



Vivekananda Global University, Jaipur

"Report on Solve the Riddle"

Date- 31/03/2021

Organizing Department: Scouts by Design Department, VGU

Mode- Offline

Duration of Event: Full Day

Coordinator Name: Mr. Azharuddin

Solve the Riddle game has been organized as a fun activity for beelwa village students 15 students have participated in the Riddle game. The game was to solve the riddles that give locations. The benefit was in terms of improving critical thinking ability of students. Scouts' members have divided students in three teams of 5 students in each team. There were three riddles for each team and 3 teams participated. They have to find the last location after solving riddles. We made three teams and gave riddles to each team to solve. Each riddle points to a location. At last team 1 was the winner. They solved the riddles and found out the final location.

Conclusion

- This event helps the student to think out of the box.
- In this event after solving every riddle they felt a new experience and more confidence in himself/herself.
- This event enhanced the thinking ability of students
- It was one of the best events they felt till now.


Coordinator

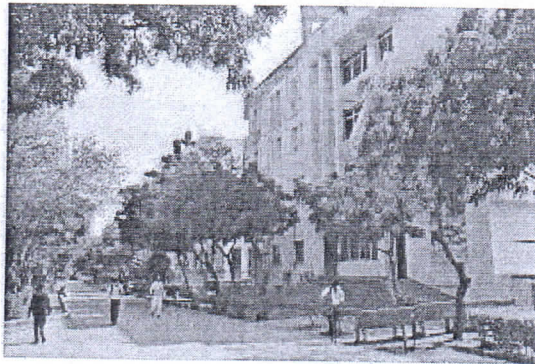
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Registrar



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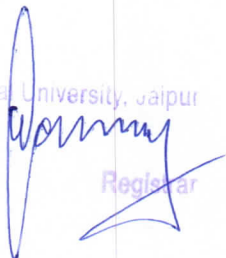
Photos



Students Solving the Riddles

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