

Interact and Beyond!

-ISA Computer Science



On 17th January, students of class X – Gunisha and Bhavana from 10D, Skandan from 10C and Venkat and Ajai Krishna from 10A were into a surprise when they were called for an interactive, analytical session with the Luxembourg guests. As a part of the computer science ISA project, the students were paired up with the 4 teachers and a student Luxembourg – Esther, Ronald, Manuel, Maxim and Julie. There were a total of 5 teams that participated in the session.



The session consisted of 4 rounds. 1st round was a video game Fireboy and Watergirl. The aim was to reach the destination in the least possible time with the least number of attempts. This game tested the coordination and collaborative skills of the team where team work was of great importance.

2nd round was a math oriented problem solving game. Each team was posed with a question. The goal was to arrive at the answer as

quickly as possible. The game tinkled the mathematical problem solving skills of the participants.

3rd round was an analytical, logical exercise. Again, each team was posed with a question which had to be solved in the least amount of time. This round required the use of lateral thinking skills and out of the box reasoning.

4th round was PC game called Flow Free. Two dots of the same colour had to be connected using all the grids. The aim was to finish a level and move to the next. The team that finished the most number of levels in the given time was the winner of the round.

The overall winner of the session was the team consisting of Manuel and Venkat of 10 A.



This was a fun activity that was enjoyed by all. It was a wonderful experience for the students who participated in this activity. This gave the students an opportunity to interact and connect with the guest of Luxembourg and test their logical abilities.

“The video games were entertaining and enjoyable”, said Mr. Ronald, teacher LMRL.

“It is important to participate and gain experience in such events. Winning or losing does not matter”, offered Ms. Esther, as the programme concluded on a vibrant note!

**Reporter,
Cyber Pigeons. NGM**