



2022 SEAMEO-Japan ESD Award

Theme: Education Transformation through Partnership

SUBMISSION FORM

PART I: DETAILS OF YOUR SCHOOL

1. Name of your school: SJK (TAMIL) LADANG MATANG
2. Full address: SJK(T) LADANG MATANG, 34750 MATANG, PERAK, MALAYSIA
3. Postcode: 34750
4. Country: MALAYSIA
5. School's telephone number (country code+city code+telephone number): +60 11-65750488
6. School's Email Address: sjktladangmatang@gmail.com / abd6113@moe.edu.my
7. Name of the Head Master/Principal/School Director: MRS. KALAIVANI D/O G.MUNIANDY
8. Name of the Teacher Coordinator: MISS JEEVITHA D/O HASOKAR
9. Email address of the Coordinator: kavie79@gmail.com.
10. School website (if available):
11. Educational level (Such as Kindergarten 1 to Grade/Year 9): Grade/Year 1- Year 6
12. Total number of teachers in your school: 8
13. Approximately number of teachers participated in this programme: 8
14. Total number of students in your school: 10
15. Approximate number of students participated in this programme: 10

PART II: INFORMATION ABOUT THE SCHOOL'S PROGRAMME

The information of part II from no.1 to 14 should not be over five (5) pages long of A4 in total. The information should be written in Times New Roman/Calibri font, font size 11.

1. Title of the school's programme

'ROBOTICS / CODING CLASS FOR SJKT LADANG MATANG YOUNG CODERS'

2. Summary of the programme (a half page of A4)

This programme was started as an initiative to provide basic coding and programming skills for primary school students in our school since February 2022. Basic programming using an application called SCRATCH and completing mini computing device such as Micro:bit has been introduced in curriculum by Ministry of Education, Malaysia since 2017. These skills are important for our students to develop computing and programming skills within them to plan their future employment in accordance with the Industrial Revolution 4.0.

Since most of our students are from rural estate area around the school, they do not have enough skills in using computers or laptop. In addition, most of them are from middle class family where they do not have any laptops or computers in their home. The only place where they can access computers or laptop with high-speed Internet connection is our school.

To overcome this issue, teachers in our school arranged a collaboration with Syscore Academy & Innovation, to provide personal online coaching for our students to learn basic skills in programming and coding using SCRATCH Application. Syscore Academy & Innovation is a fully-fledged ICT solutions provider, Founded in 2012. They offer ICT consultancy services for most primary schools in Malaysia with the current trends and helping in realizing all available ICT opportunities for educational purpose.

This really has been a challenge for the teachers and students here since we do not have enough equipment to arrange this online class. To overcome this issue, teachers updated all the netbooks provided by government to the latest upgraded version to support the installation of the soft wares needed. Teachers rearranged the small computer room in our school to provide a conducive-learning environment together with LCD, speakers, microphones and other equipment need to run the online class effectively. Teachers taught the students to operate computers and basic skills such as using mouse, checking mails, joining Google Meet and many more according to the level of the students. The teachers managed to raise some fund from the communities around to buy latest computers and equipment needed for every students. We were able to overcome some of the challenges with the co-operation from parents and the community.

Our headmistress and senior assistants in this school contacted Syscore Academy personally to arrange these classes especially for our school students every Fridays after school hours. Each classes will be conducted for 2 hours every session through Google Meet, where the tutors from Syscore Academics will personally communicate with the students to guide them step-by-step. 4 teachers will monitor the students by guiding them in operating laptops and computers. The

Students were excited to join this class as this is a new experience for them in using SCRATCH module to create mini animations according to their own creativity. The tutors are so friendly with them, and the students are able to learn to communicate with the tutors through Google Meet to learn more about using the SCRATCH Module. Most of the students now are able to handle the SCRATCH module to create simple animations with certain features available

3. Objectives/goals of the school's programme

- To provide basic skills in using computers, laptops /netbooks.
- To create an opportunity for the students to express themselves through creating animations via SCRATCH Application.
- To develop interest among students in computing skills, programming and coding
- To guide students to have at-least basic knowledge in communicating.
- To help the students to build confidence among themselves in digital innovations
- To help the students to re-gain and adapt themselves to new norm in education system with certain restrictions throughout COVID-19 pandemic.

4. Period of the time when the programme has been started

Since February 2022

5. Activities (strategies/activities of implementation, and brief information of each activity)

- Introduction to SCRATCH
 - The tutors from Syscore Academics visited the school for the first time and an Ice-Breaking session. Tutors visited Computer Room of our school and shared their ideas in overcoming the issues with the equipment needed in future and managing the group of students for upcoming online classes. Students were given a briefing about Introduction to SCRATCH

Application and the importance of gaining knowledge in such skills to build a career platform for them in future. The tutors helped the students to access the upgraded features in the SCRATCH application by themselves using the computers and netbooks prepared by teachers.

