Oshwal Academy Nairobi

Junior High

TERM III
WEEK 9
NEWSLETTER
2023/2024

QUOTE OF THE WEEK :

The object of education is to prepare the young to educate themselves throughout their lives.

~~ Robert M. Hutchins ~~

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ANNUAL SCIENCE FAIR 2024

On 7th June 2024 Oshwal Academy Nairobi – Junior high conducted its Annual Science fair. The main objective of Science fair is to create among our students importance of Science in day to day life and to cultivate a love of Scientific inquiry Our theme this year was "Expanding horizons of Science".

There were two categories: Junior- Year 7s and 8s and Senior- year 9s and 10s

We had following categories:

- Energy.
- Entrepreneurship.
- Engineering & technology.
- Environment/Agriculture.
- Creative arts

Several enthusiastic and talented students worked individually or in groups on their Science Projects. It was encouraging to witness their engagement in real world applications of scientific concepts. Each group carefully plan their scientific investigation and gave valid & logical conclusion.

Overall, it was a fantastic educational opportunity for our future scientists.

ANNUAL SCIENCE FAIR 2024 CONT...

ANNUAL SCIENCE FAIR 2024 AWARDING

Mrs Rakhi Kislay key stage 3 coordinator and science fair organizer

Most innovative project in the year 2023-2024 science fair : DAMIAN MIKEL GITHIRWA

WEEK 9 ASSEMBLY AWARDS IN PICTURES

INCLUSIVE EDUCATION DEPARTMENT STUDENTS VOCATIONAL CLASS (MAKING POM POMS) IN PICTURES

PREFECTS TRAINING CAMP 2024 IN PICTURES

PREFECTS TRAINING CAMP 2024 IN PICTURES CONT...

YEAR 8 PASTORAL TALK IN PICTURES...

YEAR 10 IGCSE P.E. CYCLING TRAINING AT KARURA FOREST

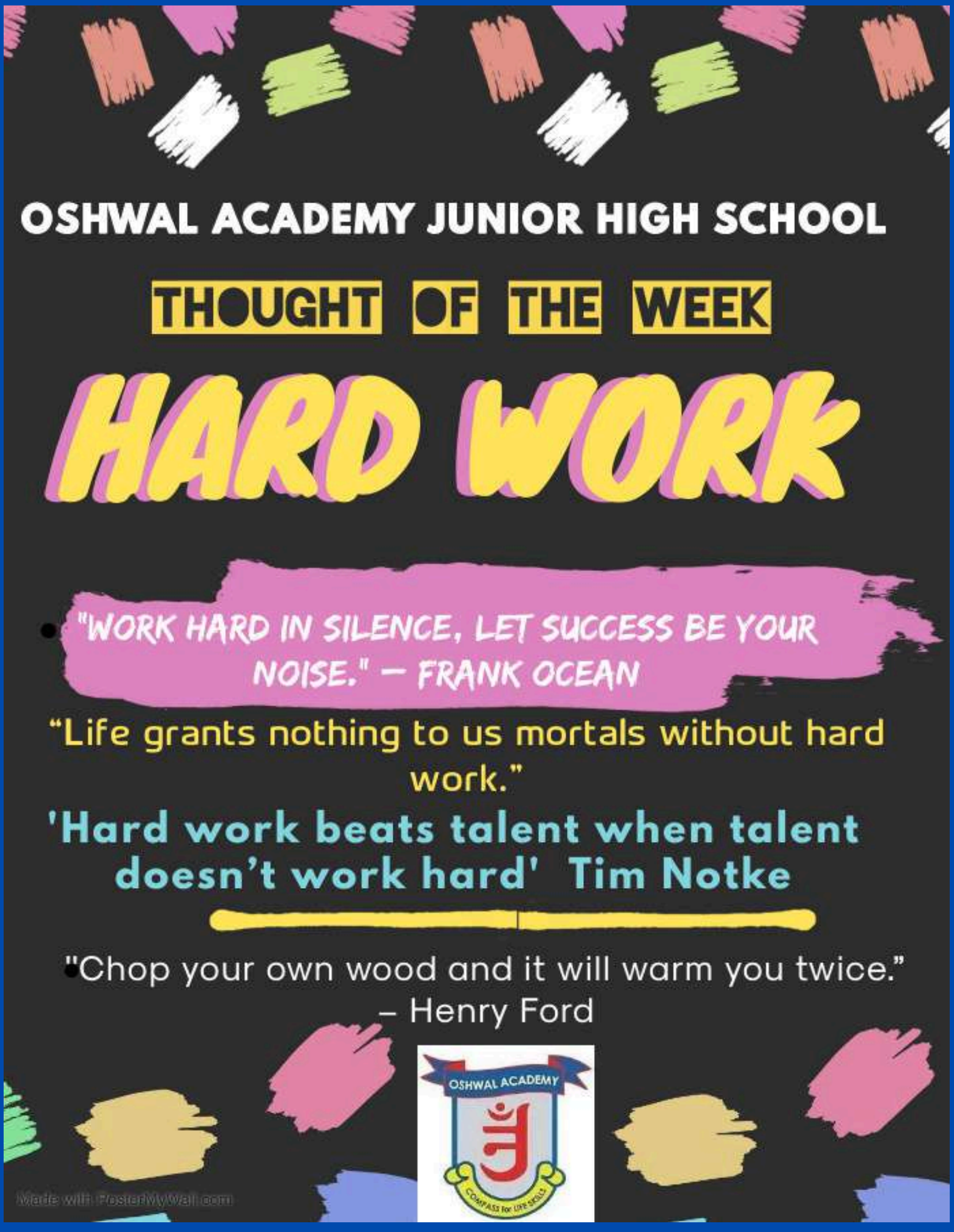
YEAR 10 STUDENTS TALK ON ADOLESCENT RELATIONSHIPS & SEXUALITY BY MS. BINNY BRAHMBHATT SHARMA

