



UTTAM SCHOOL FOR GIRLS
presents



MIGHTY MATH CARNIVAL 2023-24

Mathematics for everyone



22nd December, 2023

Dear Ma'am/Sir

Greetings from Uttam School for Girls!

Without mathematics, there's nothing you can do. Everything around you is mathematics. Everything around you is numbers.

— Shakuntala Devi

Uttam School for Girls welcomes you all to a world where we unlock the universal language of logic and discovery. In this world, the seemingly abstract and complex discipline of mathematics reveals its profound influence on our daily lives. From the simple act of counting, shaping doughs, rolling dice to creating intricate patterns and the realms of calculus, mathematics is a powerful tool for understanding, problem solving and making informed decisions. In essence, it is for everyone!

We are delighted to invite you to another edition of the Mighty Math Carnival, a festival of inter school competitions dedicated to mathematics, on **Friday, December 22, 2023.**

The Mighty Math Carnival takes you on a unique educational ride where we explore the intriguing connections between mathematics and the real world.

The theme for this year is **'Mathematics for Everyone'**. The theme emphasizes the importance of making mathematics accessible and inclusive for everyone.

Students will embark on captivating explorations that seamlessly blend the power of numbers with the realities of life.

We would appreciate if you confirm your participation by filling in the registration form by **Monday, December 11, 2023.**

We eagerly await the chance to see the remarkable achievements and creativity of the students .

With warm regards

Mrs. Sharmila Raheja
Principal

Mrs. Arti Khanna
Headmistress

General Guidelines

- Secure your spot at the event by registering through the provided link: <https://forms.gle/oKP3pF5op49HkTi79>.
- Last Day of registration, **Monday, December 11, 2023.**
- All participants must participate in the event in their school uniform (unless specified) and must wear their identity cards.
- All events including Game Fame will begin at 9:30 am.
- School codes will be given at the time of registration. Please use only the designated school codes throughout the event.
- Each event will be awarded individual prizes.
- Results will be declared on the same day after the competition at the award ceremony in the school auditorium. The result can also be seen on the website: www.uttamschool.org and will be mailed to you.
- The Championship Trophy will be awarded to the school that achieves the highest overall score. Host school, will not compete for the trophy, however, they will be allowed to take part in any of the events.
- Game Fame Trophy will be awarded to the most entertaining game.
- Kindly check the spellings of the names of the participants in the registration form. We will not be able to accommodate any changes on the day of the event.
- Experts in the field will form the panel of judges. The decision of the judges will be final and binding.
- Teachers accompanying the students may participate in a Sudoku competition.
- Refreshments shall be provided by the host school.

Schedule	
Registration	9:00 am – 9:30 am
Events	9:30 am – 10:30 am
Refreshments	10:30 am – 11:00 am
Carnival Games (Open for all)	10:20 am – 11:45 am
Prize Distribution	12:00 noon

- For any assistance regarding the competitions please contact

Ms. Deepshikha Saraf - 9871112380

Ms. Ashu Bathla - 9810255628

Ms. Pooja Gulati - 98102 26215

- For queries regarding registration, please contact school reception : 0120-2782608.

Shape-a-Boo Bonanza

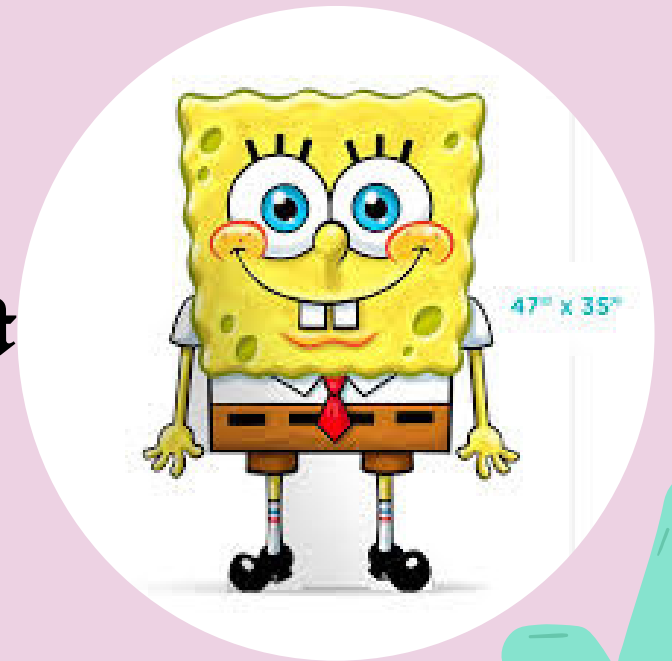
- "A Shape and Tell Extravaganza"

"Every character starts with a shape, and within every shape lies a narrative waiting to unfold and be shared."

