

MATHOLOGIC

EVENT STRUCTURE:

1. A PPT presentation of application of mathematics.
2. Poster presentation of mathematics of different area.
3. Puzzles and logic questions
4. Mathematical Models (Game where registration required)
 - a. Parking Puzzle
 - b. Brahma's Tower
 - c. Colour Problem
 - d. Seven Bridge Problem and other Maths Quiz
5. Test of 25 marks.

RULES AND REGULATIONS:

1. Keep Silence during Visit
2. Every game and puzzles are voluntary.
3. Keep silence while solving the puzzle.
4. Take your own pen and notebooks to solve the math puzzles.
5. Do not disturb any arrangement of models.
6. The duration of ordeal is 15 minutes.
7. Students must wear their I-cards during the examination.

MATERIAL REQUIRED:

Pen and Notebook

STUDENT COORDINATOR:

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