

UKQT3001-15

EXTRA-CURRICULAR EXPERIENTIAL LEARNING EXCEL



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THE TABLE OF

Contents

① USR'22: Funcode Camp

Tutoring program to increase coding skills of secondary school students all over Malaysia.

② Cultural Exchange 2022

A program to introduce people on variety of cultures all around the world.

CONTENTS — 02



1st PROGRAM

USR'22: Funcode Camp

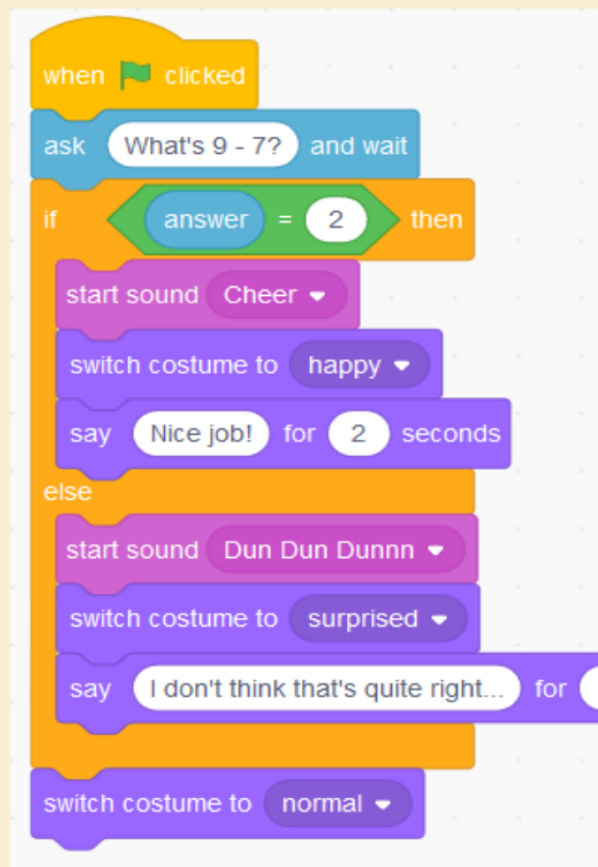




1ST PROGRAM

USR'22: Funcode Camp

Funcode Camp is a UTM top bidder program that is organised to increase coding skills of secondary school students all over Malaysia through the usage of Scratch as the main platform. This programme was conducted on May 28, 2022, by Persatuan Mahasiswa Sains Komputer (PERSAKA) through an online platform, which was in WEBEX. The participants ranged in age from 13 to 15 years old. Scratch is a high-level block-based visual programming language and website aimed primarily at children as an educational tool for programming, with a target audience of ages 8 to 16. Users on the site, called Scratchers, can create projects on the website using a block-like interface. Scratch promotes computational thinking and problem solving skills; creative teaching and learning; self-expression and collaboration; and equity in computing.



There are a total of 10 applicants who have been selected to be the tutors. All of us are in years 2 and above in the School of Computing. As a tutor, we were involved for 2 days, of which the first day was the training day and the second day was the teaching day. This program was conducted over the weekend. On Friday, there was a training session for tutors. The members of PERSAKA taught us about the environment and gave us some tutorials on using Scratch. We also do some exercises to polish our skills. At the end of the day, we do some planning on what should be taught the next day. There was also a briefing session to make sure the program could run smoothly.

We must get at the Raja Zarith Sofiah library the following day before 8 a.m. We start off by eating some breakfast that PERSAKA has prepared for us. Around nine in the morning, Dr. Muhammad Iqbal Tariq, PERSAKA's advisor, begins this online programme with a speech. We have been divided into groups while the students are listening to the speech. We had been given a study carrel and each facilitator had 10 students. I have been assigned to group 5.



First and foremost, the camp starts with an ice-breaking session. The facilitator starts to introduce ourselves first, following the students. Some of the things that we shared were our name, age, favourite colour, and hobby. After 15 minutes, the class started. I shared the Scratch link with the students and made sure that all of them could access it. After 20 minutes, I talk about the first module, Getting to Know About Scratch. This module was basically in the theoretical parts, where I explain some simple concepts of programming that can be implemented later on during the hands-on session. At the end of this module, the students should be familiar with the environment of Scratch.

