

BHARAT EK KHOJ

PLAYERS
2-4

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
- AGE 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 cuisining, dance forms , state capitals etc.

HOW GAME CAN BE USED

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.



HOW THIS GAME IS IMPORTANT IN LEARNING AND DEVELOPMENT OF CHILD

The idea of this game is to enlighten the future of India to understand the complex dynamics of Indian State, mythology and culture in a fun based yet enriching way. So this game is aimed at holistic development of students.

ADAPTATION OF CHILDREN WITH ADAPTABILITY

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 history-harmony 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.