UNIVERSITI TEKNOLOGI MALAYSIA

JOHOR BAHRU (UTM JB),

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JOHOR

SCHOOL OF COMPUTING

FACULTY OF ENGINEERING

GSA FINAL PROJECT

HELPING THE

INDIGENOUS KIDS

Lecture: DR. MUHAMAD AFZAMIMAN BIN ARIPIN

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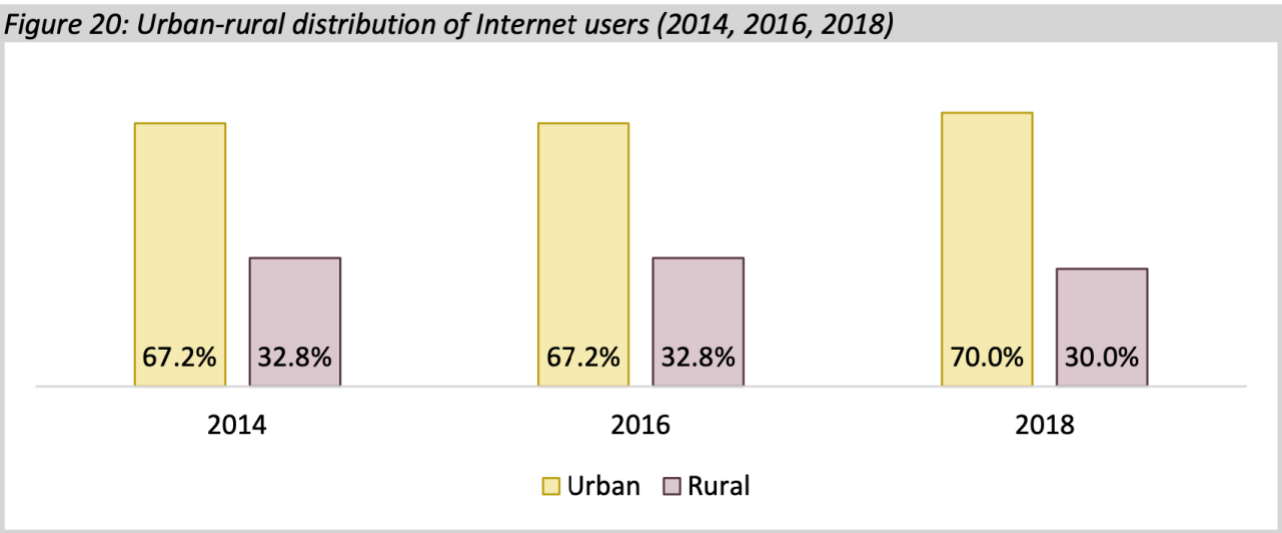Zhang Xiaomeng   A19EC4024

Background

Most of the Orang Asli community are descendants of the Hoabinhian that have lived in Peninsular Malaya as early as 1,000 BC (Bellwood, 1997). The Orang Asli community consists of as many as eighteen culture and have different sub-groups (Lin, 2008). In 2004 the Orang Asli Affairs Department (JHEOA) made a survey on the estimated number of Orang Asli population in Malaysia which showed us that there was about 149 723 Orang Asli hoi polloi living right here in Peninsular Malaysia (JHEOA, 2006). The population of Orang Asli represents less than 1% of the total population of Malaysia of which consists 27 mil people in Malaysia (Ramlee, 2013). The bulk of them live in the timberland areas and still practice their traditional ways of living which is influenced greatly by their surroundings and their ancestral exercise which has been passed down for generations. In addition, their living arrangement is closely related to their natural resources available to them as well as their surrounding (Zalizan Mohd Jelas, Abdul Razaq Ahmad & Ahmad Rafaai Ayudin, 2009). Based on their historical perspective on the position of Peninsular Malaysia, over 150, 000 years ago, the hobo camp of Peninsular Malaysia have been the briny route of the Neolithic nomadic tribes who founded their cluster of colony along the main rivers by depending on the forest resources as their source of living.

