



**K.S. INSTITUTE OF TECHNOLOGY, BANGALORE – 560109**

**DEPARTMENT OF APPLIED SCIENCE AND HUMANITIES**



## **Teachers' day celebration**

**Date of Conduction:** 05.09.2023

**Venue:** Quadrangle, KSIT

**Time:** 12PM – 1.30 PM

**Duration:** 2 Hrs

**Sponsoring Bodies / Associating Organization:** NSS

**Expert Details– with photo**                      **Name: Mr. G Anant Rao**

**Designation: Principal**

**Organization: Narayana PU College, Banashankari Branch**

**Brief Profile about the Expert: Mr. G Anant Rao,** principal Narayana PU college has been working from so long years for the upbringing of the institution and quality of education, many students have scored very good marks JEE entrance and in CET and got seats in very good engineering college.

### **Description of the Event:**

The Teachers Day celebration was conducted by Applied Science & Humanities department in Collaboration with NSS unit of KSIT. The event started with the fun games arranged in quadrangle. Different games such as lemon and the spoon, In and Out, musical chair etc. was arranged for both ladies and gents' faculties.

The first game played by the teachers was lemon and spoon. The spoon and lemon race were played by walking while balancing a lemon on a spoon which is held by the mouth. It is an easy to play game that is coupled with a lot of fun. One has to balance the lemon without dropping it to the finish line just like a race. The lemon and spoon race are a crude game. Although people from all age groups enjoy the game but still it is commonly enjoyed among the children. The lemon and spoon game adds a spice to the usual racing games. It makes the ordinary race more challenging. The game is famous in educational institutions as it does not consume much time and can be played in the private grounds of these places.

The game is managed with simple stuff and does not need any high valued playing stuff. The rules are variable with the choice of the people and the level at which the sport is organized. As the street style is rather simple the basic rules of a race apply in this too. The spoon should be in the mouth of the player going for the race

when the race starts till the ending of the game. If the player drops it, the game is lost and he is out of the race. The hands cannot be used to adjust the spoon or the lemon balanced on the spoon once the game kicks off. Spoon and lemon should be provided from the organization commencing the game. If played in the general setting, it should be provided from the person judging the game. The size of the lemon and type of spoon provided to the participants of the spoon and lemon race should be same. As if there is any variation, it will result in disparity and inequality. In International setup, all the participants should cross the line demarcated for them in order to be counted in the final total. The participants should begin the race only when they see particular signal or hear a determined voice. They should all start at the same time. The lines are required to mark the areas of each participant and they should not cross it. They should run in their line. If they do so, a foul is given. The game can be played individually or in a relay manner where a team is supposed to win by taking turns at running. If the lemon falls from the spoon, the participant can stop and replace the lemon on the spoon. He can continue the race. If the player touches the spoon with a finger or any foul method as sticking the lemon to the spoon is found, a penalty can be imposed. The player can be banned to play further games. In some variations of the sport, the hands of the participants are tied behind the back to avoid cheating and mismanagement. The winner of the lemon and spoon game was Mrs. Lakshmi C from the department of Applied science and Humanities.

After lemon and spoon, musical chair fun game was arranged for the teachers to play. Start the music and have the players walk clockwise in a circle around the chairs. Stop the music suddenly, and all players need to sit quickly in an empty chair. One person will be left standing without a chair, and they will be out of the game. Another chair is then removed. The game continues until there is only one person seated in a chair. That person is the winner of the game. The winner of the musical chair game was Mrs. Mamatha N from the department of Applied science and Humanities.

The next game played was In and Out Game. It is a simple activity that introduces and reinforces the understanding of change over time. Players physically move into and out of a designated area of the playground to observe how the total number of teachers in the area changes as teachers enter and leave. The winner of the game was Mrs. Kavya T N from the department of Applied science and Humanities.

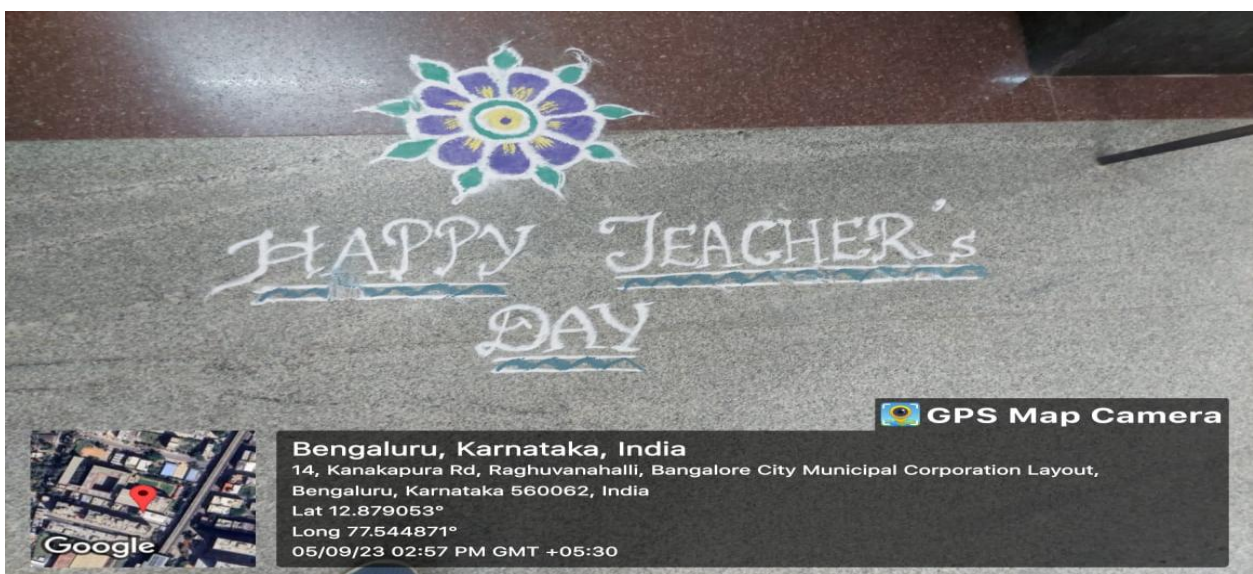
The prizes were distributed for the faculty who secured first and second place. Later the programme proceeded in the Conference Hall where, our beloved Principal Dr. Dilip Kumar K and chief guest of the event, Principal of Narayana PU college, Banashankari Branch addressed the gathering about teachers' day and later distributed the prizes. Later high tea was arranged for the staff.

