BHARAT EK

KHOJ

LAVERS

AGE 8+

LET'S EXPLORE TOGETHER



- ·MATERIAL USED:
- ·Ivory sheets, Paints, Scale,
- Scissors, Fevicol, Flash cards,
- Tooth-picks
- ·AGE GROUP FOR PLAYING:

8 to 12 years

- •NGE GROUP FOR
- CREATING: 10 to 15 years
- ·TIME OF PREPARATION:

3-5 Hours

•COST: ₹ 500

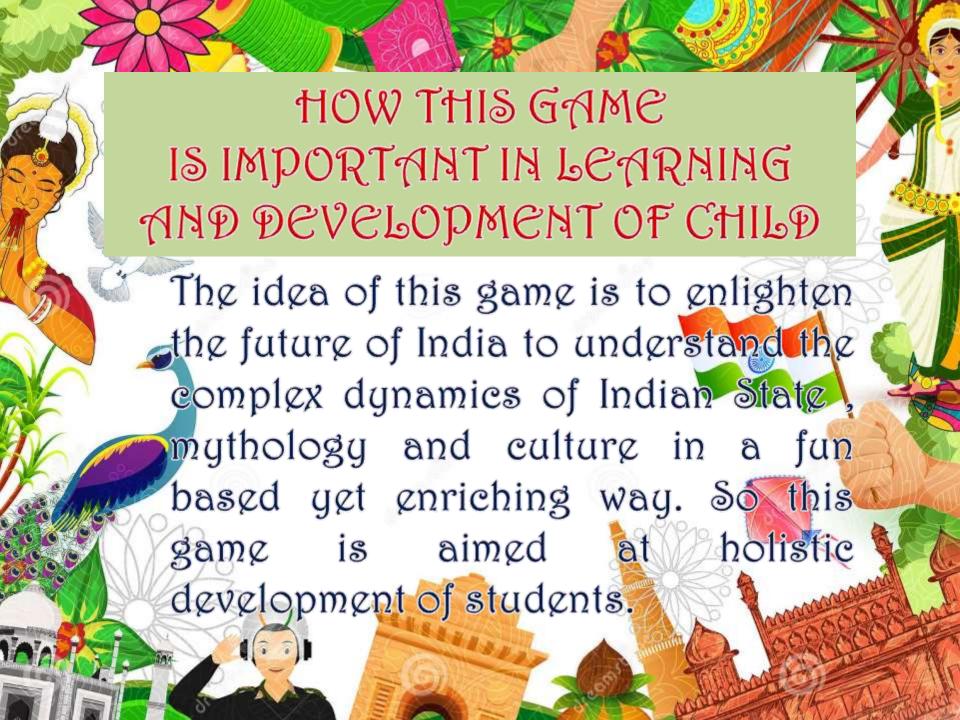


CONCEPT/SKILLS MAPPED (PEDAGOGY)

Indian ethos, culture and mythology is deeply imbibed and reflected in this game. There is moral learnings to be taken from Indian Epic Ramayana at every step of the game. It will also make the players learn about Indian euisine, dance forms, state capitals etc.

HOW GAME CAN BEUSED

As this is a board game, so it can be used in the class room to teach students about the diverse culture of India. It will invoke a sense of patriotism in young minds and they will feel connected to their roots.



APAPTATION OF CHILPREN WITH APAPTABILITY

In a country as diverse and dynamic as India, cross cultural skills are essential for managing every life situation. The game is deeply rooted in the ethos of mystic India and the future of India must have a strong base of historyharmony of India. The Great Epic of Ramayana (Events used in this game) gives us glimpses as to how life situations must be handled while remaining firm and calm.