Many of the Pongo pygmaeus utan Asli masses are illiterate and do not have a proper pedagogy background and this has become an publication among their hoi polloi as poverty and lack of investment firm thrives among their people causing them to be less developed and still old fashioned. The Peninsular wide primary election shoal enrolment for the Pongo pygmaeus Asli pupils stands at twenty-six, 571 this year, according to Synonyms/Hypernyms (Ordered by Estimated Frequency) of noun statistic compiled by the Section of Orang Utan Asli Growth (Jakoa). By comparability , their secondary school day numbers are rather pathetic, registering at 13,155. The jarring difference between the primary and secondary school registration implies that a substantial number of indigenous children are resisting educational advancement which in itself, is a grave offspring , as drop curtain out of school will affect their futurity well-being. There are many divisor as to why this government emergence has occurred and still carrying on as time goes by and some of the divisor are such as, the Orang Asli students feel that school is oil production and International Relations and Security Network, as important as helping their dad and ma in their farm or at home and decide to drop out. Other factors are such as poverty and the incapableness of their parents to support their education or even provide them with enough lunch money which causes them to be bullied in school or leave out. They also face the issue of not having proper direction and direction to appearance them the importance of education as well as help them in their subject area as their parents are most probably illiterate and are unable to help their children. This site has become a huge care as this cycles/second may carry on in their future if we don 't put a stop to it now.

Problem

Urban-rural distribution

The survey found that there is some disparity in distribution of Internet users by strata. Urban users made up for 70.0% of Internet users, while rural users only accounted for 30.0%. The ratio of Internet users by strata is 2.3 urban users to 1.0 rural users. The increment of urban users is in line with the increasing percentage of urban population in Malaysia. For instance, the percentage of urban population increased to 75.6% in 2018 as compared to 73.6% in 2014.

Figure 20: Urban-rural distribution of Internet users (2014, 2016, 2018)

Their reception of these rights are inhibited by a lack of internet access, which is essentially non-existent in Indigenous communities, as telecommunication companies are not compelled to invest their services in predominantly rural and remote regions where most Indigenous communities are found. Internet access would help Indigenous communities to become better informed about their rights, as well as facilitating the implementation of their rights, as well as better participation in democracy, the political process, and access to justice. Closing the digital divide in Indigenous communities is also an important step in facilitating the process of achieving free, prior, informed consent of communities before any projects take place that may affect them. It is important for the Malaysian government to prioritize such connectivity.

Introduction

The leader of the community of Orang Asli in Bukit Payung, Melaka has requested us to conduct a 4 series program to motivate their children to continue their education. We, students from Group 6 of this Gratitude Success Attributes (GSA) class had several meetings and discussions to careful plan our steps in order to fulfil the request.

The key challenge here was for us to motivate the children who no longer have any interest in going to school and study anymore. The endgame is to make sure they realise the importance of education and are happy to continue their education. The children that we have targeted are all in the age of 12. They have just completed their final examination in primary school and now are supposed to continue at the secondary school. Therefore, our program should also lean more towards showing the experience of secondary school education.

The main setback in this entire operation lies in the fact that the kids parents don't think that education is important in their lifestyle. This narrow-minded thinking is due to the parents awareness of their ever-evolving surroundings, which results in the lack of motivation in the kids. In the end, we all came to an agreement and decided on several activities that we hope can bring back the lost motivation in the kids.

Objectives

- To encourage the native children to have a passion for studying.
- To show the importance of education on one's life.
- To provide motivation for the children to continue their higher studies.
- Enhance the bonding and cooperation among the children.
- Increase their higher order thinking skills, creativity and communication skills.

Implementation of the program

Location : Bukit Payung, Melaka.

Date & Time : January 2020 – April 2020 / 8 a.m. – 11.30 p.m.

Participations : 20 – 30 students

Sponsorship : Sime Darby (RM 3000)

Committee members

Lecturer : Muhamad Afzamiman bin Aripin
President : Lokessh A/L Pathmanatan
Vice–president : Omar Ali Ahmed Ali
Secretary : Omar Alaaeldin Hassan Khater
Treasurer : Zhang Xiaomeng
AJK's I : Qudri Ameer Bin Mohd Safiee
       II : Aswind Sarvanesh Varman A/L Saravanan

Project 1:

Itinerary	Description
Ice-breaking	Some fun games and activities to kick start the event.
Activity Goals	To get the kids to know each other well and get them comfortable with us.
Activity Length	2 - 3 hours.
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Station Games	Interactive stations that allows kids to engage more.
Activity Goals	To get the kids interested in this program.
Activity Length	3 - 4 hours.

The main purpose of the first project is basically getting to know the participants very well and to make them engaged in this program for the other projects that are yet to come. To ensure that, first we will carry out an ice-breaking session with the children where they will play certain games and activities to get the program started. Few examples of those activities and games are Passion TicTacToe, Line Up, Musical Chair, Pisang Goreng Game, Cheers and Blind Square. We predicted the duration of this activity to be somewhere around 2 to 3 hours.

