

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

**Continuous Internal Assessment II – March 2019
VI Semester**

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

**Max. Marks: 60
Time : 2 hrs**

**15BPEC29 – Traditional Games of India
Part – A**

5 x 1 = 5

1. “Kabaddi” means
a) Holding Hands b) Holding Opponents c) Struggle d) Fight to win
2. The word “Kalari” means
a) Sword d) Battle field c) Fight d) Moves
3. To play “Satolia” _____ are needed
a) 2 sticks b) 7 stones c) More than 20 Stones d) A board
4. The “Pallanguli” board has _____ cups
a)12 b) 14 c) 16 d)18
5. The concept of _____ game was derived from
a) Atya patya b) Gilli Dhanda c) Dopkhel d) Sathuranga

Part –B

5x2= 10

Answer the following

6. Define Swordship
7. Define Mace Fighting
8. What is called Regional style in system of fighting?
9. What is online traditional games?
10. Define Agni purana

5x3 = 15

Part - C

Answer the following in 400 words

11. a. Write any 3 regional sports of Kerala (or)
b. Write any two traditional games for kids and write the values that teaches to them
12. a. Write about the Modern period martial arts for women (Or)
b. Explain - Agni Purana and Arthasastra
13. a. Present your view about online traditional games for Kids (Or)
b. List down the qualities and characteristics that a traditional games can provide

2 x 15 = 30

Part - D

Answer the following

Answer should not exceed 800 words or four pages

14. a) Write detailed notes about Indian Martial arts in Ancient and Modern period (Or)
b) Enumerate different types of weapons used for Martial arts
15. a) Present your views on special identities on Indian traditional games for kids and how traditional games will develop young children's overall development (Or)
b) Enumerate the list of modified traditional games for special students