- SCRATCH Module
 - Digital Arts - to create arts and cartoons through SCRATCH Application
 - 2D animations - to create mini storylines using the students' imaginary characters
 - Coding & Programming for young Coders - to introduce basic programming skills
 - SCRATCH Programming - to create animations using SCRATCH
 - Microbit education
- Online Classes
 - The online classes will be conducted for the students via Google Meet platform with a tutor from Syscore Academics. Each session will be held after schooling hours during Fridays for 2 hours. Students will join the Google Meet link provided and start communicating with help of our school teachers. The tutor will explain the students briefly about the topic of the day and show a tutorial on how to create an animation using SCRATCH. Students will be assigned to create an animation on what they have learnt during the session. The tutor and teachers will guide the students to create their animation using SCRATCH. The students have to present their project at the end of the class through Google Meet by sharing their screen. There will be sharing sessions too, where students are able to give comments to improve other students' assignments.

6. Teaching and learning approaches/strategies that the school has integrated into the programme

- Communication skills
 - Students have to communicate with their tutor and other friends to express their idea and comments. Students are able to develop their communication skills in a formal manner.
- Creativity and Innovation
 - Students are able to improve their creativity and thinking skills by creating a storyline and animation to express their idea through SCRATCH Application.
- Self-management skills
 - Students learnt to use computers and laptops during their free time in school just to learn to create animations using SCRATCH.

7. Details of partnership and community participation in the school's programme

- Syscore Academics Snd. Bhd
 - Syscore Academics is a solutions provider located in Penang, Malaysia, founded in 2012. They offer ICT consultancy services to primary and secondary school students with the current trends and helping in realizing all available ICT opportunities to the younger generation. They have 10 training centers nationwide in Malaysia. By 2022, they have helped 200 schools in Malaysia, transforming towards 21st century learning by offering special training classes to the school students.
- Ex-students of Matang Tamil School
 - Some of the ex-students who studied in this school, showed their interest to join such a beneficial class offered by our school. These students also joined this online classes with the help of teachers.
- Parents, Teachers & Community Association
 - Parents, Teachers & Community Association were informed about this class, and they managed to raise funds to buy enough electronic supplies for the students such as headphones, mouse, cable wires, speakers and many more.

8. Monitoring and evaluation mechanisms

- Observation
- One-page reports
- Student's assessment / projects

- Discussion session with students
- QnA session with tutor

9. Effectiveness of the school’s programme to learners, teachers, families, and community

Students are able to improve lots of IT skills throughout this class. Students learnt to communicate using Google Meet platform, present their assignments and give comments and criticize other projects by their friends. Teachers were able to co-operate to re-arrange the computer room in this school to set-up a conducive learning environment to the students. Teachers upgraded the netbooks/laptops to install SCRATCH and other important softwares to help the effectiveness of this online class. Parents and community played a great role in raising fund to buy important appliances. This programme has given a consciousness to the parents and community on how much it is important to provide a conducive learning environment for the students. Parents should not be ignorant in helping their own kids to learn new skills to face the challenges in future.

10. Plan for future

- Advanced Microbit Education - To introduce STEM Education to kids in enhancing their creativity in digital technology.
- Introduction to Arduino - Arduino programming for students to introduce a whole new world of electronics and technology.
- Robotics - To develop problem solving skills and creativity among students and provides skills useful in future employment

11. Interrelationship of the school’s programme with other Sustainable Development Goals (SDGs) (Please refer to page 2 in the Information Note or <https://sustainabledevelopment.un.org/sdgs>)

Goal 10 - Reduce inequality within and among countries

- There is slightly an Education Inequality between rural areas and urban areas students in Malaysia, which gives a great impact during this pandemic. Most of the students in rural areas lost their opportunity to get in-person instruction from their teachers, since most of them do not have proper devices and internet services to continue their home-based-learning. Such programmes not only gives the students confidence to help them thrive, but also it gives them a way to stay a step ahead just like urban students.

12. Link(s) to the information of school’s programme in social media platforms such as facebook, website, youtube

<https://web.facebook.com/profile.php?id=100073334132771>

13. (Optional) List of supporting documents such as a copy of the school operational plan or school management plan, action plan, learning/teaching materials, lesson plans, samples of student worksheet, manuals, etc.

If the supporting documents are written in local language, please provide a brief description in English language.

Maximum of two (2) supporting documents can be submitted with this submission form. Each supporting document should be less than or equal to **twenty (20) pages**.

Document 1) (File name)

Document 2) (File name)

14. Photos related to the activity/programme (Maximum of five (5) photos with captions in English)

Photo1



(Ice-Breaking session & Introduction to SCRATCH by Sycore Academics tutor to our school students)

Photo 2



Personal coaching for students by Sycore Academic tutors

Photo 3



(Teachers guiding the students personally in using SCRATCH for first time)

Photo 4



(Students attending Google Meet - online SCRATCH tutorial)

Photo 5



(Students with completed assesment)