SPORTS CORNER

Join us in congratulating our under 13 boys football team for edging out Shree Swaminarayan Academy 4 -2. While on the other hand our under 13 girls Football team played their best against Shree Swaminarayan Academy.

Our under 15 boys' Basketball team edged out Shree Swaminarayan Academy under 15 boys' Basketball team 24 - 18. Each team gave their all, making the day full of electrifying experiences.

THOUGHT OF THE WEEK



The Ant and the Grasshopper

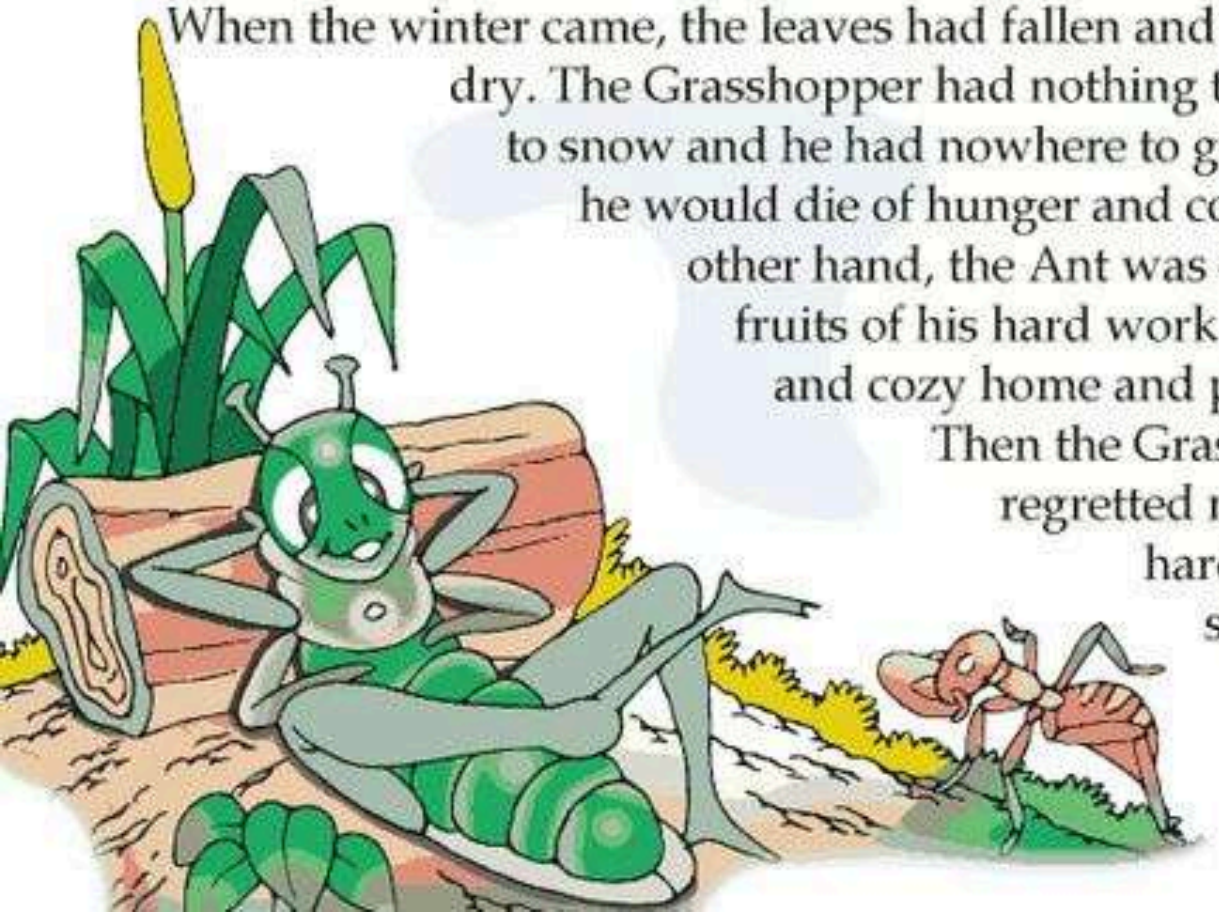
One summer afternoon a Grasshopper was hopping about in a field. He was singing merrily and enjoying the day. On his way, he met an Ant who was struggling to take a grain of corn to his nest.