Next, we plan to have station games. This is where the participants will get into certain groups and go their respective stations to carry out a certain task. The teams will then have to switch accordingly to another station when the time is due. Some of the station games that we planned are Guess The Sentence, Tongue Twister Challenge, Pass The Message, Help The Blind, Arrange The Cups and so on. In these stations, children will get more interactive and sporting so that, they will start to function as a team. These fun activities are also held to cultivate the interest of this program inside the children's heart. They will also be comfortable with the environment of the program.

Project 2:

Date	Time	Activity
13/02/2020	8.00 a.m.	**Students gather at N28**
	10.00 a.m.	**Students arrive at Bukit Payung**
	10.30 a.m.	**Preparation for Science Fair**
	11.00 a.m.	**Science Fair (session 1)**
	12.00 p.m.	**Lunch break**
	2.00 p.m.	**Science Fair (session 2)**
	6.00 p.m.	**Tea break**
	6.30 p.m.	**Experience sharing session**
	8.30 p.m.	**Mini photography session**
	9.00 p.m.	**End of Project 2**

The world of science will be introduced to the children of Orang Asli using the best approach for the activity. Also, experienced sharing by us which can help them imaging and facing the reality in education.

A short briefing will be given to the children after the preparation. For Science Fair (session 1), 3 experiment will be conducted by the children. Next, for Science Fair (session 2), 2 experiment will be done. There are 5 experiments in total. The experience sharing session is conducted by us. Our own experiences will be share together to give them the idea about life in education.

Science Fair experiment :

1. Simple Volcano
2. Tornado in a bottle
3. Water rocket
4. Slime
5. Crystal candy

Project 3 (Day 1)

Date	Time	Activity
13/03/2020	8.00 a.m.	Students gather at N28
	10.00 a.m.	Students arrive at Bukit Payung
	10.30 a.m.	Aerobic and Zumba
	12.30 p.m.	Lunch break
	2.30 p.m.	Sports Day
	6.30 p.m.	Mini photography session
	7.00 p.m.	Dinner break
	9.00 p.m.	Movie Night
	11.30 p.m.	End of Project 3 (Day 1)

Day 1:

1. **Aerobic and Zumba**
   - This Part of the day is just for excurse to get the children to warm-up and get ready for the other events this day.

2. **Sport Day**
   - In fact, traditional teaching can easily make children feel bored, therefor learning becomes a task. They often prefer to do extracurricular activities, such as camping, sports. Therefore, in order to stimulate children's interest in learning, we have designed a running competition that can learn knowledge- a quiz relay. Because this is not a normal running competition, this can be easy to inspire children's curiosity, and also let children know that learning does not have to be taught in the classroom, not only by the teacher unilaterally. Meanwhile also improve their teamwork skill, thinking skill, adaptability skill.

   - Set up five levels on a 400-meter runway. Each level has two questions: One is related to the subjects they have learned, such as translate one sentence to English. and the other is extracurricular knowledge, such as movies, games, and so on.
   - Six groups of each round play at the same time. Each group has five people. Each question must be answered correctly before the next level can continue to run, and so on. Record the time required for each group.
   - Select the NO.1 in each round for the next round of games until the NO.1 is produced.
   - Awards to the top five groups.

3. **Movie Night**

   o During the evening we play a movie for the kids after a long exhausting day, we prepared a movie called (Freedom Writers). It is about a young teacher that inspires her class of at-risk students to learn tolerance, apply themselves, and pursue education beyond high school.

Project 3 (Day 2)

Date	Time	Activity
14/03/2020	9.00 a.m.	Students gather at N28
	10.00 a.m.	Students arrive at Bukit Payung
	10.30 a.m.	Board Games Demonstration
	12.00 p.m.	Lunch break
	2.00 p.m.	Board Games (mini competition)
	5.00 p.m.	End of Project 3 (Day 2)

Module 3:

Day 2:

1. **Board Games Demonstration**
   o At this event we will event show the kids how each game is played and explain the rules in detail, then let the kids play the games without groups for them to learn about the games fully.

2. Board Games (Mini Competition)

- This event main goal is to make the kids get the team working skills, and also to teach the kids to utilize their thinking in a group doing that will develop 2 skills Team-working and Communication skills.