Next, I continue with Module 2, Drawing Shapes and Repeating. I taught them how to do some basic shapes, such as a circle, triangle, and square. At the end of this module, the students should be able to understand the concept of repetition in programming. In order to complete these two modules, students were assigned to complete activities such as making the sprites talk, switching backdrops, and having conversations about favourite foods. At the end of this session, I will be able to see if the students understand well by making them presents those activities.





The Funcode Camp continues after a 1-hour, 30-minute break. In this session, I taught them a more advanced program, which was programming a hide-and-seek game. After that, the students need to continue the game using their own creativity and present the code after finishing it. At the end of the session, the students should be able to increase the complexity of the game using their own creativity. This session was specifically designed to assess the students' comprehension.

The organizer had created a quiz for the students to take at the end of the day in order to determine whether the program's goal had been accomplished. The students emerged from their breakout sessions and listened to the One Week Scratch Challenge's briefing. Students could win some valuable prizes prepared by the organizers. Before exiting the breakout session, I took a picture with my students as the organizer's and my personal record.

The reason I am attracted to becoming a tutor is actually to get some experience in teaching. Although I think that I learned programming with average skills, I believe that teaching a secondary school student is not that hard as they will only learn some basic things which are not as complicated as what I am currently learning.

Since the pandemic, I rarely join online events because I think it is hard to communicate with others. Once the pandemic is over, I seize the opportunity to contribute to the university. I also get to know people better. As I join this program, I get to interact with the other tutors as we do a lot of discussion before the event day.

Although Scratch was very new to me, I am able to understand it well since it only requires some basic concepts of programming. At first, I was not confident in my skills, but after joining this program, I am grateful that my students understood my explanation well. I believe that teaching could increase one's understanding, and yes, I am now more confident in myself.

Moreover, I get to improve my communication skills as I need to always be ready with questions that might be asked by the students. I make sure that my sentences are well organized with less jargon so that the student can understand them. This was my first experience teaching a large group. Although I am nervous at the start of the session, by the end I am immune to it and can deliver the modules effectively.

As an average student, I think that I am not capable enough to teach people, as I am not confident in my skills. However, that is not how I should define myself, as we might not know how good other people are. They might feel the same about themselves too. As a result, I now believe that people who know nothing can benefit from a small amount of knowledge. All I need to do is value every piece of knowledge I receive and share it with the rest of society.

“
Your success
will be
determined
by your own
confidence
and fortitude.”



In conclusion, I am grateful that I am able to join this program. Although my weekend is gone, I am not regretting anything. I learned a lot from this program. I get to know about Scratch, which is a platform for kids to learn programming. I will undoubtedly recommend it to my young family members. As everything is being digitalized nowadays, I believe that everyone should know at least a high-level programming language.

Moreover, I am proud of myself for volunteering. I am happy because I could see some progress from the students, which shows that they understand it well. I hope that this could enhance the spirit of the students to further their studies in computer science after finishing their school life. I believe that this field is in high demand nowadays and in the future.

Lastly, I hope that I could do better in the future by making the teaching session more fun with games and all. Hopefully, I get this kind of opportunity one day to share knowledge and experience with people.



2nd PROGRAM

Cultural Exchange

2022



2ND PROGRAM

Cultural Exchange 2022

The Cultural Exchange program ran for one month, from May 15th to June 18th, 2022, both online and offline. The aim of this program is to promote respect and understanding for other cultures, thereby encouraging cultures to flourish in their diversity and develop cross-cultural skills in a globalized world. Since UTM contains a diversity of cultures, both local and international, this program is much needed in order for us, to understand each other well. Hence, strengthen the bond among local and international students. This program was conducted by the college organization, College Tun Dr. Ismail, UTM.

This program involves students and staffs of UTM and also open for the outsiders. Since we are still in the COVID-19 era, some of the program such as Traditional Clothing Photo Contest, Cultural Art Poster Contest, Cultural Video Contest (Food & Ethnic), Cultural Talent Contest (Singing & Dancing), Essay Competition, Talk of Culture Sharing Session, Manga Workshop and Language Class (Arabic, French, German, Japanese, Korean, Mandarin & Russian) was conducted online. For the online competition, the participants attended an online meeting for the briefing session and the delivery of task with the announcement of the deadlines.

