



FACULTY OF ENGINEERING

SCHOOL OF COMPUTING

COURSE: UHMT1012 (SECTION 27)

GRADUATE SUCCESS ATTRIBUTE

LECTURER: DR. MUHAMAD AFZAMIMAN BIN ARIPIN

“DISCOVER YOURSELF”

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INTRODUCTION

Over a few decades, education has becomes an essential element for the children in prepare for adulthood. Education helps to develops their physical or cognitive skills, the acquisition of knowledge and the shaping of values, attitudes and beliefs. It is true that having knowledge can make our lives easier and better. With improved education, there are many aspects could be positively affected. In this competitive world having a good education is as important as the air we breath because it is our weapon to conquer the world.

Malaysia is a unique country that rich with multi-ethinc who carry out varieties of cultures. Except for Malay, Chinese and Indians, Malaysia also has a uniqueness of a minority group which is Orang Asli and also known as indigenous people. In order to protect the welfare and manage the development of these Indigenous people in Malaysia, the goverment has set up the Department of Orang Asli Development (JAKOA). According to JAKOA, There are estimated 869 Indigenous villages throughout the Malaysia and about 322 are in remote areas.

The responsibility of the Department of Orang Asli Development (JAKOA) is to ensure the Indigenous community comes together into the mainstream of the national economic development focus to enhance their life quality through education and other aspect such as land development, resettlement economic and social development, training, provision of infrastructure and also human development. As we can see, the govenment has pay their attention on improve the education level among the Indigenous people. However, ther drop out rate still rose up year by year eventhough education assistances have been provided for them.

Moreover, there is a higher drop out rate among children between ages of 11 to 12 years which involve in the transition from Year 6 to Form 1. Based on Education Planning and Research Division (EPRD), Ministry of Education, the transition rate from primary to secondary school in 2012 was 90.42 % while in 2003 was 90.31%.

In a nutshell, there are large number of students are still choose to dropping out from the school system due to many factors. Thus, it is necessary for us to determine the factors of Indigenous people drop out from school and so we can solve this problem as soon as possible. Besides that, it is also very important that to encourage them to continues their studies as they gave an impact towards the development of the human capital in Malaysia.

BACKGROUND

The Orang Asli people as an indigenous ethnic in Malaysia still have a low level standard of education nowadays. Most of them only receive a formal education at the primary level and majority of student who complete their studies in primary school will not continue their studies at secondary school. According to the Department of Orang Asli Development or JAKOA (Jabatan Kemajuan Orang Asli), the dropout cases in secondary schools tripled compared to the actual enrolment in primary schools between 2005 to 2010. Some factors that cause the problem including student's attitudes, awareness among parents about education, school environment, local culture and problems related to the teaching and learning session. Hence, it has become a huge challenge recently for the Government's initiative to integrate the standard of education.

Moreover, there are no secondary schools that specifically cater for the indigenous students, so they would generally attend schools along side the mainstream students in schools located outside their village. The Department of Orang Asli Affairs handed over its educational program for the Indigenous people to Malaysian Ministry of Education (MOE) in 1995. Most of the qualified teachers are reluctant to teach in the Indigenous people schools due to the lack of facilities and the environment cause a shortage of qualified teachers in the rural area. However, the enrolment of Indigenous children in primary school was increased from 13,200 to 27,348 from 1994 to 2009. The number of Indigenous children in secondary school was also increased from 2,694 to 9,124 from 1994 to 2009. As we can see the increment in enrolment among Indigenous children is very impressive but the drop out rate still remains at a high concern.

The main reason of the increment of drop out rate is because of their poor academic achievement. There were more than 60% of indigenous children did not achieve the minimum competency level in the subjects tested in the Primary School Achievement Test Result (UPSR). At least 42% to 53% of them did not achieve the minimum competency for the Malay language papers.

This is quite tough for the Indigenous children who live in a rural area and challenged by poor school facilities and teachers who are not familiar with their culture. Due to this challenge, a leader from the community of Orang Asli in Bukit Payung, Melaka has requested for a 4 series programme to provide motivation to children so they can continue their education at

a higher level. In the village, the children who are in standard six does not want to continue their studies to the secandory school.

As a group of students from University Teknologi Malaysia(UTM) who are willing to help the community to motivate the children in Kampung Orang Asli Bukit Payung, Melaka. We have design 4 modules to enhance their confidence to mix around with other students and experience formal education in a fun way in the classroom. Through this, we could provide another chance for them who dropped out from school to continues studies.

