**NCERT Solutions for Class 3 EVS Chapter 16:** In Chapter 16 Games We Play from NCERT Solutions for Class 3 EVS students learn the various games that children enjoy playing. The chapter emphasizes the importance of games in promoting physical health, teamwork and social skills.

The chapter also includes activities that encourage students to think about their favorite games and understand the rules and skills needed to play them. By completing these activities students can see how play is an important part of their lives and how games help them learn important skills like teamwork and fairness. Overall Chapter 16 is a fun and interesting look at the games we play and how they shape our experiences.

# NCERT Solutions for Class 3 EVS Chapter 16 Games We Play Overview

NCERT Solutions for Class 3 EVS Chapter 16 Games We Play have been prepared by subject experts of Physics Wallah. These solutions provide a clear overview of the chapter helping students understand the significance of various games in their lives.

The solutions break down complex concepts into simple, easy-to-understand language making it accessible for young learners. By using these solutions students can enhance their understanding of the chapter and appreciate the role of games in their daily lives.

# NCERT Solutions for Class 3 EVS Chapter 16 Games We Play PDF

NCERT Solutions for Class 3 EVS Chapter 16 Games We Play PDF is available below for students who want to enhance their understanding of the chapter.

By referring to this resource students can improve their knowledge about different games their rules and the benefits of playing them. Whether for revision or homework help this PDF are a useful resource for young learners to succeed in their studies.

NCERT Solutions for Class 3 EVS Chapter 16 Games We Play PDF

# NCERT Solutions for Class 3 EVS Chapter 16 Games We Play

Below is the NCERT Solutions for Class 3 EVS Chapter 16 Games We Play-

Question 1:

Write the names of all the games mentioned in the lesson in the table below. Make a HOUSE SYMBOL in front of those games that one played indoors. Against the outdoor games make a TREE SYMBOL. Don't forget to write the number of players needed for the game. If some other things are also needed to play the game, then write their names as well.

## Answer:

Names of games mentioned in the lesson	(TREE/HOUSE)	Number of Players	Things Needed
Hop - Scotch		4-5	Marker
Langrhi – taang		5-7	Nothing needed
Hide and Seek	$\langle \exists \rangle$	5-7	Hiding place
Seven Tiles		5-7	7 rocks/ pieces of tiles
Kabaddi	4	Usually 8 per team (Can be more or less)	Nothing needed
Marbles	GP .	5-7	Marbles
Wrestling	Ε	2	Nothing needed
Gilli Danda		At least 2	Gilli and Danda
Flying Kites	4	At least 1	Kite, thread for holding the kite
Chess	E	2	Chess-board and its pieces

## Question 2:

Do you play some games with your family members? Which games and with whom?

## Answer:

Yes, I do play some games with my family members.

Family Member Name of the

Game

Father Cricket

Brother and Ludo

Sister

Mother Badminton

# Question 3:

Do you know the name of any famous sportsperson in your area? If yes, write her or his name and the game with which she or he is associated.

#### Answer:

Yes, M.S. Dhoni is a famous sportsperson from India. He is widely known for his achievements in cricket particularly as a former captain of the Indian national team.

### Question 4:

How many games do you know which we play with a ball? Write their names in the ball.

#### Answer:

Here are some games played with a ball:

- Basketball
- Football
- Cricket
- Table Tennis
- Hockey
- Volleyball
- Tennis
- Rugby
- Baseball
- Handball

## Question 5:

Have you heard of Sania Mirza? She also plays a ball-game. Find out which one and write its name.

## Answer:

Sania Mirza is a professional tennis player known for her achievements in the sport. She has made significant contributions to tennis in India and is recognized for her skills and accomplishments on the court.

## Question 6:

Which game do you like the most?

## Answer:

I like basketball the most.

## Question 7:

Find out from the elders in your family or in the neighbourhood –

Which games did they play when they were children?

## Answer:

Cricket, marbles, gilli-danda and hide and seek are classic games that many people enjoyed during their childhood. These games not only provide fun but also create lasting memories and promote social interaction among friends and family.

## Question 8:

1. Small and coloured are these glass balls,

To win the game, you have to aim with them all.

2. If you land on a snake, do not frown

In this game, you go up and down.

3. It has no wings, but it can fly,

High, high up in the sky.

4. On the board are squares of black and white,

There's the king, the queen and the knight.

5. King, queen, ace and jack,

Fifty-two of them make a pack.

6. Fours and sixes, if you can get,

A century is sure, I can bet.

## Answers:

- 1. Marbles
- 2. Snakes and Ladders

- 3. Kites
- 4. Chess
- 5. Cards
- 6. Cricket

#### Question 9:

Besides playing, what else do you do?

#### Answers:

Listening to music, reading comic books and fairy tales, solving Sudoku, watching TV and cycling are all enjoyable ways to spend your time. Each of these activities can be a great way to relax, learn new things and have fun.

#### Question 10:

Besides their work, what else do your family members do? Colour the pictures which show what your family members do in their free time. If you want to add more you can write or draw in the blank spaces.

## Answer:

Gardening is a wonderful way to connect with nature, and reading newspapers and magazines helps keep everyone informed. Watching TV and movies is a fun way to relax, while going for morning jogs is a healthy choice that promotes fitness.

# Benefits of NCERT Solutions for Class 3 EVS Chapter 16 Games We Play

- **Concept Clarity**: The solutions help students understand the concepts related to different games, their rules, and their importance in social interactions.
- Easy to Understand: The language used in the solutions is simple and clear making it
  accessible for young learners. This encourages them to grasp the material without
  confusion.
- Interactive Learning: The activities and questions encourage students to interact with their family and community enhancing their learning experience through real-life connections.
- Preparation for Exams: The solutions provide a structured way to review the chapter, making it easier for students to prepare for exams and perform better in assessments.

•	<b>Support for Parents</b> : These solutions can also help parents guide their children in understanding the material making it easier for them to assist with homework and discussions about the chapter.		