number of places on the board. If they happen to reach a snake or a ladder, then, they should go up the ladder or down the snake as per the rules of the game.

You should yourself count in front of the child & encourage the child to repeat after you. Once the child starts memorizing and repeating after you, help them do it on their own. Once the child has become comfortable with playing the game with some clarity about the rules, encourage the child to play more for practice.

Do this exercise as playing session with the child for a few days. Whenever you think the child is ready, record a video of the child playing the game, starting from the tile number 61 or 62 and either playing 20 moves or finishing the game (whichever happens first).

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 1 video of child playing Snakes & Ladders as per the activity guidelines.
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](#)

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- 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](mailto: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 30<sup>th</sup> May.

### Self-learning manual

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

1. The child fails to recognize the number or it's meaning
2. The child is unable to count properly to move the piece correctly
3. The child counts the standing position as well while counting for the move
4. The child fails to recognize the snake or the ladder on the landing position
5. The child fails to follow the movement in case it lands on snake or ladder
6. Child is not in the right mindset while playing. They will learn and enjoy the process if they are in a happy mood.

Key coaching tip to excel in this exercise is that you must explain this activity as a fun game and consider learning to play by the rules and counting as an added benefit.

You should 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 the board for the same. Ensure that the child understands the game and its rules well. When the child can play the game on their own then it would be a great help in counting too. You can also play with the child. If you or the child finds that the activity is becoming frustrating, then you should take a break.

Play Guide:

Snakes & Ladders: The object of the game is to navigate one's game piece, according to dice rolls, from the start (bottom square) to the finish (top square), helped or hindered by ladders and snakes, respectively.

Rules of Snakes & Ladders:

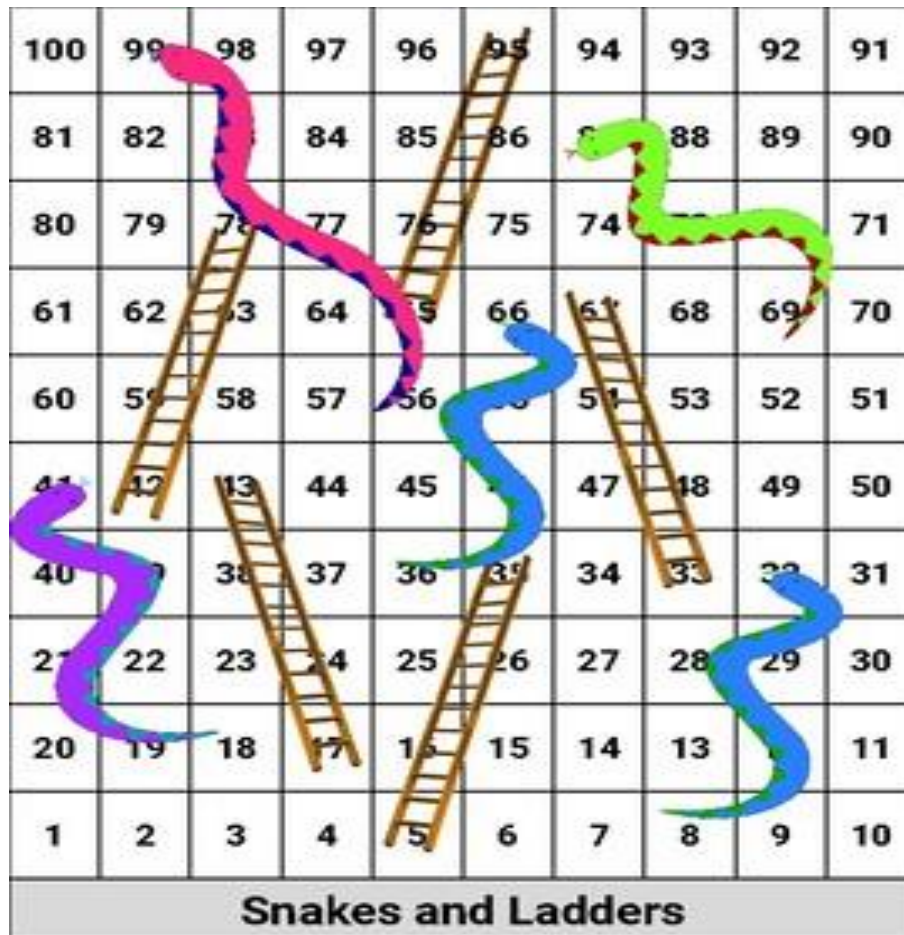
- The game begins from the bottom or start square (we are starting from 61 or 62 for simplification of evaluation of the activity)
- The child can move with any number that comes on the dice
- If they roll a 6, they get another chance to roll
- If the player reaches the bottom of a ladder then, their piece will climb to the top of the ladder
- If the player reaches the head of the snake then, their piece will have to slide down to the bottom or tail of the snake
- When they reach the finish square, they have finished the game
- The player to finish first is the winner of the game

Snakes & Ladder Board:

If you currently do not have the board game at home, you can draw a simple board on the paper. Draw simple snakes and ladders clearly. Make sure that the numbers are not hidden by the snakes or ladders. Start (1) and Finish (100) should be clearly mentioned for learning purpose.

A substitute for dice is using 6 chits with numbers from 1 to 6. The child can pick one from the jar of chits and it will be the equivalent of rolling a dice. You can use any object as the piece (for example, small colorful bottle caps) for playing the game.

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Key benefits of this exercise are:

1. It is the foundation of strengthening mathematical cognitive skills
2. They see a real application of counting numbers and develop numeral recognition and sequential nature of numbers
3. They learn about following rules. They know which are good moves and which are bad.
4. It develops strategizing and thinking abilities from a young age
5. It will help the child in school because is a precursor to learning more mathematical and logical reasoning concepts
6. Subitizing is the ability to see a small number of objects and know how many there are without counting.

### 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 plays all moves correctly without any assistance
2. Intermediate (I): 80% score
  - a. The child plays all moves with less than 3 mistakes but without any assistance
3. Beginner (B): 50% score
  - a. The child plays at least 10 moves with less than 5 mistakes and without any assistance
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).

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