ITINERARY

DATE AND TIME	ACTIVITY	VENUE
25th MARCH 2020 (MONDAY)	MODULE 1: Scavenger Hunt	
8.30 a.m.	Arrive to Kampung Orang Asli Bukit Payung	
8.30 a.m. – 9.30 a.m.	Preparation for the activities	
9.30 a.m. – 10.00 a.m.	Speech from leader of Kampung Orang Asli Bukit Payung	Kampung Orang Asli Bukit Payung
10.00 a.m. – 10.30 a.m.	Speech from head director	Kampung Orang Asli Bukit Payung
10.30 a.m. – 11.00 a.m.	Explanation for the activity (Scavenger Hunt)	
11.00 a.m. – 11.10 a.m.	Grouping session	
11.10 a.m. – 11.45 a.m.	Ice breaking	
11.45 a.m. – 12.30 p.m.	Scavenger Hunt <ul style="list-style-type: none"> - Checkpoint 1: Group jump rope - Checkpoint 2: Human knot 	
12.30 p.m. – 2.00 p.m.	Lunch break	

2.00 p.m. – 3.30 p.m.	<p>Scavenger Hunt</p> <ul style="list-style-type: none"> - Checkpoint 3: Birthday line up - Checkpoint 4: The perfect square - Checkpoint 5: Balloon volleyball 	
3.30 p.m. – 4.00 p.m.	Tea Time	
4.00 p.m. – 5.00 p.m.	<ul style="list-style-type: none"> - Checkpoint 6: Coconut Bowling - Checkpoint 7: GPS 	
26th MARCH 2020 (TUESDAY)	MODULE 2: FUN LEARNING	
7.30 a.m. – 8.00 a.m.	Morning exercise	
8.00 a.m. – 9.00 a.m.	Breakfast	
9.00 a.m. – 12.00 p.m.	Activity: IT IS POSSIBLE!	
12.00 p.m.	Lunch break	
2.00p.m. – 4.00 p.m.	<p>Fun experiment (learning session)</p> <ul style="list-style-type: none"> - Helium balloon - Elephants toothpaste - Black Fire Snake - Corn starch Goo - Density 	<p>Kampung Orang Asli Bukit Payung</p>
4.00 p.m. – 4.30 p.m.	Tea Time	
4.30 p.m. – 6.00 p.m.	<p>Escape the Room</p> <ul style="list-style-type: none"> - Mini games 1. Percentage 2. Multiply and Clap It 	

	<p>3. Stand Up, Sit Down</p> <p>4. Around the block</p>	
6.00 p.m.	Break	
6.45 p.m. – 7.45 p.m.	Dinner	
7.45 p.m. – 8.30 p.m.	<p>Drama History</p> <ul style="list-style-type: none"> - Each group choose one topic randomly - Discuss how to act in a funny way 	
8.30 p.m. – 9.30 p.m.	Enjoy Drama	
27th MARCH 2020 (TUESDAY)	MODULE 3: KIDZANIA	
7.00 a.m. – 8.00 a.m.	Morning exercise	
8.00a.m. – 9.00 a.m.	Breakfast	
9.00 a.m. – 9.15 a.m.	Change outfit (Teacher/Police)	Kampung Orang Asli Bukit Payung
	<ul style="list-style-type: none"> - Only 2 group of them will change the outfit, the others will be the students or criminal 	
9.15 a.m. – 10.30 a.m.	Start the role	
10.30 a.m. – 10. 45 a.m.	Change outfit (Paramedic/Dentist)	
	<ul style="list-style-type: none"> - Only 2 group of them will change the outfit, the others will be the patient 	
10.45 a.m. – 12.00 p.m.	Start the role	

12.00 p.m.	Lunch Break	
1.45 p.m. – 2.00 p.m.	Change outfit (Chef/Pastry)	
2.00 p.m. – 3.30 p.m.	Start the role	
3.30 p.m. – 4.00 p.m.	Tea Time	
4.00 p.m. – 5.00 p.m.	Break	
5.00 p.m. – 5.15 p.m.	Change outfit (News Announcer/guest) - Only 2 group of them will change the outfit, the others will be the listener	
5.15 p.m.- 6.30 p.m.	Start the role	
6.30 p.m.	Dinner	
28th MARCH 2020 (WEDNESDAY)	MODULE 4: FAREWELL	
7.30 a.m. – 8.00 a.m.	Morning exercises	
8.00 a.m. – 9.00 a.m.	Breakfast	Kampung Orang
9.00 a.m. – 10.30 a.m.	Sing E & choreography	Asli Bukit Payung
10.30 a.m. – 11.15 a.m.	Performance	
11.15 a.m. – 12.15 p.m.	Reminiscing	