    - The kids will be working in groups of 5.
    - Each group will choose 1-2 members to play each game, for each round same member can't play the same game to make sure all the group will develop the skill.
    - Each game will focus on one main skill to develop for the kids playing.
    - The competition ranking will be based on point system for each group member and point system for the whole group that way we add the spirit of competition inside the group also to make sure all members will do their best.
    - For each group there is a prize for the member with the highest points.
    - For the whole competition there is a prize for the group with the highest total group points.

Project 4:

Date	Time	Activity
13/04/2020	8.00 a.m.	Students gather at N28
	10.00 a.m.	Students arrive at Bukit Payung
	10.30 a.m.	Motivational Talk (session 1)
	12.00 p.m.	Lunch break
	2.00 p.m.	Motivational Talk (session 2)
	4.00 p.m.	Results & Prize Giving Ceremony
	5.00 p.m.	Reflections
	6.00 p.m.	Closing ceremony
	6.30 p.m.	Dinner
	7.30 p.m.	End of Project 4

Students of faculty of computer gather at N28, 8:00 a.m. and get ready to leave to Bukit Payung, after a long trip from Skudai to Bukit Payung the students finally arrived at 10:00 a.m. In the first session of the day a motivational talk held by one of the lecturers, the motivational talk is split into two parts, one before the lunch, and one after the lunch. The motivational talk begins and it discusses about how important is the education and what would happen to someone if they didn't take their education and how life will be difficult for them to handle and show them the differences of an educated person and uneducated person, this session starts at 10:30 and after an hour and half of motivational talk it's time for lunch. At 12:00 all children and teachers, lecturers and students will have a lunch break for about 2 hours, foods, beverages, and desserts for all ages will be provided.

At 2:00 p.m. the lunch break is over and now it's time to go back to the second of the motivational talk which discusses about IT and how it changed our lives, as the faculty of computing, it's important to show the kid how important the IT is and some life examples of IT applications they use on daily basis and hopefully we will make it as fun as possible.

So after the motivational talk it's time to give the results and prizes, at 4:00 p.m. the kids who got a high results or\and best performance gets awarded based on how good and unique their performance was, rewards differs based on the points they got. At 5:00 p.m., students of UTM and the children will set together and UTM students will share experiences and thoughts of life and try to motivate the kids to learn more in life and to continue their studies to make their dreams come true.

At 6:00 p.m., students and lecturers will conclude the event with a quick reminder of the previous activities that have taken place in the past days and a reflection of how this event was a great experience for the students and lecturers too, then at 6:30 p.m., it's time for dinner and just like lunch food, beverages, and desserts will be provided for one hour. At 7:30 p.m., it's time for the lecturers and students to go back to the Skudai after a long day at Bukit Payung.

Budget

ITEM REQUESTED	AMOUNT	PRICE PER ITEM (RM)	AMOUNT PRICE (RM)
Breakfast meals	180	4.00	720.00
Lunch meals	180	5.00	900.00
Tea break drinks	76	2.00	144.00
Dinner meals	36	5.00	180.00
Mineral water set	15	10.00	150.00
Pen(set)	5	5.00	25.00
A4 paper	100	0.10	10.00
Science Fair set	5	15.00	75.00
Station game and board game set	5	20.00	100.00
Sports equipment	-	-	200.00 (estimated)
Prize set	20	20.00	400.00
TOTAL			RM 2904

Conclusion

In conclusion, our program can definitely motivate these children to continue with their secondary education. After going through our 4 series programs, we are sure that the kids would already have a great experience and gained a lot of useful knowledge for the future. This can definitely ease their transition from primary level education to the secondary level education.

Our science fair program will also peak the interests of the kids even more and they will curious to learn more. Besides, our mini competitions also teaches kids to always have a healthy competition among one another, so that everyone can improve together. It is more of a group work instead of a 'one person takes all' title. They can also understand more about the importance of teamwork in their daily lives.

The children would also have gained a lot of skill sets by the end of our program. This can also help them in their future life, and allow them to achieve excellent results in their secondary school stages. We are positive that after all this, the child will stop having negative thoughts about continuing with their education, but instead be more interested in all the fun experience they can gain in secondary school. When the child starts telling about all the great experiences they had to their parents, this can slowly also help change the parent's mindset about how education can positively impact their kids' life.

They will then realize their kids' potential to excel in education, and maybe then allow them to continue pursuing their education. Sooner or later, parents will not have the thoughts of asking their kids to stop studying. To put everything in simple terms, our program can help the kids during their move to the secondary school life. We also expect them a have higher motivation to study and always be curious to learn new skills and discover new things.