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#### General Knowledge 0.3 For Pin Number 6

Dagnachew Jenber  $^{1,2,\ast}$  and Aman Matebie  $^3$ 

- Department of Mathematics, Bahir Dar University, Bahir Dar, Ethiopia.
  <sup>2</sup>Department of Mathematics, Addis Ababa Science and Technology University, Addis Ababa, Ethiopia.
  - $^3 Department\ of\ English,\ Debremarkos\ University,\ Debremarkos,\ Ethiopia.$
  - $* Corresponding \ author: \ Dagnachew \ Jenber, \ dagnachew.jenber@aastu.edu.et$

#### Abstract

This work presents 30 number of cards from different disciplines focused on english, physics and mathematics subject. The jester cards are Pervasive, Pristine, Deleterious, Impulse,  $\mathbb{R}$  and  $P(x) = a_n x^n + a_{n-1} x^{n-1} + \cdots + a_1 x + a_0$ , where  $n \in \mathbb{N}$ ,  $a_n \neq 0$ .

#### 1 ann $\Omega$

አሁን ባለንበት ዘመን የአንባቢያን ማህበረሰብ እየቀነስ መምጣት አሳሳቢ ደረጃ ላይ ደርሷል። በብዙ ምክኒያት ሰወች ቁጭ ብለው ማንበብ የተውበት ጊዜ ነው። ለምሳሌ ጠቃሚ ያልሆነ ሶሻል ሚዲያ ላይና በአልባሌ በታወች ጊዜን ማጥፋት ከብዙወቹ ትንሾቹ ምክኒያቶች ናቸው። በ2017 ዓ.ም ዳኛቸው ለዚህ የሚሆን መፍትሄ ብሎ ያቀረበው 0 ወይም 1 ጨዋታ በሚል ርእስ የተዘጋጀ ትልቅ አክሲዮን ማህበር አለ። ይህ አክሲዮን ማህበር ከላይ የተጠቀሰውን ቸግር በሚከተሉት መልኩ መፍታት ይቻላል ብሎ ያምናል። በዚህ ፅሁፍ ውስጥ የተካተተው መፍትሄ አሳማኝ ሆኖ አግኝተነዋል (ለበለጠ መረጃ የ 0 ወይም 1 መመስረቻ ፅሁፍን ይመልከቱ)። በዚህ አክሲዮን ማህበር የቀረበውን መፍትሄ ባጭሩ እንደሚከተለው አስቀምጠነዋል።

(1) ማንበብን ወይም ጥናትን መዝናኛና ገንዘብ ማግኛ እንዲሁም ደግሞ ሽልማት የሚያስገኝ ማድረግ። ከማጥኛ ወይም አዲስ እውቀትን ከማግኛ ዘዴወች ውስጥ አንደኛው ነገሮችን በተመሳሳያቸው በማዛመድ

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ማወቅ ነው። ለምሳሌ የአንድ እንግሊዘኛ ቃል ብዙ ተመሳሳይ ቃላቶች አሉት። እነሱን በማዛመድ ለመሸምደድ መሞከር ጥሩ ከሚባሉት ዘዴወች ውስጥ አንዱ ነው። ግን ደግሞ ይሄን ልምምዶሽ አይረሴ ለማድረግ በጨዋታ መልክ ሆኖ በቡድን እየተዝናኑና እየተወያዩ ሲሆን ተመራጭ ያደርገዋል። ካርድ በማዘጋጀት የእንግሊዘኛ ቃላቶችን ማጥናት በሚል ዙሪያ የተጠኦ ሳይንሳዊ ጥናቶች አሉ (ለምሳሌ፣ እነዚህን ይመልከቱ፣ [1, 2, 3, 6, 8, 9, 11, 12, 14, 15])

- (2) ነገሮችን በአይነት አይነታቸው እያዛጣዱ ጣወቅ ያመራምራል፣ ጠያቂ ያደርጋል፣ ከጓደኛ ጋር ያከራክራል፣ ጣመሳከሪያ መፅሃፍ ፍለጋ እስከመሄድ ድረስ ያደርሳል። እናም በዚህ መልክ ሲሆን ያን ነገር ለመርሳት ብዙ ጊዜ ይጨርሳል።
- (3) ማዛ*ሙ*ድን ደግሞ ከጓደኛ ጋር ሆነው እየተዝናኑ በጨዋታ መልክ ካደረጉትና እውቀትንና ማወቅን ለማበረታት ደግሞ ለአሸናፊው ጉርሻ በመስጠት ከሆነ ጨዋታውም ተወዳጅ ይሆናል ማለት ነው።
- (4) ከላይ ከ1-3 የተጠቀሱትን መፍትሔወች ለማከናወን የተለያዩ አይነት አዝናኝ ጨዋታወችን ማዘጋጀት።

