

INTER-HOUSE COMPETITION

WAR OF EXPONENTS

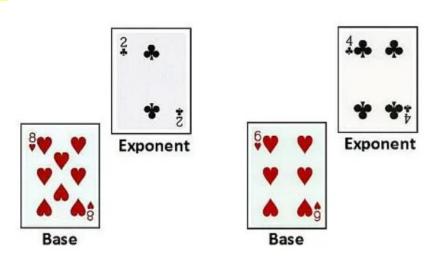
RAISING MATHS FUN TO A HIGHER

DATE: 2/12/2022 **VENUE: VIII** C

TIME: BAL SABHA PERIODS CLASSES INVOLVED: VII-VIII

DESCRIPTION OF THE ACTIVITY:

20 playing cards, having value 2 to 6, will be given to each team. All the cards will be kept face down. Each participant will get a chance to pick 2 cards at a time. The first card will be treated as <u>base card</u> and the second card will be treated as the <u>power card</u>. The participant will have to solve and



provide the correct answer to the exponent so formed. The second participant will pick cards only when the first participant has answered his/her cards correctly, making sure that both participants get equal chance to pick cards.

Time will be recorded and the team with least time taken will be declared the winner.

RULES AND REGULATIONS:

- *Both participants of the team should be from different grades.
- * Participation of both team members is mandatory
- * Participants will solve and answer their cards individually (no helping)
- * Participants can bring their pen and paper to solve their cards but it is advisable to learn byheart the exponents to save time, as time is the deciding factor of the game.
- * No electronic gadget/external help is allowed
- * In case of draw between teams, each team will nominate one participant for the tie breaker round. A judge will pick the cards. The participant who solves and answers first will be declared the winner

CRITERIA FOR JUDGEMENT:

- * Time taken by each team to solve all 20 cards
- * Team with minimum time taken will be declared winner
- * In case of any dispute, judges' decision will prevail

ConvenorHead MistressVice PrincipalPrincipalMs Namrta KaushikMs Amith GanjooMs Anupamam MotwaniMs Asha Prabhakar