The Grasshopper was a lazy fellow. He thought he had nothing to do. So, when he saw the Ant, he said, "Why don't you come and chat with me instead of toiling so hard? We will have a great time!"

"I am trying to collect and store food for the winter. I can't waste time being idle. I think you should start saving food for winter too," said the Ant.

The Grasshopper yawned and said, "Winter is too far away. There is plenty of time. Why worry about it today when I have more than enough to eat!" But the Ant went on his way and continued to work hard. Days passed, then months. The Grasshopper enjoyed himself and the Ant collected enough food for the winter.

When the winter came, the leaves had fallen and the grass was dry. The Grasshopper had nothing to eat. It started to snow and he had nowhere to go. He thought he would die of hunger and cold. On the other hand, the Ant was enjoying the fruits of his hard work. He had a nice and cozy home and plenty to eat. Then the Grasshopper regretted not working hard when he should have.

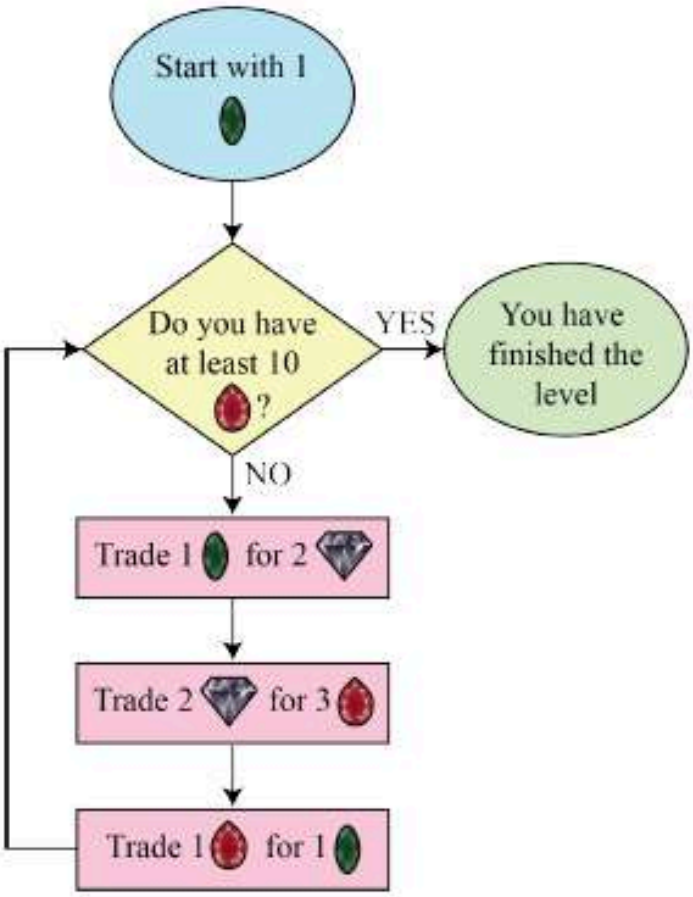


WEEK 8 MATHEMATICS CHALLENGE SOLUTION

Problem of the Week
Problem A and Solution
Gathering Treasure

Problem

Genevieve is making a video game where players need to trade gems in order to get to the next level. The gems in the game are emeralds, diamonds, and rubies. In the first level, players make three trades of their gems, as shown in the diagram, until they have at least 10 rubies.