Grade - Nursery

Participants: 1

Time Limit: 1 minute to each participant



MATHEMATICAL CONCEPTS

- 2-D shapes
- Colours
- Number of shapes
- Properties of shapes

RULES AND REGULATIONS:

- Each participant is required to dress up as a cartoon character representing any 2-D shape.
- They will also present a brief description about the character and the shape used.
- The medium of language should be English only.

JUDGEMENT CRITERIA

- Diction
- Presentation
- Creativity
- Confidence

Santa's Mathland

-“Shape the Magic of Christmas”

“Every geometric twist creates a Christmas tale of festive wonder!”

Grade - LKG

Participants: 1

Time Limit: 30 - 45 minutes

MATHEMATICAL CONCEPTS

- 2-D Shapes
- Spatial awareness



RULES AND REGULATIONS:

- The participants will use geometrical shapes in various sizes and colours to create a Christmas scene.
- They can create as many objects as they like.
- The host school will provide the cutout shapes and an A3-sized sheet for the base. Participants are required to bring their own additional stationery items.

JUDGEMENT CRITERIA

- Creativity
- Number of shapes used
- Relevance to the theme
- Overall presentation

Numeric Path Finder

- "Navigating Number Adventure"

"Navigate the numeric path, hop through digits, and leap into an adventure where each number paves the way for a new, thrilling chapter."

Grade - UKG

Participants: 1

Time Limit: 1 hour

MATHEMATICAL CONCEPTS

- Addition
- Subtraction
- Greater than Lesser than
- Number Names (1-20)

RULES AND REGULATIONS:

- Each participant will pick a number from the number basket (1-50) and stand on the corresponding number on the Number Grid.
- The participant will be required to attempt questions related to the selected number based on the mathematical concepts mentioned above.
- The participant who answers all the questions correctly wins the game.

JUDGEMENT CRITERIA

- Accuracy
- Logical Reasoning



Snakes and ladders

- "A Mathematical Journey"

"Ascend with numbers, climb through equations, as snakes and ladders intertwine with the exhilarating twists of mathematics."

Grade - 1

Participants: 1

Time Limit: 1 hour

MATHEMATICAL CONCEPTS

- Addition and Subtraction
- Number Sense
- Skip Counting
- Measurement

RULES AND REGULATIONS:

- Each participant gets to play the all-time favourite Snakes and Ladders game with a twist.
- The participant will have to solve numeric puzzles in number cards to hop forward while escaping the snake bites and catching the long ladders.
- The participant to reach the end first wins the game.

JUDGEMENT CRITERIA

- Problem Solving
- Accuracy
- Speed



Come Let's Shop

- "The Ultimate Retail Adventure"

"Let's explore, calculate, and bag some mathematical savvy deals together."

Grade - 2

Participants: 1

Time Limit: 1 hour

MATHEMATICAL CONCEPTS

- Money
- Addition
- Subtraction
- Multiplication



RULES AND REGULATIONS:

- Each participant will experience real-time shopping through this game by successfully passing different levels.
- Level I will require each participant to solve written mathematical challenges to earn money for themselves.
- Level II, the participant will engage in a shopping experience where they have to meet the shopping guidelines during the given time frame.

JUDGEMENT CRITERIA

- Accuracy
- Adherence to Shopping Guidelines
- Speed

Tangram-charades

- "Silent Puzzles, Expressive Gestures"

"Enact your clues, mould your guesses, in the puzzle of shapes and silent gestures"

Grade - 3

Participants: 2

Time Limit: 1 hour

MATHEMATICAL CONCEPTS

- 2-D Shapes
- Tangram (Animal Characters)
- Number of shapes



RULES AND REGULATIONS:

- Each team gets to display their acting skills in Charade Cards in level I.
- Level II will require the participants to cut the tangram pieces from origami sheets and make the tangram characters (2) picked in level I.
- Finally, level III will require the team to display the tangram characters in a story scene on an A3 size sheet. The teams will bring their own A3 size sheet for base, origami sheets and colours to create the story scene.

