

**Avinashilingam Institute for Home Science and Higher Education for Women,  
Coimbatore – 641 043**

Continuous Internal Assessment II– April 2021

VI Semester

**Class: III BSc**  
**Major : Physical Education**

**Max. Marks: 30**  
**Time : 2 hrs**

**Course Outcomes:**

1. Appreciate the Influence of Traditional Games in the Indian Culture
2. To give students an opportunity to explore and play Indian Traditional Games
3. To be able to work as a team and engage in fair play
4. Improves precision ability, and hence enhances concentration.
5. Improves aim and focus.

**18BPEC29 – Traditional Games of India**

**Part – A**

**6 x 1 = 6**

**Choose the Correct Answer**

1. ----- game is described as a "game of feints". CO1 K1  
a) Atya patya b) Gilli Dhanda c) Dopkhel d) Sathuranga
2. The word "Kalari" means CO2 K2  
a) Sword d) Battle field c) Fight d) Moves
3. To play "Satolia" \_\_\_\_\_ are needed CO2 K3  
a) 2 sticks b) 7 stones c) More than 20 Stones d) A board
4. "Kabaddi" means CO3 K3  
a) Holding Hands b) Holding Opponents c) Struggle d) Fight to win
5. The "Pallanguli" board has \_\_\_\_\_ cups CO2 K3  
a) 12 b) 14 c) 16 d) 18
6. The word Daya is derived from Tamil word "Thayam"; meaning CO2 K2  
a) Long Dice b) To move in c) firststone d) Last stone

**Part – B**

**2 x 6 = 12**

**Answer any two of the following in 400 words**

7. Write few thing about modified traditional games for students with special need CO1 K3
8. Brief the following CO2 K4

- a) Silambam
  - b) Malyuddha
  - c) Swordship
9. Describe the Regional Sports of Tamilnadu CO2 K2
10. Brief about the latest online games CO3 K1

**Part – C**

**1 x 12 = 12**

**Answer the following**

**Answer any one question it should not exceed 800 words or four pages**

11. Explain any three Martial Art of Modern Period CO4 K1
12. Enumerate the A-Z traditional games of India CO3 K2