12.15 p.m.	Lunch break	
1.45 p.m. – 3.00 p.m.	Motivation speech	
3.00 p.m. – 3.30 p.m.	Tea Time	
3.30 p.m. – 4.00 p.m.	Award ceremony	
4.00 p.m. – 4.10 p.m.	Photo session	
4.10 p.m.	Closing ceremony	

MODULE 1: Scavenger Hunt

Total time estimated: 4 hours

Time estimated: 1 hour

The game is as the name suggested, which is we will divide the kids into groups of 7 and they will compete among themselves in groups to collect points from all the checkpoints that has been set up in the match. The reason we put them in groups of 7 or any odd number of people is because to know who is the leader of the group. Each group will be appointed a facilitator from among us. The facilitator will be taking notes of each of the member of their strong points when working as a team.

After grouping the kids into groups, we will conduct an ice breaking session among themselves to let them know who are their teammates.

During this time, each checkpoint will be setting up. Each checkpoint will be appointed with at least 2 facilitators. Each checkpoint is approximately 5-15 minutes each. Different teams will be given different sequence for the checkpoints they have to go to avoid any team clashing with each other (we can add team vs team checkpoint if necessary)

Time estimated: 2-3 hours

Checkpoint 1: Group jump rope

The group will be split into 2 teams, the jumper and the rope. The jumper will be the ones jumping and the rope will be the one who will swing the rope around the jumper. They get points for each successful jump. This game requires symmetry and coordination of the kids.

Checkpoint 2: Human knot

The group will be sitting together in a circle. Have each kid randomly grab (lightly!) someone else's wrist and hold onto it. Once everyone's wrists are accounted for, instruct the kids to try and untangle themselves, but without letting go of anyone's wrists. In some cases, allow the kids to release a wrist in order to properly untangle themselves.

To make this kids game even more of a team building activity, the kids cannot speak – thereby forcing them to strategize with body language, which likely increase the team chemistry that

the game sets out to teach. The points will be given according to their time taken to untangle themselves

Checkpoint 3: Birthday line up

First, the kids will write down their birthday on a piece of paper, one by one and give it to the facilitator in charge. The kids will be given a minute to line up in a line according to their birthday but they cannot communicate among themselves. Once they lined up, point out which kid is out of place and give them another minute to line up again. This give the kids to have a general idea of each other's birthday. Their points will be given based on their tries, the less tries the more points.

Checkpoint 4: The Perfect Square

This game requires strong verbal communication and cooperation. All you need is a long rope with the ends tied together and something to serve as blindfolds for the kids, such as bandanas or fabric strips. Have kids stand in a circle holding the rope in front of them. Signal them to put their blindfolds on and set the rope on the ground in front of them. Ask students to turn and walk a short distance away from the circle. Assign students who may need help a partner to work with. Finally, have everyone come back to the rope and try to form a perfect square with their blindfolds on. The fastest time gets the most points

Checkpoint 5: Balloon volleyball

The game is set up like a volleyball match, with the nets but instead of using volleyball, we use balloons. The group will be divided into 2, and be onto each side of the volleyball. They will use a clothing of some sort with everyone holding onto it, to throw the balloon to the other side of the net instead of using their hands. The other team will proceed to catch the balloon with their own clothing as well to catch the balloon. Points will be awarded if they successfully catch the balloon without it pops. This activity promotes coordination and communication between them.

Checkpoint 6: Coconut bowling

As the name suggest, the only difference is that the bowling ball is replaced by coconuts and the pins are water bottles filled with sand and they have to throw the coconut with their backs facing the pins to make it more challenging. For each pin knocked, points will be awarded.

Checkpoint 7: GPS

The group will appoint one member to be blindfolded and move around a course filled with all kinds of obstacle. The other members have to guide the blind around the course. The most points will be awarded for the fastest time and least obstacle crashed into. This game promotes trust and coordination among members.

The checkpoints can be added for more varieties. More challenges can be implemented to make it harder.

MODULE 2: FUN LEARNING

During this module, we use some activities that make learning engaging and fun so they will not easily get bored and absorb information better. In addition, they might become more willing to participate as the learning session is enjoyable and memorable. The children will experience a new way to learn and gain more knowledge through outdoor and indoor games.

