

## ADMINISTRATIVE INSTRUCTIONS: INTER HOUSE JUST A MINUTE 2022-23

<b>Event Schedule</b>	Friday, 8 <sup>th</sup> July, 2022	1230-1350 hrs
<b>House I/C:</b>	Tagore 2	
<b>Prefect I/C:</b>	2246 Dhara Mehta	Tagore House 9A
<b>Participants :</b>	Classes 5 to 8	
<b>Time Keeper:</b>	<b>2744</b> Siddhart Roy	9A
<b>Judges Teacher:</b>	MSA	
Student Gandhi House:	2235 Jashan Shah	9B
Student Nehru House:	2347 Dhriti Shah	9B
Student Patel House:	2342 Ali Ahmed	9B
Student Tagore House:	2338 Dev Mukherjee	9B
<b>Practice Schedule:</b>	29 <sup>th</sup> June to 7 <sup>th</sup> July, 2022. 1430 to 1530 hrs daily. Weekend excluded.	
<b>Venue (including Demo/Practice):</b>	Second floor hall	
<b>Composition of House Teams:</b>	Each house must have 5 participants each.	
<b>Last date for Registration of House Teams with Teacher I/C:</b>	The respective Houses are requested to submit the names of the students by 5 <sup>th</sup> July, 2022 to 2246 Dhara Mehta, Tagore House.	
<b>Spectators:</b>	Students of Classes 5-8.	

### Topic/Theme/Sub Games:

1) **Back-to-Back Stand** - Participants to partner up and sit on the floor back-to-back. They are to be asked to link their arms and attempt to stand up. Once they do that, they have to sit down and do it again. Whoever is able to stand up the most frequently in one minute wins.

2) **Bookey dumb charades**- From each house **four** participants will guess the word and **one** will perform. The performance has to be silent with no words as the word “dumb” goes. The player has to use facial expression, gestures and body language for making the other one guess the book. Language and number of words must be said at first. There is only one minute for teams to guess. If the team guesses the name of the book wins. If a team wins each member will be awarded equal number of points.

3) **Anagrams** - Pick a word or phrase and have players rearrange the letters to create anagrams. For example, the phrase “minute to win it” as “timeout in twin.” Whoever has the most anagrams within 1 minute wins.

4) **Stacking plates** - Stacking as many plates as possible and making a tower. If the tower falls the participant have to start from the beginning. Stacking plates one on top of the other. Example: one straight, the other upside down and so on to create a stack.

5) **Drop and catch:** Three of the participants from each house will be given many small balls and two participants will be catching it. The player with the balls have to hit the ball in the wall and the other player must catch the ball after a bounce. The partners cannot cross the line inside which is been made. This game requires presence of mind and coordination between the partners.

6) **Blow the useless:** Make a circle on the floor with many cotton balls. All cotton balls will be white in color. Among the white balls there will be a coloured ball. In a minute the participants have to blow all the

white balls out of the circle except the coloured ball. If the coloured cotton ball remains, then the player will be out of the game. The balls cannot be touched by the players.

7) **Chopsticks challenge:** In this game each player must have a pair of chopsticks. The participants will be given manchurians. Each house will be given 20 manchurians in a big bowl. They have to pick up the manchurians with chopsticks without bending. All to participate together. The team which can have the maximum manchurians will win.

8) **Pierce-floating egg plant** –Each house will get 2 egg plants in the plate. The participants have to prick it with toothpicks using hands. Then the person will insert straws on the toothpicks using their mouth within a minute. The number of straws (to be divided into 2 pieces) seen on the egg plant will be their score. At the end, they will be evaluated on the basis of their score.

9) **Whisper Challenge-** 4 participants must participate from each house and the fifth one will call out the words. Atleast 10 words per list. All participants must put on headphones with high volume. The player in front will speak any word. For example “boat”, and the players wearing headphones has to recognize what the other player is saying the same in a minute.



Brij Bhushan Singh  
Principal  
28 June, 2022

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