

## REPORT OF THE PROGRAMME CONDUCTED



Dept. of  
Sree Sankara College Kalady

---

Title of the activity	National Mathematics Day Celebration
Date and Time	20/12/2023 10.00 am & 2.00 pm
Resource person	
Nature of activity	College
Type of Activity	,
Linkage Activity	
Convener	ASWATHI . H,MATHU K B
Number of participants	98
Participants` list	<a href="#">View Participants list</a>
Brochure	<a href="#">View Brochure</a>

## Report of the activity

**Puzzle competition** As a part of the National Mathematics Day Celebration, the Department of Mathematics Sree Sankara College Kalady organized a 'Puzzle Competition' on 21st December 2023 at 10:15 am. The venue of the competition was room no: T17. Students from mathematics, statistics, and physics participated in the competition. There was a total of 69 participants which consisted of first-year, second-year, and third year students. The duration of the competition was 30 minutes. The participants were given question papers which consisted of 15 questions. Students actively participated in the competition and tried to bring out their best. The answers were valued by the teachers and Akshay Udayan of second year mathematics secured the first position with a total score of 10 out of 15. The second position was secured by Sobhith Dev Sajeewan of first-year physics with a total score of 9 out of 15. The competition was a great success and it influenced the students a lot. It helped them to improve their logical and rational thinking. It also helped them to develop and use their arithmetic skills. The competition made the students capable of independent learning and promoted decision-making skills. It also encouraged them to think critically and solve the questions. As a whole the students enjoyed a lot and gained many new knowledge through the competition.

**Games Competition** As a part of the National Mathematics Day Celebration, the Department of Mathematics Sree Sankara College Kalady, organized a 'Games Competition' on 21st December 2023 at 2:00 pm. The venue of the competition was room no: T17. Students from different departments participated in the games session. There was a total of 98 participants which consisted of the first-year, second-year, and third-year students of the college. The game session was coordinated by the first-year, second-year, and third-year students of the mathematics department. A total of 6 games were there to make the session colourful. All the students enjoyed the session and the session ended by 3:45 pm. The session helped the students to build strategic thinking and problem-solving skills. They learned to solve problems together, think strategically about what moves to make, and how to be successful in playing the game. Since games are always a means of recreation and don't need deep mathematical knowledge to play, students from various science and arts departments actively participated in the session. The session helped the students to develop practical knowledge and critical thinking skills. Through playing the games they unknowingly developed their arithmetic skills also. Anyhow the session was successful and each student enjoyed it well. Their minds got refreshed and it was a kind of brain exercise .

It helped them to improve their logical and rational thinking. It also helped them to develop and use their arithmetic skills. The competition made the students capable of independent learning and promoted decision making skills. It also encouraged them to think critically and solve the questions. As a whole the students enjoyed a lot and gained many new knowledge through the competition. The session helped the students to build strategic thinking and problem-solving skills. They learned to solve problems together, think strategically about what moves to make, and how to be successful in playing the game. Since games are always a means for recreation and don't need a deep mathematical knowledge to play, students from various science and arts departments actively participated in the session. The session helped the students to

## Outcome of the activity

