ROYAL COLLEGE OF EDUCATION AND RESEARCH FOR WOMEN REPORT ON SCIENCE AND MATH CLUB ACTIVITY

NAME OF PROGRAM: SCIENTIMATH WHIZ: THE KNOWLEDGE CARNIVAL

DATE: 22 August, 2023

VENUE: Multipurpose Room

TIME: 1:50 pm to 3:30 pm

COORDINATORS:

ASSISTANT PROFESSOR: MS MANDRITA MITRA.

ASSISTANT PROFESSOR: MS JOYA CHAUDHARI.

A science and math club is a student organization focused on promoting interest and engagement in the fields of science and mathematics. It typically involves activities such as hands-on experiments, discussions, workshops, guest lectures, and competitions related to these subjects. The club provides a platform for students to explore their curiosity, learn beyond the classroom, and connect with like-minded peers who share their interests in science and math.

OBJECTIVES:

Promoting Interest: Cultivating curiosity and enthusiasm for science and mathematics among students.

Learning beyond Classroom: Providing opportunities for students to explore topics not covered in regular coursework through hands-on experiments, discussions, and projects.

Skill Development: Enhancing problem-solving, critical thinking, and analytical skills through engaging activities and challenges.

Collaboration: Encouraging collaboration and teamwork among members, fostering a sense of community and support.

REFLECTION:

The games conducted likely had several positive effects. The treasure hunt encouraged teamwork and critical thinking. The pictorial game enhanced visual-spatial skills. The quick math game improved mental math abilities. The debate likely fostered public speaking and argumentation skills. Overall, these activities executed in an effective manner.

LEARNING OUTCOMES:

The students learnt to organize a club activity. They learnt to collaborate with others. They developed scientific attitude to experience phenomena in day to day life. They learnt to be a problem solver.

Feedback of the Students: -

Liza :- The club activity was beautifully executed.

Mahima:- I have explored many new things for this activity.

Nandani :-This event was engaging and enjoyable, turn complex into interactive challenges that enhance problem-solving skills and critical thinking. These games seamlessly blend education with entertainment, providing a fun way to grasp abstract ideas.

Saloni:- It taught me to develop students self-awareness and team work.

Shifa:-It was informative.

GLIMPSES OF THE ACTIVITY:



TREASURE HUNT AND QUIZ CONTEST





SCIENCE AND MATH CLUB MEMBERS WITH MENTOR



WINNERS OF THE QUIZ CONTEST