



## **Plan of Second Event**

### **Event Name: MATRIX 1.1**

The second event of Matrix will be a two-day affair and will comprise of several mathematical activities (both competitive and non-competitive) and few other creative inputs which are as follows:

#### Competitive Events

- Tangram and Pentominoes
- Mathematical Quiz based on Tarsia Puzzle
- Mathematical Treasure Hunt
- Mathematical Description of a Picture
- Design your Mathematical Storyboard
- Mathematical Story Writing Competition

#### Non Competitive Events

- On the Floor Mathematical Ludo and Snake & Ladders
- Guest Lecture
- Movie Screening
- Musical Evening
- At least 6 Mathematical Games to be open for all
- Prize Distribution

The events will be split into two days depending upon the time required for each.

**Tentative Date & Time: 29<sup>th</sup> – 30<sup>th</sup> March 2017, 11 AM to 5 PM**

**Participation:** The entire event is open for all college students.

**Tangram and Pentominoes:** A hands-on competitive puzzle based on mathematical shapes and figures.

**Mathematical Quiz based on Tarsia Puzzle:** A quiz developed with the help of Tarsia Formulator comprising of



questions on various applications of mathematics and its nature.

**Mathematical Treasure Hunt:** will take place in the entire campus of CIC. Participants will get mathematical clues to find their prize.

**Mathematical Description of a Picture:** Students will be asked to click a picture and describe it mathematically.

**Design your Mathematical Storyboard:** Participants will be given a theme and asked to design their own mathematical storyboard.

**Mathematical Story Writing:** Participants will have to write a mathematical story with their creative inputs.

**On the Floor Mathematical Ludo and Snake & Ladders:** Mathematical Ludo and Snakes and Ladders will be pasted on the floor using flex sheet and players will be able to play them by being the pieces themselves.