Detail of activities:

IT IS POSSIBLE:

The aim of this activity is to let them know it is possible to succeed no matter how difficult the situation you are facing for.

1. PING PONG

Each team choose an item. The team which having a higher point has priority to choose the item first. The item provided is slipper, rice spoon, fork, racket and bottle. After that, they need to use the item to play ping pong with the other team.

2. FOOTBALL

Each person will tie a sandbag on their leg. The lower the team point, the heavier the sandbag. After that, they need to play football with the other team.

Experiment:

During this session, children will learn more about Science and explore the mysteries of Science. Thus, we prepare a variety of experiment to inspire kids to love Science.

1. Helium Balloon

You can breathe in helium to change the sound of your voice and illustrate how density affects the speed of sound. To make your voice squeaky, you just exhale air, take a deep breath of helium and talk

2. Elephants toothpaste

We will need: hydrogen peroxide liquid, dry yeast, warm water, liquid dish washing soup, food colouring, small cup, bottle, funnel, safety goggles.

First, use a funnel to carefully pour $\frac{1}{2}$ cup of the hydrogen peroxide liquid into the bottle. Second, add about 10 drops of food colouring into the bottle. Third, add 15ml of liquid dish soap and swish the bottle around a bit to mix it. Combine the warm

water and the yeast together in a separate small cup and mix it for 30 seconds. It should be about the consistency of melted ice cream, add more warm water if needed. Lastly, use the funnel to pour the yeast-water mixture into the bottle and watch the foaminess begin.

3. Black Fire Snake

We will need: sugar, baking soda, sand, lighter fluid, lighter

To begin the experiment, add your sand to your bowl, then soak the sand with lighter fluid. Mix the baking soda and sugar together, then pile it onto the soaked sand surface. Next, just light it with a long-stick match or long-neck lighter. Keep some water nearby just in case you need to extinguish the fire.

4. Corn starch Goo

We will need: corn starch, bowl, ½ cup of water, spoon, pie plate, food colouring

First, pour 1 cup of corn starch into a large bowl. Second, stir while add water slowly. Add a few drops of food colouring. Next, stick the hands in the mixture and record how it feels like. Finally, pour the corn starch mixture into a pie plate, smack it with hand and record what happens.

5. Density

We will need: warm water, sugar, food colouring, measuring cup, spoon, bottle

First, measure same volume of water into 3 glasses and add few drops of food colouring to each glass of water. Second, measure and add a different amount of sugar to each glass of coloured water. After this, stir the mixture until the sugar is completely dissolve. Finally, pour the mixture in each glass into bottle and watch how a rainbow form in a bottle.

Escape the Room:

This activity enhances the problem-solving opportunities of the children. This is an interest way to make them remember and recall what they have learnt in Mathematics with different mini games.

1. Percentage

Prepare 2 sets of cards one with percentages and one with money amounts. Turn cards face down. Each team selects one Percentage Card and one Money Card. Children then work out the amount that they have. For example, 20% of \$80 is \$16. The team with the most is the winner of the round. The winner can score a point.

2. Multiply and Clap it

First, children are required to sit in a circle. Then, we will tell children a sentence.

For example, this number can be divided by 3. Count around the group saying one number each but when a number can divided by 3 comes up, children need to clap their hand instead of saying the number.

3. Stand Up, Sit Down

First, pick a number, and children must stand if the answer to an equation you read aloud matches that number. If it is not match, they remain seated in a circle. For example, we can tell students to stand if the answer is:

Greater than 10

even number

A multiple of three

We can also alternate from addition to subtraction, and from multiplication to division.

4. Around the block

First, put together a list of questions related to a skill. Second, ask the children stand in a circle. Finally, give one person the ball and read aloud a question from your list.

The person must pass the ball clockwise around the circle, and the one who started with it must answer the question before receiving it again. If the person incorrectly answers, then pass the ball to another person for the next question. If the person correctly answers, he or she will score a point.

Drama History:

In this session, children will learn more detail about our country history which is very important. We will randomly give each group a title and storyboard of the title. They need to discuss among each other and to assign the script. Through this, we expect that they will build their teamwork skill, communication skill and confidence.

MODULE 3: KIDZANIA

During this module, the children are required to performing real-life jobs in a simulated, role-playing environment. Through this, they will learn many valuable lessons which they can apply in their daily life while having fun. Moreover, they will also develop their independent, teamwork, confidence and even financial literacy,

Details of activities:

Character provided:

1) POLICE/TEACHER

They will play the part of police officers to patrol the streets, control the crowd and make street. Teacher will teach students using the blackboard/whiteboard. After 45 minutes, they will exchange the outfit.

