# KIDEX

presents

# National All Rounder Championship

1 May 2021 - 31 July 2021

**Self-Learning Manual: Activity 11**
**Cognitive skills:**
**Artificial intelligence**
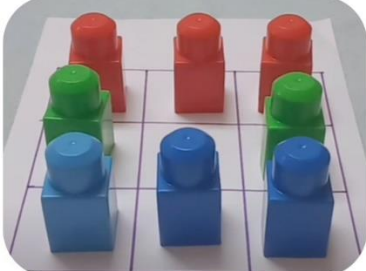**Age: 4 years**

## Activity description

The child is required to play a logic based game which introduces the child to the concept of patterns.

Parents/Guardians can draw a large square on an A4 sheet. Split the square by drawing 2 horizontal & 2 vertical lines in the square such that square gets split into 9 almost equal sized squares. Take any 8 objects – 3 of one unique colour each and 2 of a 3rd colour. Place them in the squares such that no row or column has all 3 objects of the same colour.

The child is required to move the objects on the squares. The object can move only one step either left or right (not diagonally) and can move to an empty square only. The child is required to keep moving the objects till all colour objects are placed such that all objects are in same row/column such that the central square is empty. Watch provided video in web resources to see.

Set up the board & start recording the child playing this game. The child is required to complete the game at the earliest. The child should do the activity independently without any prompts or guidance. Video editing is not allowed & entire video should be recorded at one go.

## Assessment guidelines

The total non-bonus points for this activity is 30. Every submission would be rated as either of below.

| | |
|---|---|
| M = Master (100%) | The child can complete the entire game as instructed in less than 45 seconds without any support/guidance/prompting |
| The child can complete the entire game as instructed in less than 90 seconds without any support/guidance/prompting | I = Intermediate (80%) |
| B = Beginner (50%) | The child can complete the entire game as instructed in less than 120 seconds with support/guidance/prompting |
| For participating in the event & making an event relevant submission which does not meet assessment guidelines for M, I or B. | A = Aspirant (25%) |
| NA (Not applicable) | No submissions or any submission which is irrelevant for the activity. |

**50% bonus marks**: If the child securing an M complete the entire game as instructed in less than 30 seconds without any support/guidance/prompting

## KIDEX

### *Expert coach speaks*

*Artificial intelligence, or AI, is not something from the future. If you regularly use a cellphone and the internet, chances are that artificial intelligence is already a part of your daily life.*

*Very simply, AI technology is when computers mimic tasks that are usually associated with humans. This includes things like making suggestions or predictions, recognizing what is in an image, or even creating music or art. Intelligence of a 3 or 4 year old is considered to be higher than Artificial Intelligence & AI community constantly seeks inspiration from children's way of thinking things to improve progress in AI.*

## Key benefits of this activity

The activity benefits in many ways:

- Develops an interest in pattern recognition & improves IQ
- Learn problem solving skills
- Develop creativity & ignite curiosity

### *Common mistakes to avoid*

- *Do not bound the child – let the child explore & try different things*

- *Encourage the child to ask "Why" – try to keep up with the ability to answer the Whys*

- *Do not try to introduce child to extra screen time to play games etc to improve logical thinking*

### *Useful web resources*

- Activity tutorial video
- Other interesting activities: 1
- Other interesting activities: 2

To submit your entry, visit our website (www.kid-ex.com). For any queries, email us at info@kid-ex.com.

## Keep learning! Keep growing! Stay happy! Be successful!