For the offline events, it was conducted for 2 days, on the 17th and 18th of June at Dewan and Dataran Resak of KTDI. The activities includes the Cultural Exhibition (Cultural Food Festival & Mini Games), Movie Night, Cultural Booth (Saudi Arabia, Indonesia, Egypt, Bangladesh, Nigeria, China & Iraq), Blood Donation, Food Stalls, Cultural Forum (Saudi Arabia, Indonesia, Egypt, Bangladesh, Nigeria, China & Iraq) and Cultural Fashion Show and Closing Ceremony. I am the crew for this event and have been assigned to handle Cultural Fashion Shows under the activity unit. This Cultural Fashion Show has been conducted offline during the closing ceremony. However, there are some preparations that need to be made beforehand.



As an activity crew, I need to prepare some documentation before the event day. Some of it are the method of implementations, scoring rubric (audience and jury), jury scoring sheet and rules & regulations. Other than that, I also need to deal with the participants and guide them during the event day.

The advertisement for the crew recruitment has been spread online, and it caught my attention. I just need to fill out the application form by answering several questions in terms of handling past events. I joined this event as a crew because I wanted to experience handling an offline event in UTM after a long period of COVID-19 restrictions. I feel like if I join this, I can make more friends and give contributions to UTM. There are also some friends who approached me to join this event. I accept it with an open heart, knowing that it can give me a lot of benefits.



Since I've never managed a significant event like this before, I lack experience. However, with the activity unit leader's assistance, I am able to finish my task efficiently. I need to be well-prepared because the cultural fashion show was held offline and at the closing ceremony. In order to effectively lead the participants, I must also be there. Since I haven't met many people in a while, I have to admit that I am really nervous at that moment. The program's directors are especially worried that everything goes successfully because some VIPs will be attending the closing ceremony. For this occasion, I've honed a few talents, like communication and adaptability. I have to talk to people well. My thoughts keep telling me that I just need to go with the flow and do my best, hoping that everyone is satisfied with my work since the decisions are mostly made by myself for the fashion shows. I planned on where the participants would walk and all that.





Any task is difficult to complete perfectly, and I'll be the first to acknowledge that there were a few issues, such as difficulties managing the participants. The fact that the participants constantly come and go worries me out a lot. Since the closing ceremony had begun that night on the final day, registration remained open until then. Some individuals, nevertheless, intended to join and leave at the last minute. I must therefore constantly check with the closing ceremony's MC. On that day, the activity unit leaders were busy, so I made the most of the decisions, but I'm not sure I did it right. But I make an effort to unwind and concentrate to come up with the best ideas.

If I were given the opportunity to make some changes, I would definitely change myself first. I need to be relaxed and independent when making decisions. Just be confident without relying on other people's opinions. Sometimes, others' opinions are much needed, but not when there are time constraints and other constraints. I also need to be positive all the time and not be so shy.

The most crucial quality for a student is confidence. Managing an event teaches us how to make the best decisions and to lead effectively. Additionally, it teaches students how to adjust to the realities of the workplace, where working alone is the norm for most tasks. I assume there may be a lot of disagreements and issues because joining the crew is voluntary, especially considering that we are also students with classes and assignment. The most important factor in becoming a good student and person is time management.



Last but not least, I have learned a lot from this event. I get to know myself better by identifying my capabilities. Following my MBTI which is an ISTJ, I have learn to be adaptable from becoming introvert to be extrovert sometimes so that I can throw away my shy-ness and be able to talk comfortably with strangers. Next, I benefits my sensing capabilities as I think logically on what is the best based on facts and details. I am a detail person when making documentations and I glad that the head of the activity units are satisfied with my work. Besides, I make decisions based on logic however, sometimes I need to understand other peoples and ask for their opinion thus, that is what I learned from this program. Lastly, I benefits my judging personality by making enough plans on every step on my decisions.

In conclusion, since trying new things is a part of learning, doing so is not wrong. If you didn't try, you wouldn't know. This is your one opportunity to assess your ability and determine whether changing yourself will help you or not. Allow others to judge you, but the best judgement is the one you make of yourself since you are the one who wants to make it. This is where you learn since life is a lengthy trip and you never know what will happen in the future. You might not have opportunities like this in the future as our responsibilities increase with time. We must always be ready, and I benefit from this. Confident enough to try new things for future benefits.