2) PARAMEDIC/DENTIST

Paramedics will learn how to controls first aid procedures, perform emergency treatment and takes the patient in the ambulance. Dentist will learn about dental hygiene and perform dental treatments on a patient.

3) NEWS ANNOUNCER/GUEST

They will be given an interest topic to discuss and talk. They will create the tone and style of radio output and establish a relationship with the guests and listener.

4) CHEF/PASTRY

They will learn how to make a bread and dessert by themselves

(I) No yeast bread

This activity needs to carry out with adults.

Ingredients: 2 cups flour, 1 cup yoghurt, 1 tsp baking soda, 1 tsp olive oil, salt, water

Step 1: Add salt, baking soda and flour to a bowl and stir it.

Step 2: Add yoghurt and oil to the mixture and mix it to form a dough

Step 3: Knead the dough thoroughly on a floured surface

Step 4: Create characters from a golf ball sized ball of dough

Step 5: Wet the surface of the dough with finger and place into an oiled pan

Step 6: Cook on both sides for 2 minutes or until golden brown

(II) ice-cream in a bag

Ingredients: 1 cup light cream, 1 cup heavy cream, 1/4 cup sugar, 1 teaspoon vanilla extract, ice cubes, 1/2 cup salt

Step 1: Add cream, sugar and vanilla extract into the quart-size bag and zip it.

Step 2: Fill the gallon-size bag with ice and add the salt. Put the smaller bag inside and zip it.

Step 3: Shake for 5 minutes until the cream hardens.

Step 4: Take out the smaller bag and enjoy the ice cream!

MODULE 4: FAREWELL

Detail of Activities:

Sing E & choreography

Each team will be given a rhythm and they need to write the English lyrics based on the title they get such as “snow” and “sun”. After that, they need to perform in front of the people.

Reminiscing:

In this session we will have recall all the things what they did during the event. For example, all of the committee event must take picture and videos along the activity so at the end of this activity we can share all the picture what they've been going through. After that, each person will be given 2 pieces of paper. They must write a feedback or testimonial on the paper. First paper they are required to write feedback or about the activities they had starting from the first activity until the farewell party and they must write a feedback to the organization about what are they lack of so the organization can improve they deficiency. The second paper they write an impression about they teammate.

ESTIMATED EXPENDITURE

CATEGORY	AMOUNT (RM)	QTY	TOTAL (RM)	SPONSORSHIP
1. FOOD AND DRINKS	RM 1,200.00/day	4	RM 4,800.00	FABER CASTELL MALAYSIA
2. ACTIVITIES	RM 800.00		RM 800.00	
3. CERTIFICATE	RM 2.00/person	30	RM 60.00	
4. GIFTS (stationary), GOODIES AND SOUVENIRS	RM 700.00		RM 700.00	
5. BANNER AND BUNTING	RM 100.00		RM 100.00	
Total Income			RM 6,460.00	

Sample of sponsorship letter

4 December 2019

Mr. Dr. Toh Yan Peng,

Faber Castell Malaysia,

No 9, Jalan TP2

Taman Perindustrian Sime UEP

47600 Subang Jaya Selangor Darul Ehsan

Dear Dr Toh,

We, students from Universiti Teknologi Malaysia (UTM), are going to organize a 4 series programme on 25 March 2020 (Wednesday) until 28 March 2020 (Saturday). This programme is organized to motivate the children from the community of Orang Asli in Bukit Payung, Melaka to continue their study.

We would like to request you to be the sponsor of our programme. We convince you that your company will be stated in all main displays and media also in ads of this programme if you accept our request. You are welcomed to attend this programme and inspire the children.

Thank you for spending your time to read this letter thoroughly. We are really looking forward for your response.

Sincerely Yours,

Aqilah

Nurul Aqilah binti Ahmad,

Student,

Universiti Teknologi Malaysia

SELF REFLECTION (NG MEI HUI)

First, I am very appreciated every effort of my group member on planning this proposal. We had discussed on many different aspects about the dropout case among Indigenous children in Kampung Orang Asli Bukit Payung. However, some of our group member are not very understand about the background of Orang Asli in Malaysia, so we try to search on the Internet to get more information to enhance our progress keep moving smoothly. We also gave a chance to everyone to contribute their ideas and listed down in a piece of paper for future use. During the discussion, I have learnt more about the Indigenous people in Malaysia and I am glad to have a chance to know more about their culture which is very new to me.

