Gaming in Hindi

A. Goals of the Game

i) To give students mental exercise on the topic in hand.

ii) To help to recall important definitions and formulae.

iii) To help them learn in play-way mode.

iv) To develop healthy competitions.

v) To develop spirit of co-operation.

vi) To make them to arrive at group discussion.

vii) To make them to work under given rules and to challenge and unsuitable one.

B. Identifying and describing the quiz-gaming

(a) Name : QUIZ IN HINDI

(b) Developer : INVESTIGATOR ITSELF

(c) Material Provided :

i) Blank paper and pencil

ii) Rules and Regulations

(d) Rules for Player
i) Total Time : 30 minutes

ii) Maximum time for answering : 2 minutes

iii) Marks to be given to correct answer : 2 marks

iv) Only one member of the team will given answer.

v) Team members can confer among themselves.

vi) If the team to whom the question is asked fail to answer, the other team will be asked to give answers.

vii) If the both the teams fails, judges will explain the answer and no marks will be given to other of the team.

viii) One team will be allowed only one attempt.

ix) Both the teams will have to accept the judgement.

x) Judgement of the judges will be final.

(e) Rules for the Judges/Organisers:

i) Topic will be announced one day in advance.

ii) Judges will listen the challenges of teams and will take appropriate decisions.

(f) Rules for Scorer:

i) He should be impartial.
ii) The scores of both the teams will be put up on notice board simultaneously.

(g) Rules for Recorder:

He will keep record of the marks obtained by both the teams.

(h) Rules for Time-Keeper:

i) He will ring the warning bell at the end of one minute

ii) He will ring the bell at the end of the two minutes to give a signal of closer.

(i) Rules for Observer:

i) They will maintain silence.

ii) If they have any doubt, they may clarify the same at the end of the game.

(j) Skills Desired Among the Students

i) Promptness in answering.

ii) Critical awareness.

iii) To have self-control.

iv) Healthy group discussion.

C. Time Required for the Activity: 35 Minutes
D. Skill Desired in the Teacher

i) He will create proper atmosphere for interaction among the students.

ii) He will encourage participation

iii) He will maintain discipline.

iv) He will interpret rules, whenever necessary.

v) He will provide stimulate to keep the game going.

E. IDENTIFICATION AND DESCRIBING THE ROLES

The teacher will assign various roles of scores, recorder, time keeper, player, observer etc. among the students by rotation in a democratic way.

F. LEARNING OBJECTIVES OF THE GAME

i) To help students to understand important definitions and rules to develop knowledge of the subject.

ii) To help the students to develop skills in evaluating correct answers to develop skills and challenging the wrong ones.

G. OUTLINE OF THE STAGES OF THE OPERATION

Necessary feedback will be provided for evaluating their performance.
H. PRE RUN OPERATIONS
i) Decisions about the role to be given to the students will be taken.
ii) Decisions about the time and sequence of the events will be taken.

I. PARTICIPANT TRAINING

The students will be provided a practice session where the teacher will explain the rules of the game and the duties of observers, participants, scores and time keeper etc.

J. PLANNING OF QUIZ-GAMING
i) Experimental group was divided in two groups having 17 students in each group.
ii) Each group sat in face to face position with the judge in between them.
iii) Students are allotted roles of time keeper, scorers etc.
iv) First question was asked to first team and the second question to the second team.
v) After the close of the game the scoring was done and the winner team was announced.