JUDGEMENT CRITERIA

- Acting skills
- Accuracy in creating Tangram characters
- Picture Composition

Tessellmania

- "A Puzzling Pattern Adventure"

"Piece by piece, watch the shapes align, as you craft a world of seamless design in the tessellations game – where art and geometry unite."

Grade - 4

Participants: 1

Time Limit: 1 hour



MATHEMATICAL CONCEPTS

- Patterns
- Symmetry
- 2-D shapes
- 3-D shapes

RULES AND REGULATIONS:

- Each participant creates a tessellating pattern using shapes.
- Participants will create and present their pattern on Canva Software.

JUDGEMENT CRITERIA

- Number of shapes used
- Colour Scheme
- Overall Presentation
- Adherence to the concepts

Data Quest

- "A Journey through Information"

"Embrace the power of information, where numbers tell stories and graphs paint pictures in the exhilarating game of data handling."

Grade - 4

Participants: 1

Time Limit: 1 hour



MATHEMATICAL CONCEPTS

Data Handling

- Tally marks
- Histogram
- Bar Graph
- Pictograph
- Pie Chart
- Line Graph

RULES AND REGULATIONS:

- Each participant gets to play with data by interpreting, analyzing and presenting the data given at different levels to move ahead in the game and finally win.

JUDGEMENT CRITERIA

- Accuracy
- Speed

Chronicles Unveiled

- "Unraveling History's Enigmas"

"Unlock the secrets of history with every equation solved, for in the world of numbers lies the key to decoding the past."

Grade - 5

Participants: 1

Time Limit: 1 hour

MATHEMATICAL CONCEPTS

- Basic operations
- Patterns
- Geometry



RULES AND REGULATIONS:

- Each participant gets a clue in a pictographic script used in ancient period which they need to decode to proceed in the game.
- The clue will unveil levels of mathematical mystery and lead them to the final treasure.

JUDGEMENT CRITERIA

- Speed
- Accuracy
- Identification of correct mathematical concepts

Cook it up with Math

- “A Culinary Math Expedition”

“Add a dash of numbers, multiply with curiosity, and cook up a flavorful learning experience where math spices up every dish.”

Grade - 5

Participants: 2

Time Limit: 1 hour

MATHEMATICAL CONCEPTS

- Measurements
- Basic operations
- Fractions



RULES AND REGULATIONS:

- Participants will be given a recipe to prepare a salad meant for multiple servings. They will be required to convert the same into a single-serving recipe using mathematical operations.
- They will then create a recipe card that represents the quantities in both words and mathematical terms.
- Further, they will follow the instructions in the recipe to prepare the salad. Ingredients for the same will be provided by the host school. Please bring the required materials for preparation and presentation. No crockery or stationery materials will be provided by the host school.
- Each card should clearly list the ingredients required for one serving in both descriptive and mathematical terms.

JUDGEMENT CRITERIA

- Accuracy of Conversion
- Clarity in Representation
- Time limit
- Taste

GAME FAME

- "GAMES, THRILLS, AND FUN"

"In the realm of games, the pursuit of fame is not just a score but a journey, where every move echoes the heartbeat of victory and every challenge is a stepping stone to glory."

Grade - 5

Participants: 2

MATHEMATICAL CONCEPTS

- Estimation
- Fractions

Participants must come prepared with the set up of the game.

RULES AND REGULATIONS:

- Each team will set up a carnival game stall with a unique game, based on the mentioned mathematical concepts.
- There should be a paragraph of 80 words which gives an overview of the game.
- Game boards, playing pieces, cards, balls, etc. may be included for the players.
- Display area and furniture will be provided by the host school.
- Participants must carry their own material for displaying their game.
- Please note participants will not create the game at the venue.
- Students present at the venue will be playing the presented games.
- The Game Fame trophy will be awarded to the most entertaining game.

JUDGEMENT CRITERIA

- Creativity
- Application of the concept
- Overall presentation
- Entertainment value



Mathematics for everyone



Welcome,

Enthusiastic Minds!



Reach us at : uttamschool@gmail.com