There are many challenges that we had faced during organize the program. I found that the most challenging part is to seeking a sponsorship. It is very hard to find some partnership or sponsorship who are willing to provide some financial or physical resources without any return. We had tried to search on the Internet for the sponsorship and asked others to share their experiences in finding sponsorship. Although we faced many impediments but we still paid a lot of our effort on it.

Moreover, I realize that our group work has been delayed and some work was postponed due to wasted too much time on decide every group member task in the group. This is because we need to ensure all the group member do the same amount of work to prevent a situation which some of them need to do more than the others. Besides, we were getting stuck to think a solution or possible strategic solutions to motivate Indigenous children. We will be referred to the note that we had jotted down during meeting to get some ideas every time we get stuck so we will not slow down our progress.

Although we had faced many obstacles during the meetings, I still very appreciate to all of my group member contribution. All of them also give me a good co-operation during planning all the proposal as they have share many of their opinion and advices to me so our progress run smoothly and fluently. I have learnt many things through this assignment and improve my self-confidence, communication skills and teamwork.

SELF REFLECTION (NURUL AQILAH BINTI AHMAD)

This programme is held in purpose to motivate and inspire indigenous children in continuing their study. It actually makes me realize that they have started to think about finances even at the age of twelve as they prefer to work and gain money rather than further their education. In my humble opinion, they work because they believe it can solve their financial problem.

Therefore, with regard to this programme, my goal is to create awareness and change their mindsets that with education they will have better future. It is such a waste to just stop studying because most of them already have good soft skills which is the chances of getting a job is high if they also have good educational background.

Other than that, what I have learnt from the process of this paperwork is the importance of teamwork. It is not easy to plan a 4-series programme as we want to make sure that the programme is beneficial to the children and is not dull. Brainstorming for ideas together makes it easier as each of the members has different and fun suggestion.

SELF REFLECTION (AARON RYAN SHAMIKA)

Throughout the planning of the project, I realized that I too was an “orang asli” and how much they suffer from poverty, especially in terms of education. I could not be more grateful by the blessing of education upon me as most of my brethren did not. I do understand how much they do not want to study, from their perspective as I felt that a few years back. We care about our culture more than anything else and getting higher education has a chance of leaving the culture behind and that is what they are afraid of as the culture that they have created and applied throughout the years would be left behind as history. Furthermore, I realized how much I love kids to the point that I want to help them as they are the future of the country as well. I am also able to discipline the children and teach them because I have been around small children my whole life that I know how and I knew exactly what are they thinking.

SELF REFLECTION (IQBAL MUZAKKI)

The task that lecture give me makes me confuse in the first time. Because I do not have idea to make the proposal, this is the first time for me to make the proposal before. But gratefully I have my smart friend that have my back. The contain of the proposal task also make me shock for a while, because there is so many students in Malaysia having obstacle to continue their study. I did not expect this to happen in this developed country. Thus, we held several meetings to do this proposal as the lecturer asked to make a proposal about what obstacles that a student to continue his education. The first meeting that we did was we think what are the reason why student does not want to continue his education. Then, the next meeting was making a plan to held this event and also how to find a sponsorship for the event. The next thing we did was how do this will be held. In this discussion, we start to get confuse because each of us does not know how to make an event. So, we think hard how will this event can be done. After several hours, we finally had a conclusion to make a fun activity. Every member has their job to think what fun activity can be held during the event. After we gave dozens of ideas about activities to be held at the event and we filtered all of these ideas and only a few ideas of activities that we will use for the event. We make all these activities fun so that students would not feel bored and we give a little encouragement to make them want to continue their education. Finally, we finish doing our proposal after so many meeting and discussion we have done for the past few days.

However, there is one thing that makes me confusing to make proposal which is finding a sponsorship. I feel this is difficult to let a company or an organization to sponsor our event. So, I think sending a letter to the company would be not that easy to get approved. I think it takes several steps for a sponsor to be accepted. But at least I learn how to make a proposal and how to make sponsor letter even though it is not my task.

Moreover, I have learnt something from this task which is always to be grateful for what I have because there are still many who are less fortunate than me, even out there experiencing difficulties to get an education, let alone education getting decent and delicious food alone is very difficult to find. Besides, it gave me motivation to live for study and I want to stay positive and go through my educational life.