**Objectives / Key Highlights:**

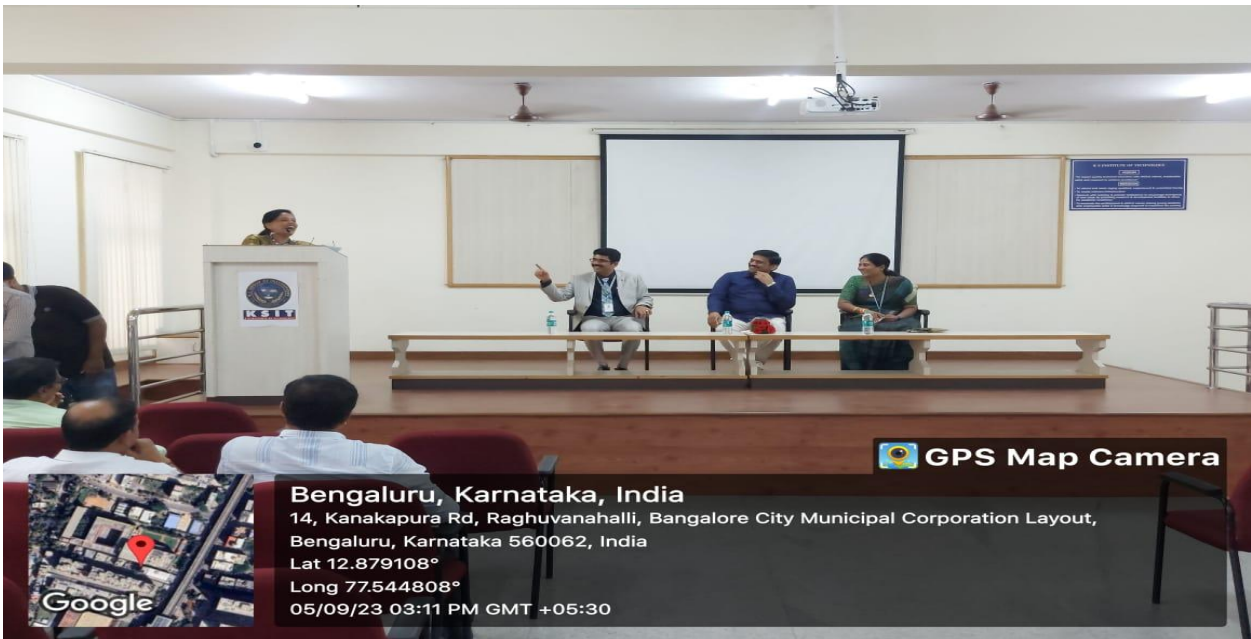
Teacher's Day in India was first observed in the year 1962. The day commemorated the birth anniversary of Dr. Sarvepalli Radhakrishnan. He was the first Vice-President and second President of independent India.

**Participant details - No. of Participants:** Faculties of all departments.

**Photos (Geo Tagged) :**









**Outcomes / Benefits:** Three fun games namely lemon and spoon race, musical chair and In-Out games were arranged for teachers. These games are not only for fun but also increases concentration, memory, agility, speed, balancing ability, skill and social movement among teachers. These games refreshed the teachers from their daily routine.

**Attachments:**

- 1. Communication with Resources person**
- 2. Resources person Profile**
- 3. Evaluation and Feedback**
- 4. Budget and Expenditure Details/amount**

**PROGRAM OUTCOMES:**

At the end of the programme, the following PO's are attained.

NSS	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
NSS PROGRAMME						2	3		3			3

**Justification of PO mapping:**

- *Students can able to assess societal, health, safety, legal and cultural issues and the consequent responsibilities .*
- *Students can able to Understand the impact of the professional engineering solutions in societal and environmental contexts, and demonstrate the knowledge of, and need for sustainable development .*
- *Function effectively as an individual, and as a member or leader in diverse teams, and in multidisciplinary settings.*
- *Recognize the need for, and have the preparation and ability to engage in independent and life-long learning in the broadest context of technological change*



NSS COORDINATOR

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PRINCIPAL

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