(a) How many of each gem will a player have when they finish the first level?

(b) How many trades in total will a player have made when they finish this level?

Solution

(a) The player starts with only 1 , so does not have at least 10 , and therefore needs to make trades. The gems after the first three trades are shown.

1 → 2 → 3 → 1 , 2

The player still does not have at least 10 , so needs to make trades. The gems after the next three trades are shown.

1 , 2 → 2 , 2 → 5 → 1 , 4

The player still does not have at least 10 , so needs to make trades. However, we can start to see a pattern. After each group of three trades, the player ends up with 2 more than they started with. So after the next three trades, the player will have 1 and 6 , then 1 and 8 , and then 1 and 10 . At this point they will have at least 10 , so will have finished the level. Therefore, when a player finishes the first level, they will have 1 and 10 .

(b) Each time the player makes the three trades, they earn 2 . Since they started with 0 , need 10 to finish the level, and $2 \times 5 = 10$, it follows that they must make the three trades 5 times. Therefore, in total, they must make $3 \times 5 = 15$ trades in the first level.

Teacher's Notes

The diagram that describes the trades and the movement between them is similar to a *flowchart* that describes a *loop* in computer science.

A loop in coding allows you to repeat instructions. In this example, you repeat a set of three trades until you have enough rubies to stop. This is an example of a *conditional loop* since the repetition continues until some condition is met.

When coding, using conditional loops can be tricky since it is possible that the stopping condition might never be met. This is called an *endless loop*. One way loops might continue forever is if the values being checked in the stopping condition never change. In our problem, we are guaranteed that the loop will stop eventually because we can show that the number of rubies increases each time it repeats.

WEEK 9 MATHEMATICS CHALLENGE

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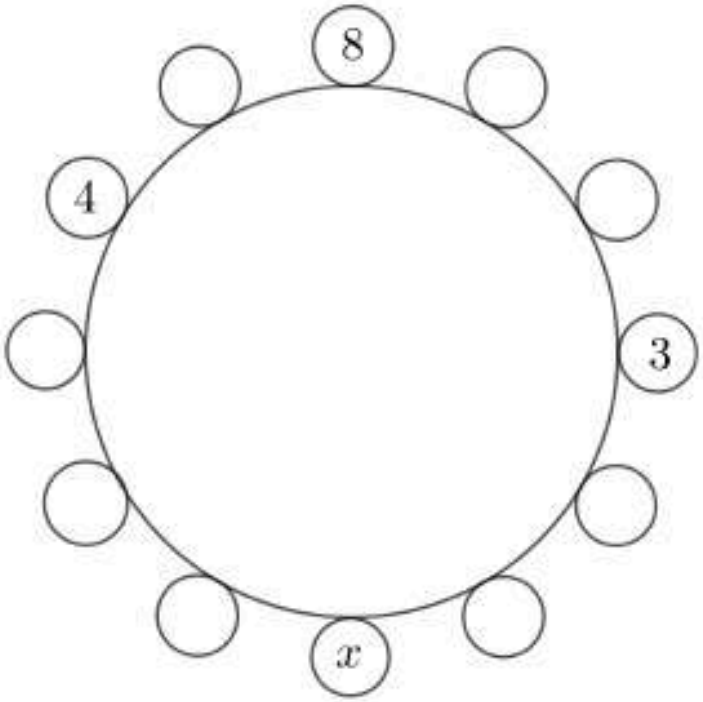
Problem of the Week

Problem D

Take a Seat 2

Twelve people are seated, equally spaced, around a circular table. They each hold a card with different integer on it. For any two people sitting beside each other, the positive difference between the integers on their cards is no more than 2. The people holding the integers 3, 4, and 8 are seated as shown. The person opposite the person holding 8 is holding the integer x. What are the possible values of x?



OSHWAL ACADEMY NAIROBI
JUNIOR HIGH
"COMPASS FOR LIFE SKILLS"

TERM 3 WEEK 10 SCHEDULE
16th June 2024 – 22nd June 2024

Sunday – 16th June 2024

Monday – 17th June 2024

- Eid-al-Adha

Tuesday – 18th June 2024

- Year 8 & 9 PA Talk (8:00am to 8:45am)

Wednesday – 19th June 2024

- Year 10 Pre-Mock Exams Begin

Thursday – 20th June 2024

- Year 10 Pre-Mocks

Friday – 21st June 2024

- Year 10 Pre-Mocks

Saturday – 22nd June 2024

- KAISSO U13 Boys' Rugby Tournament @ Brookhouse Runda