SELF REFLECTION (JULIAN IRVY ISMAIL)

My opinion about this project is that actually there is still a lot of kids that less educated and having problems to continue their study like less of spirit and facilities in Malaysia. So, we as a college student should help and encourage them to continue their study by doing and proofing to them that learning is fun and exciting through some activities that we had arranged. We do have a problem and a different argument that we have while making this proposal activity but we can face it all because our goal to help others instead of have the best argument or opinion.

SELF REFLECTION (MUHAMMAD RAFLY)

In my opinion, our program can motivate and engage the children effectively to continue their study in secondary school. This is because this program includes a variety of entertainment and education to make their study fun, exciting and does not easily get bored. This program is very helpful to children so discover their strength and what they interest throughout this program. This is because the children usually get bored in the class if the teachers teach them as usual. Thus, we make a program like this to make them increase their interest in studying. Knowledge is very important to us and also useful for our future so we have a bright future.

CONCLUSION

The main purpose of the program is to raise the motivation of children to further their studies from primary school to secondary school. We can achieve the purpose by conducting the Fun Motivational Campaign. Fun Motivational Campaign bring many advantages to the children as they can learn many things through this program. For example, they can gain many knowledges about science, math, history and more. This program helps to enhance their thinking skills, communication skills and other soft skills that will help them a lot in the future. Besides that, children will gain more experience as they play many roles in different career. It could help them to determine what they want to be in the future.

As a conclusion, education we hope that this program will help to reduce the dropout rate between Orang Asli in Malaysia. We believe that our country will be one of the first world countries such as United States as elite in our countries increase year by year. Thus, government and school institution are required to take an action as soon as possible to overcome the problem we faced to create a good living condition to our next generation.

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APPENDIX

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Orang asli issues: Access to education still difficult

LIFESTYLE

Tuesday, 24 Mar 2015
12:30 AM MYT

By STEPHEN THEN

   
 





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MINUTE OF MEETINGS
LEADERSHIP AND TEAMWORK SKILLS
GROUP 5 MEETING AGENDA

FIRST MEETING

No.	Group Members	Time Arrival with Signature	Time Finish with Signature	Group Meeting Agenda			Other Remarks e.g potential problems/ difficulties/limitations
				Date: 9 NOVEMBER 2019	Who took the notes? Name: NURUL AQILAH BINTI AHMAD	Who is leading the discussion? Name: AARON RYAN SHAMIKA	
1	NG MEI HUI	MeiHui	MeiHui	1	Briefing the instruction of the project	MUHAMMAD RAFLY	Explain to members the task we need to do
2	AARON RYAN SHAMIKA	Aaron	Aaron	2	Background of the proposal	NG MEI HUI	Explain to members and understand the problem of the project

3	NURUL AQILAH BINTI AHMAD	Aqilah	Aqilah	3	Issues of the program	AARON	Search information about the indigenous people	
4	JULIAN IRVY ISMAIL	Julian	Julian	4	Program to be organize	NURUL AQILAH BINTI AHMAD	Discuss about the benefit of having education	
5	IQBAL MUZAKKI	lqbal	lqbal	5	Introduction of the program	JULIAN IRVY ISMAIL	Discuss about the important of continue their studies	
6	MUHAMMAD RAFLY	Rafly	Rafly	6	Reason why children does not want to continue their education	Every group member	Think about the reason and list out	

SECOND MEETING

No.	Group Members	Time Arrival with Signature	Time Finish with Signature	Group Meeting Agenda			Other Remarks e.g potential problems/ difficulties/limitations
				Date: 15 NOVEMBER 2019 Time: 10.00 a.m.		Who took the notes? Name: AARON RYAN SHAMIKA	
				No.	Agenda Items What are the things discussed at the meeting?	Who is talking/giving ideas?	What action needs to be taken? What do we need to bring?
1	NG MEI HUI	MeiHui	MeiHui	1	Things that motivate children to study	Every group member	Think and list out the things
2	AARON RYAN SHAMIKA	Aaron	Aaron	2	Name the program	Every group member	Think two or more name and vote by group members
3	NURUL AQILAH BINTI AHMAD	Aqilah	Aqilah	3	Date and time of the program	AARON	Search available date for the program

4	JULIAN IRVY ISMAIL	Julian	Julian	4	Activities of the program	NG MEI HUI	Search the information from the internet and get the idea from group members	
5	IQBAL MUZAKKI	lqbal	lqbal	5	Decide what souvenir to give	JULIAN IRVY ISMAIL	Search the information for suitable souvenir	
6	MUHAMMAD RAFLY	Rafly	Rafly	6	Estimate budget	NURUL AQILAH BINTI AHMAD	Identify the activities and sponsors for revenue and expenses	

