

REMEMBER: UNDERSTAND THE QUESTION + ANSWER THE QUESTION

Q1) All modern games owe its roots to innovation. Do you agree?

OR

Modern technological games are totally a game changer, totally detached from the outdated indigenous games and more beneficial. Do you agree?

Ans.

1. A country does not comprise only of monuments and museum collection but also of intangible expressions inherited from our ancestors.
2. Yes modern games owe its roots to technology because it is played on gadgets like PSP, gameboy etc.
3. But all technological games follow the principles of indigenous games to a certain extent and which is inherited from our ancestors and passed on to us.
4. All modern games have some or the other connection to the indigenous games i.e. they develop sensory skills, color identification, motor skills, hand eye coordination, adding subtracting etc. But indigenous games were healthier, environment friendly, played a big role on interaction and exchanges cultural information and cost effective. It takes nothing to play Satoliya/lagori /pitthoo or games like Kancha compared to games played on IPAD where the cost of the Ipad is equivalent to your quarterly school fees.
5. Yes modern technological games are a total game changer as you can play with anyone without being in the same location/country but end of the day there is no face to face communication and its basically one gadget playing with another gadget. Soon the gadget becomes outdated and you have to spend money to get the new gadget.

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6. Indigenous games are refreshing our eyes don't hurt with long hours of playing; we go through memory lanes and keep our tradition and culture alive which will not be possible if this generation continue to be hooked on to their gadgets.

Q2) Why it is important to preserve indigenous games? Why do they change with time or disappear completely?

Ans.

1. Indigenous games develops sensory skills, color identification, motor skills, hand eye coordination, mental computation of adding subtracting without being dependant on gadgets and are also healthier, environment friendly, plays a big role on interaction and exchanges cultural information and are cost effective.
2. The games were designed in such a way that it could develop a multitude of skills like logical thinking, strategy building, concentration and focus and a lot more.
3. Traditional games are a source of pride for a country and its people and have been passed from one generation to another, evolving to their environment and providing a link from our past through the present and into the future.
4. Numerous games like chess, wrestling and archery are considered to have originated in the Indian soil. Indian history and mythology are a treasure trove of such unique physical activities. But gradually as times change so did our sports.
5. Games like Chess was originally known as **Ashtapada** played with a dice on an 8 X 8 black and white checkered board. Over a period of time it underwent changes as it travelled over the centuries from generation to generation. Later this game came to be known as **Chaturranga** which later

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came to be known as **Shatranj**. Chess is played now on computers and cell phone.

6. Kalari is considered to be the most complete and scientific martial art which later on evolved into Karate and Kung-fu and Taekwondo.
7. Thus some games changed with time while some games are still there but with different names like Satoliya/lagori or seven tiles, Kancha, Kunzhi but if we do not ensure that traditional games become a part of our lifestyle they will disappear completely. This is because the next generation's lifestyle and due to lack of time. Pressure of lessons gives no time for children to play. They are constantly studying and have no time for physical activity. Adults are working longer hours to survive so they do not have time for traditional games. It is less time consuming and convenient to pick a phone or IPAD and play game than to go out and play.

Q3) Life is like a game of chess - explain?

Ans.

1. Games like Chess was originally known as **Ashtapada** played with a dice on an 8 X 8 black and white checkered board. Over a period of time it underwent changes as it travelled over the centuries from generation to generation. Later this game came to be known as **Chaturranga** which later came to be known as **Shatranj**. Chess is played now on computers and cell phone.
2. By playing chess we learn:
 - Foresight, which looks a little into future and considers the consequences that may fall on an action.
 - Circumspection, which surveys the whole chess board or scene of actions, the relation of the several pieces and their situation.
 - Caution, not to make our moves so hastily.

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3. Life is like a game of chess as

- **Every move/decision** you make can either bring you an **advantage or a disadvantage** just like the chess moves.
- While carrying out long-term plans, you have to constantly **be on the alert** for immediate dangers or opportunities that can change the game or your life.
- Just as **pieces must keep moving** though. **Life keeps on moving.**
- **Wins and Losses are a part of life.** Sacrifices must be made at some point.
- When making a decision that wasn't well thought out and has lost something because of it, well it teaches to **think twice next time**, to be more vigilant and this goes for chess too.
- You mustn't ever regret your decisions because **every mistake is a lesson.**
- Lastly the game **doesn't end till the king is trapped or we die.** So keep playing, you will keep getting better.

Q4) How did modern game of shatranj got its name? What quality of mind does it develop? Give few examples of other games that have undergone change/similar impact?

Ans.

1. The game of chess originated in India and it was called **ashtapada**, from the Sanskrit word meaning eight feet.
2. It was played with the dice on an 8 x 8 black and white checkered board.
3. Later this game came to be known as **Chaturanga** which literally means 4 division of military i.e. infantry, cavalry, elephants and chariotry.
4. From ancient India, this game moved to Persia in 600 AD and was named **Shatranj**.
5. By playing chess we learn:

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- Foresight, which looks a little into future and considers the consequences that may fall on an action.
- Circumspection, which surveys the whole chess board or scene of actions, the relation of the several pieces and their situation.
- Caution, not to make our moves so hastily.

