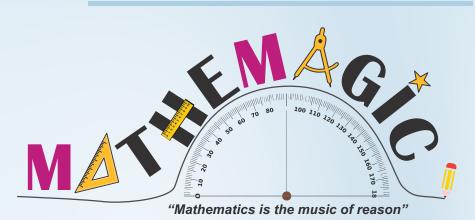


National Public School NORTH

On behalf of the Management, Staff and Students We cordially invite you to





MATHEMATICS

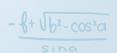
A Numerical Rhythm! A Mysterious Maze! A Problem-Solving Frenzy! All this and much more!

Mathematics kindles wonder, inspires respect and joy in some, underscoring its enduring importance. Join us as we delve into the multifaceted world of mathematics at **MATHEMAGIC**

Save the date for this exciting event!



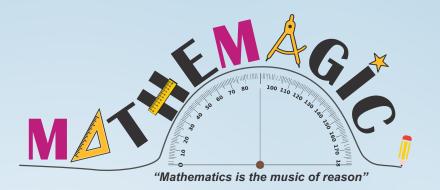
24th AUG | 08:30 AM 2 0 2 4 | onwards



CLICK HERE TO REGISTER

VENUE:

National Public School - NORTH, Kogilu Main Road, Yelahanka, Bengaluru - 560064



PROGRAMME SCHEDULE



TEAM REQUIREMENTS



A team can take part in one of the events only.

A school can register for multiple events.

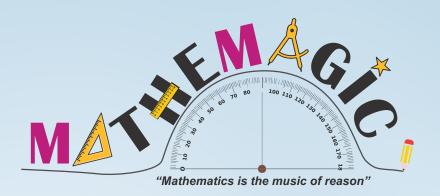
All the events will take place simultaneously.

A registration fee of ₹750 per school is applicable.

The winning team of each event will compete for the final round.

The duration of the final round is one hour.

NPS-NORTH students as the host, will not participate in this competition.



EVENTS

Event: I

9 - ON ROLL

"Place the right things on the right spots and watch the magic unfold". Caption this, crack the code: Join our 9 × 9 challenge.

Details:

Number of rounds: 3

Number of participants : Group [1 team of 4 members]

Grades: V to VIII

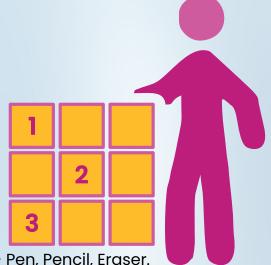
1. The event will be held in three rounds.

a. Round -1 Preliminary round.

b. Round -2 Qualifying round.

c. Round -3 Final round.

2. Participants will have to bring their own *basic stationery - Pen, Pencil, Eraser.



Event: II

GEOMETRIC GAZETTE

"Ancient delight, shapes infinite, imagination takes flight".

From triangles and squares, forms appear, Creativity's canvas, ever clear.

Join us, where puzzles ignite, In Geometric Gazette world, art takes flight.

Details:

Number of rounds: 2

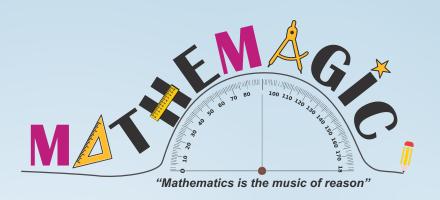
Number of participants: Group [1 team of 4 members]

Grades: V to VIII

1. The event will be held in two rounds.

- a. Round -1 Preliminary round.
- b. Round-2 Qualifying round.
- 2. Participants will have to bring their own *basic stationery Pen, Pencil, Eraser, Geometry box.





Event: III MATHCOM

"Let us unveil a new twist on mathematical concepts, from numeracy to linguistic skills, blending education with art in a clever and engaging way".

Details:

Number of rounds: 1

Number of participants: Group [1 team of 4 members]

Grades: V to VIII

- 1. Theme will be given on the spot.
- 2. Content should be original and related to the theme.
- 3. One should include at least 6 frames in their comic strips.
- 4. The comic should be easy to read and all the elements should be clearly written, labelled and illustrated.
- 5. Stationery will be provided.

Mathcom



Event: IV

Solve intricate equations and unravel geometric puzzles scattered throughout the campus. With each correct answer, you move closer to locating the hidden stash, all while showcasing your math skills in a thrilling and competitive atmosphere.

Details:

Number of rounds: 2

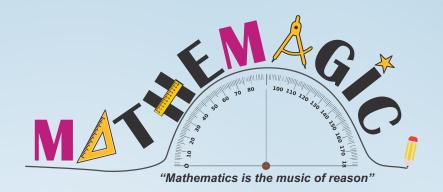
Number of participants: Group [1 team of 4 members]

Grades: V to VIII

- 1. The event will be held in two rounds.
 - a. Round -1 Preliminary round.
 - b. Round-2 Qualifying round.
- 2. Certain clues will be given after completing a given task.
- 3. All clues must be kept intact until the end of the game.
- 4. After completing the task, all four participants of the team should report together.

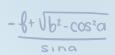








GRAND FINALE – QUIZ



0

MATH LUMINARY

Discover the architects of mathematics, uncovering facts and figures that shape our understanding.

ROUND

NUMERIC QUEST

Delve into the enigma of numbers and conquer the challenge!

OUND

BRAIN-BAKING

Resolve situations effectively by questioning, analysing, interpreting, evaluating, and arriving at solutions.

ROUND

MATH BLITZ CHALLENGE

Test your quick thinking and sharp reflexes. Answer swiftly and accurately to score big!

SOUND

LOGO REVAMP

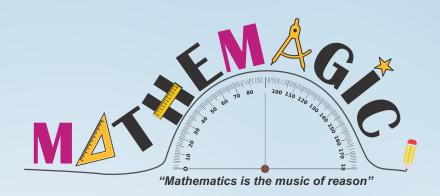
Prepare yourself for a surprise that will test your observation skills and presence of mind, unleash the potential to completely alter the course of the game.



$$\left(\frac{2}{5}\right) - \frac{9}{y} = \chi^2$$

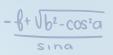








GENERAL GUIDELINES



- The school must register themselves to participate in the competition.
- The website and brochure must be thoroughly read to understand the rules and regulations for each event.
- All participants must confirm their participation by submitting the Registration Form by Friday, 9th August 2024.
- · The participants, along with the accompanying teacher, must report to the venue
- by 8:30 AM.
- Participants must report in their school uniform and carry their school ID card as a proof
 of age and grade.
- Adherence to the eligibility criteria is a must.
- All events will begin as per the schedule, and adherence to the same is appreciated.
- The school shall not be held liable for the loss or damage of the belongings of the participating teams.
- Participants are instructed to hand over their electronic devices, (if any) to the respective teacher-in-charge of the school.
- Participants or teams will be disqualified if they:
 - a) do not adhere to the rules.
 - b) misbehave with any official, participant, volunteer, or judge.
- The decision of the organiser and the jury is final and binding on all matters.

For any queries contact between 8:30 AM to 2:30 PM, (Monday to Friday)



$$\left(\frac{2}{5}\right) - \frac{9}{y} = \chi^2$$