በዚህ ወረቀት ውስጥ፣ ለ 0 ወይም 1 ጨዋታ የሚሆን ካርድን አዘጋጅተናል። ያዘጋጀነው ካርድ ለጠቅላላ አውቀት 0.3 የሚሆን ሲሆን ከዚህ በፊት ያልተዘጋጁ ካርዶችን የሚዳስስ ነው። ያዘጋጀነውን የካርዶቹን መረጃ ባጭሩ እንደሚከተለው ገልፀነዋል። የመርፊ ብዛት=6 እና k=3 ቢሆኑ። ስለዚህ n=8\*3+6=30 ይሆናል። ስለዚህ አጫዋች ካርዶችን ጨምሮ ባጠቃላይ 30 ካርዶች አሉ። ተጫዋች ካርዶች፤ 30-6=24 ካርዶች ይሆናሉ፤ 24 ደግሞ የ 8 ብዜት ነው (ለበለጠ መረጃ የዜሮ ወይም አንድ መመስረቻ ፅሁፍን ይመልከቱ)። አጫዋች ካርዶች የሚከተሉት ናቸው፤ Pervasive፣ Pristine፣ Deleterious፣ Impulse፣  $\mathbb R$  እና

$$P(x) = a_n x^n + a_{n-1} x^{n-1} + \cdots + a_1 x + a_0,$$

where  $n \in \mathbb{N}$ ,  $a_n \neq 0$ .

# 2 አጫዋች ካርዶች (Jester Cards)

**Definition 2.1** (Pervasive). Something that is widespread or present throughout a particular area, group, or system.. (see, [4]).

Example: The influence of social media is pervasive in modern society, affecting communication, business, and politics.

**Definition 2.2** (Pristine). In its original condition; unspoiled; pure. It can also mean clean and fresh as if new. (see, [5]).

Example: The hikers were amazed by the pristine beauty of the untouched forest.

**Definition 2.3** (Deleterious). Causing harm or damage. (see, [4]).

Example: Prolonged exposure to radiation has deleterious effects on human health.

**Definition 2.4** (Impulse). A sudden strong urge or desire to act; in physics, the product of force and the time over which it acts, changing an object's momentum. (see, [13]). Example: Psychological: "She resisted the impulse to buy unnecessary items." Physics: "The impulse applied to a moving object is equal to the change in its momentum."

**Definition 2.5** (The set of real numbers). The set of all rational and irrational numbers, including positive numbers, negative numbers, and zero, which can be represented on a number line. The set of real numbers is denoted by  $\mathbb{R}$ . For more see [10].

Example: Rational numbers:  $\frac{3}{4}$ , -2 (which can be written as  $\frac{-2}{1}$ ), and 0.75 (which is  $\frac{3}{4}$ ) are real numbers and irrational numbers:  $\sqrt{2}$ ,  $\sqrt{3}$ , etc are real numbers.

**Definition 2.6** (Polynomial Function). A function of the form  $P(x) = \alpha_n x^n + \alpha_{n-1} x^{n-1} + \cdots + \alpha_1 x + \alpha_0$ , where  $n \in \mathbb{N}$ ,  $\alpha_n \neq 0$  and  $\alpha_n, \alpha_{n-1}, \cdots, \alpha_0$  are real or complex coefficients. (see, [7]). Example:  $f(x) = x^2 + x + 1$ .

# 3 ተጫዋች ካርዶች ከነአጫዋቻቸው (Player Cards with their Jester)

- 1. pervasive=common=universal=extensive=prevalent=penetrating=permeating=ubiquitous.
- 2. pristine=flawless=clean=pure=fresh=virgin=immaculate.
- 3. deleterious=harmful=damaging=injurious=detrimental=inimical
- 4. impulse=(force)x(change in time)=the change in momentum of an object.
- 5. R=denotes the set of real numbers=is the union of rational and irrational numbers.
- 6.  $P(x) = a_n x^n + a_{n-1} x^{n-1} + \cdots + a_1 x + a_0$ , where  $n \in \mathbb{N}$ ,  $a_n \neq 0$  = a polynomial function with variable x=has degree "n".

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