Other games that have undergone change/similar impact are:

6. **Kalari** is considered to be the most complete and scientific martial art originated during the early 13th century taught in *payattukalari* (fighting school) which later on evolved into Karate and Kung-fu and Taekwondo.
7. Modern **kabbadi** is played under different names like **Chedugudu** in Andhara Pradesh, **Hu Tu Tu** in Maharashtra and **Sadugudu** in Tamil Nadu.

Q5) Why the name of a planet is justified to be “4538 Vishyanand”.

Ans.

1. Vishwanathan Anand is the celebrated Indian chess Grandmaster and the former World chess Champion.
2. He held the FIDE World Chess Championship from 2000-2002, at a time when the world title was split.
3. He became the undisputed world champion in 2007 and defended his title against Vladimir Kramnik in 2008.
4. He then went to defend his title again in 2010 and 2012.
5. Anand is one of the 9 players in sporting history to pass 2800 Elo on the FIDE rating test.
6. He occupied the Numero Uno position for 21 months, the 6th longest record.
7. He became India’s first Grandmaster in 1988 and the first recipient of the coveted Rajiv Gandhi Khel Ratna, India’s highest sporting honour.

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8. In 2007 he was bestowed with India's second highest civilian award the Padma Vibhushan making him the first sports person to receive the same.
9. In 1988 an asteroid or minor planet was discovered, but remained unnamed for more than ten years. **Michael Rudenko, committee member of the Minor Planet Center, a chess buff** with a Playchess account, decided it was appropriate to name the object after Viswanathan Anand. It is now officially known as '(4538) Vishyanand'.

Q6) The National sports Policy, 2001 highlights involvement of the Corporate sector in sports promotion. Explain the involvement of the corporate sector in sports.

Ans.

Corporatization means to develop into big business and bring under the control of a corporation i.e. company (an association of individuals, created by law or under the authority of law).

1. The National sports Policy, 2001 highlights involvement of the Corporate sector in sports promotion and was aimed at not only promoting sports but **also to mobilize resources from public money** as well as private/corporate sectors and non-resident Indians.
2. Various Sports events such as the Indian Premier League (IPL) for Cricket; Hockey India League; Indian Super League for Football; Indian Football League and Pro-Kabaddi League **have been liberally funded** by the these corporate houses.
3. While State owned **Public Sector Undertakings (PSUs)** such as **Oil & Natural Gas Commission; Indian Oil Corporation; Steel Authority of India Limited; Air India** and many other PSUs have set up **Sports Promotion Boards** and are giving financial support as well as employment to sportspersons, the advent of big time investment by **private sector** has been seen as one of the most **terrible contributions so far**.

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4. If one closely observes the growing trend on corporatization of sports in India, the only **commendable success had been that of cricket**. However, in recent times one has also seen that **Hockey, Football and even traditional game like Kabaddi have attracted many corporate houses**.

WHY we need to build sports by private sector?

5. It is critically important to build a **dynamic sporting culture in India** and the need for the **government** and the **private sector** to collaborate (*join hands*) to strengthen the sports industry. **Inadequate public resources** for sports and **low prominence of noncricket sports** impede (slow down) our performance in the global sporting arena.
- India's performance in the global sporting arena is **poor due to lack of finances to support athletes in their quest for excellence**.
 - The **athletics tracks and turf** needs to be improved and brought at par with the international level incorporating the **latest technology and sports facilities**.
 - Sportsperson fall short of performance and expectations on account of **poor training, exposure and lack of amenities**.
6. Thus Corporate funding in sports may therefore be the answer to ignite sports development in India.

Q7) The Performance Pyramid of a successful athlete consists of nine skills. These skills can be applied to other areas of life as well. Elucidate, giving two or three real-life examples.

Ans.

The following are a few of the more important skills that playing sports will help can be applied to other areas of life as well

1. **Learning how to deal with failure** – Playing sports will teach you **how to lose**. Losing is almost as important as winning, because everyone will fail at something in life. The important thing is to learn about the

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failure and to use it to your advantage. Losing a game or a tournament helps teach children that these are temporary losses that can be overcome next time. The same goes for setbacks later in life.

2. **Learning how to work hard** – In order to become good at a certain sport, constant practice is required. Those who practice in order to get better will reap the rewards in terms of improved skills and athletic ability. The same will be applied in life – the harder you work the more you will be rewarded.
3. **Learning how to work as a team** – People who play team sports will learn that the success of the individual is not as important as success of the team. This teaches them humility and selflessness, not to mention that it will teach them how to work well with others in order to achieve a common goal.
4. **Learning how to make sacrifices** – By playing sports, you learn to make certain sacrifices in order to increase your performance or the performance of the team. This may mean small sacrifices such as not being able to watch as much TV or play as many videogames, but they are sacrifices nevertheless. And doing so will help you learn that making personal sacrifices throughout life will help you to advance in your career, thereby improving your life.
5. **Learning discipline** – Practicing in order to improve your skills and performance for yourself or your team takes a lot of discipline. Learning discipline will help throughout your life, whether it's studying every day for a test or doing your work ahead of time at your job.