THIRD MEETING

No.	Group Members	Time Arrival with Signature	Time Finish with Signature	Group Meeting Agenda			Other Remarks e.g potential problems/ difficulties/limitations	
				Date: 16 NOVEMBER 2019 Time: 10.00 a.m.		Who took the notes? Name: IQBAL MUZAKKI		
				No.	Agenda Items What are the things discussed at the meeting?	Who is talking/giving ideas?	What action needs to be taken? What do we need to bring?	
1	NG MEI HUI	MeiHui	MeiHui	1	Detail of the module 1	AARON RYAN SHAMIKA	Explain the activities with detail	It is very difficult to divide the task to each group member as some of them are require to do more part but some of them only do less.
2	AARON RYAN SHAMIKA	Aaron	Aaron	2	Partnership and sponsorship of the program	NURUL AQILAH BINTI AHMAD	Searching the previous experience of related program in club and related authorities	
3	NURUL AQILAH BINTI AHMAD	Aqilah	Aqilah	3	Detail of the module 2	JULIAN IRVY ISMAIL	Explain the activities with detail	
4	JULIAN IRVY ISMAIL	Julian	Julian	4	Schedule for module 1	IQBAL MUZAKKI	Schedule a suitable time for module 1	
5	IQBAL MUZAKKI	Iqbal	Iqbal	5	Schedule for module 2	MUHAMMAD RAFLY	Schedule a suitable time for module 1	
6	MUHAMMAD RAFLY	Rafly	Rafly	6	Division of task	NG MEI HUI	Divide the task to every group member	

FOURTH MEETING

No.	Group Members	Time Arrival with Signature	Time Finish with Signature	Group Meeting Agenda			Other Remarks e.g potential problems/ difficulties/limitations
				Date: 21 NOVEMBER 2019		Who took the notes? Name: NG MEI HUI	
				Time: 10.00 a.m.		Who is leading the discussion? Name: NG MEI HUI	
No.	Group Members	Time Arrival with Signature	Time Finish with Signature	No.	Agenda Items What are the things discussed at the meeting?	Who is talking/giving ideas?	What action needs to be taken? What do we need to bring?
1	NG MEI HUI	MeiHui	MeiHui	1	Detail of the module 3	MUHAMMAD RAFLY	Explain the activities with detail
2	AARON RYAN SHAMIKA	Aaron	Aaron	2	Detail of the module 4	IQBAL MUZAKKI	Explain the activities with detail
3	NURUL AQILAH BINTI AHMAD	Aqilah	Aqilah	3	Schedule for module 3	JULIAN IRVY ISMAIL	Schedule a suitable time for module 3
4	JULIAN IRVY ISMAIL	Julian	Julian	4	Schedule for module 4	NURUL AQILAH BINTI AHMAD	Schedule a suitable time for module 4
5	IQBAL MUZAKKI	lqbal	lqbal	5	Problem when doing the proposal	Every group member	Identify problem and solution
6	MUHAMMAD RAFLY	Rafly	Rafly	6	Tentative of the program	AARON SHAMIKA	The flow of the program

FIFTH MEETING

No.	Group Members	Time Arrival with Signature	Time Finish with Signature	Group Meeting Agenda			Other Remarks e.g potential problems/ difficulties/limitations	
				Date: 29 NOVEMBER 2019 Time: 3.00 P.M.		Who took the notes? Name: JULIAN IRVY ISMAIL		
				No.	Agenda Items What are the things discussed at the meeting?	Who is talking/giving ideas?	What action needs to be taken? What do we need to bring?	
1	NG MEI HUI	MeiHui	MeiHui	1	Progress of each part	Every group member	Note the progress of each part	Many grammar mistakes in the proposal. Some adjustment is required.
2	AARON RYAN SHAMIIKA	Aaron	Aaron	2	Problem when doing the proposal	Every group member	Identify problem and solution	
3	NURUL AQILAH BINTI AHMAD	Aqilah	Aqilah	3	Implementation of proposal	Every group member	Implement the idea	
4	JULIAN IRVY ISMAIL	Julian	Julian	4	Compile file	NG MEI HUI	Compile all part into one	
5	IQBAL MUZAKKI	Iqbal	Iqbal	5	Recheck	Every group member	Double checking	
6	MUHAMMAD RAFLY	Rafly	Rafly	6	Divide presentation part	Every group member	Divide presentation part to every group member	