UNIVERSITI TEKNOLOGI MARA

Fakulti Pendidikan

SII@EDU

Social Innovation Initiatives

Volume 2

Faculty of Education

Publisher: Galeri Seni Tuanku Nur Zahirah (GESTURZ), Universiti Teknologi MARA in collaboration with Faculty of Education (EDU), Universiti Teknologi MARA

Printer: UiTM Print Centre

Apart from any fair dealing for the purpose of private study, research, criticism or review, as permitted under the copyright, not part of this publication may be reproduced by any process with written permission.

Enquiries should be addressed to the publisher. While all reasonable attempts at factual accuracy have been made, the publisher accepts no responsibility for any errors contained in this publication.

2020. Galeri Seni Tuanku Nur Zahirah (GESTURZ), Universiti Teknologi MARA, Shah Alam, 40450, Selangor, MALAYSIA and Faculty of Education, Universiti Teknologi MARA, Puncak alam,42300, Selangor, MALAYSIA.
ISBN No: 978-967-18652-2-4

Table of Contents

NO.	TITLE PAGES	PAGES
	Table of Contents	
	About the Book	
1	Karnival MyJeram 2019 (Zumba & Voluntary activities)	1-2
2	"It's Never Too Late" Motivation Programme, Faculty of Education	3-4
3	Walkhaton De'Cendana	4-6
4	Educational Mural for Pre-School at Sekolah Kebangsaan Raja Muda (SBT)	7-8
5	Karnival Sukan Tradisional	9-10
6	HURES X ETSA: English Fun Day 2019	11-12
7	Science Technology Education Festival 2019	13-14
8	Sports for All: Growth Through Inclusivity	15-16
9	Ultimate Mathematics Challenge (UMC) 2019	17-18
10	Senamrobik Majlis Perasmian Program Sayangi Sawitku	19-20
11	Taburkan Jasa & Semaikan Budi Programme	21-22
12	'Ujian SEGAK' Phase 1/2019 Carnival: SK Raja Muda, Seksyen 4, Shah Alam	23-24
13	English Language Empowerment Camp	25-26
14	Klinik Keselamatan Sukan Lasak 2019	27-28
15	SchoWALL STREAM: Selangor TABIKA KEMAS PINTAR STREAM Mural Project	29-30
16	Sehari Bersama Garaj Belia MBSA	31-32
17	Projek IQRA	33-34
18	Casuarina E-Sport Championship (CESC)	35-36
19	English Please! 2.0 (2019)	37-38
20	Latihan Kesukarelawan Projek Promosi Kesihatan (Skuad MySihat) Siri 1/2019.	39-40
21	Artventure.19	41-42
22	Program Penanaman Pokok Nipah, Kelestarian Sg Kajang, Tanjung Karang	43-44
23	Readers' Theatre Workshop: SK Seri Sekinchan	45-46
24	X.O.X @Decathlon	47-48

About The Book

This book is a compilation of summaries that describe the programmes that have been run by the academics and students at the Faculty of Education, Universiti Teknologi MARA. The main objective of the programmes is to create a platform for the faculty members to take part in social innovation projects in the local community. More importantly, the programmes also complement the students' regular class experience as they also can learn a range of skills that can make them more active socially and entrepreneurially.

Definition of social innovation:

Social innovations are new ideas that meet social needs, create social relationships and form new collaborations. These innovations can be products, services or models addressing unmet needs more effectively.

19. English Please! 2.0 (2019)

Contributor
Munirah Mohd Izam

What
English Please! 2.0 (2019) is a one-and-a-half-day English language based programme with sessions involving language-related games and activities. This programme is also a re-run of the previously successful organization of English Please! 1.0 (2018) with SK Kampung Idaman.

Who
The programme involved tertiary student facilitators and primary student participants from

i) ETSA: Ethos! TESL Student Association, Faculty of Education, UiTM Cawangan Selangor, Kampus Puncak Alam.
ii) Students of SK Kampung Idaman, Pelabuhan Klang, Selangor

When
15 - 16 November 2019

Where
Sekolah Kebangsaan Kampung Idaman, Pelabuhan Klang, Selangor.

Story

A team of 30 ETSA facilitators accompanied by Ms. Munirah Mohd Izam, as the officer-in-charge, met up with 105 SK Kampung Idaman students for a successful one-and-a-half-day English language based programme. The programme English Please! 2.0 included three major sessions: i) ice-breaking session, ii) 'small games' session, and iii) 'big games' session. The atmosphere throughout the programme showcased positive expressive outbursts and energies as well as laughter of 'purposeful fun'.

Beneficiaries/ Stakeholders

The ETSA facilitators were exposed to the elements required in the planning, organizing, and the management and running of events in school. The participants from SK Kampung Idaman, on the other hand, were allowed the opportunity to confidently immerse themselves in facilitated English language games and activities.

Key lessons

English Please! 2.0 propagates the concept of 'purposeful fun' through a selection of finely curated English language games and activities. The ETSA facilitators are presented with the challenge in designing and curating English language games and activities that are suitable for the Malaysian primary and secondary school landscapes. The ETSA facilitators efforts are in turn benefitted by the schoolchildren participants as they were able to experience, practice and enjoy the English language games and activities with lesser inhibitions and mounting confidence.

EDITORIAL TEAM

Editors
Nabilah Abdullah
Siti Zuraida Maaruf
Sharipah Ruzaina Syed Aris
Nurshamshida Md Shamsudin

Language Editors
Fazyudi Ahmad Nadri
Munirah Mohd Izam
Nazeera Ahmad Bazari

Authors:
Ahmad Fahim Zulkifli
Ani Mazlina Dewi Mohamed
Fazyudi Ahmad Nadri
Joseph Boon Zik Hong
Nor Syazwani Mohd Rasid
Noor Farhani Othman
Nurshamshida Md Shamsudin
Mawarni Mohamed
Munirah Mohd Izam
Raiha Shahanaz Redzuan
Roslaili Anuar
Siti Fairuz Dalim
Siti Zuraida Maaruf
Wan Nurul Elia Haslee Sharil
Zaharul Azwan Abd Razak
Zarizi Ab Rahman

Curation Management:
Mel@ Nurul Muzamel Rasidi

Visual and Production Proofing:
Siti Soleha Salamun

ISBN Documentation:
Nurul Aida Mohd Sohaime
Aedie Azrul Ab Aziz

UNIVERSITI TEKNOLOGI MARA

Fakulti
Pendidikan

9 789671 865224