


**Format for the Project Submission**

Project Id/No	<b>CIC 308: Translating “Lilavati of Bhaskara” in the realm of present Mathematics Curriculum</b>	
Project Name	Innovation project	
Project Members	<b>Supervisor’s:</b> Mr. Anjani Kumar, Cluster Innovation Centre, University of Delhi Dr. Jyoti Sharma, Cluster Innovation Centre, University of Delhi Dr. Harendra Pal Singh, Cluster Innovation Centre, University of Delhi <b>Student(s):</b> Arvind Kumar, Divya Soni, Kuldeep, Lavnish, Ajay, Rajat Tiwari, Dhiraj Kumar, Siddharth, Anil	
Abstract	The present project aimed to study classical Indian treasure, ‘Lilavati of Bhasakara’, written by Indian mathematician, Bhasakra II, as a foundation to present mathematics and to connect ancient concepts & methods to the present school mathematics curriculum. Lilavati of Bhaskara is a collection of mathematical concepts, definitions, puzzles and problems situated in interesting contexts. The book is a rich source of logical arguments, mathematical insights and creative expression. Our aimed to explore Lilavati of Bhaskaracharya, translated by Krishnaj, Somashekara and Shyam Lal Singh, as a source to revisit already learned mathematical concepts, analysed standard algorithms of doing mathematical operations and correlating both methods (algorithm proposed in lilavati and standard algorithm). The main outcomes of this project is the relevance of Lilavati in Present School Mathematics Curriculum and the development of Mathematical Activities based on Lilavati such as interactive games. This work can be extended to web based app games for the school curriculum so that the fear of mathematics is gradually interesting to every student by interactive manner.	
Project Photo	<p><b>Game:</b> King Banega Kya !</p> <p><b>Nature of Game:</b> Board Game</p> <p><b>Targeted Mathematical Concept:</b> Conversion of Money ( from Ancient currency to Present day currency)</p> <p><b>Rules of the Game:</b> It is a game for four players. It is based on the currency convergence used in Lilavati of Bhaskaracharya - A Treatise of Mathematics of Vedic Tradition. Four players with modern currency reach into the ancient city with the goal to become THE KING or please king to become a NAVRATNA.</p>	 <p>The image shows a board game grid with a central path leading to a temple icon. The grid is surrounded by a red border. Various icons are placed on the grid, including money, a king, and a temple. Arrows point from the bottom-left towards the temple.</p>

Project Report



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