



FINAL PROJECT (Group)

UHMT1012 GRADUATE SUCCESS ATTRIBUTES

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Title: Proposal of the Project to motivate Orang Asli's children to continue their education

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1.0 Introduction

Orang Asli is the local Malay name given to the native or indigenous people in Malaysia. The term Orang Asli directly translates to '*Original People*', which is fitting as they are the oldest inhabitants of the Malay Peninsula. Some of these indigenous tribes have been living in the Malay Archipelago for over 4500 years.

Officially there are 18 Orang Asli tribes in Malaysia, namely *Bateq, Jahai, Kensiu, Kintaq, Lanoh, Mendriq, Cheq Wong, Jah Hut, Mah Meri, Semai, Semaq Beri, Temiar, Jakun, Orang Kanaq, Orang Kuala, Orang Seletar, Semelai and Temuan*. These 18 tribes can be categorized under three main groups which are the *Semang/Negrito, Senoi and Proto-Malay*. They are categorized by their location, the *Semang* are mainly found in the north of the peninsula, the *Senoi* are found in the central region and the *Proto-Malays* are found in the southern region. These 18 Orang Asli tribes are the ones only found in Peninsula Malaysia, there are many more indigenous tribes found in Sabah and Sarawak.

The Orang Asli mainly kept to themselves until the first foreign traders arrived in the first millennium CE. Since many of these aboriginals lived inland, they bartered forest products such as resins and incense woods for cloth, iron tools and salt. With the arrival of these foreign traders so came new religions which the natives would embrace. Originally many of these natives practiced Animism or did not have any religion at all, but halfway through the first millennium CE, they started to embrace other religions such as Hinduism, Buddhism, Islam and Christianity. With that being said, there are still many indigenous tribes who practice Animism or have no concept of religion.

It is estimated that the Orang Asli make up about 0.5% of the population of Malaysia, around 150,000 people. While the Orang Asli has the smallest population demographic in Malaysia, they have the highest poverty rate among any other demographic in the country. The Statistics Department of Malaysia say that the poverty rate of the Orang Asli is around 77%, with over a third of the entire Orang Asli population being 'very poor'. They also have one of the lowest life expectancies as well as a high infant mortality rate. The Orang Asli have the lowest literacy rate in Malaysia, with only 43% being able to read and write. This is believed to be one of the main reasons why a majority of the Orang Asli in Malaysia live in poverty.

Over the years, the Orang Asli have fallen behind the other Malaysians and the government is making an effort to bring them up to a similar standing as the average Malaysian. The main focus of which is relocation to more accessible areas and education which has the potential to allow the Orang Asli to thrive in this ever-changing world.

2.0 Background

Since the stone age humans have evolved continuously, nevertheless Malaysia, like many other parts in the world, has its own indigenous tribal groups. The Peninsula itself account for only a small percentage of the population. While they can be categorized by their individual tribes, the ones in the Peninsula are most often referred to in generic terms as "Orang Asli".

Melaka's own tribal people are known as the Temuan (Suku Temuan Belandas) An indigenous tribe who live on a communal basis in the outskirts of towns, forests fringes and coastal regions. Temuan Belandas Tribe could be found in Pahang, Selangor, Negeri Sembilan and Johor. The tribe is the fourth biggest tribe in the hierarchy of Aborigines in Peninsula Malaysia. In Peninsula Malaysia, there are almost 10, 000 Temuan Belandas people who live and practice the customs and traditions like the Malays.

Many thousand years ago, a lot of Temuan people died because they had committed "Celau" (the sins that angered god and their ancestors). Their god has sent a "Celau" punishment in a form of a Great Flood which had drowned all the Temuan sinners that day. Only two of the Temuans, named Mamak and Inak Bungsuk survived that day by climbing at Eagwood tree at Gunung Raja (Royal Mountain) located at the border of Selangor and Pahang state. There was a Temuan village over there named Kampung Orang Asli Pertak. Mamak and Inak Bungsuk survived because they had an enchanting mantra or spell to ease down the "Celau" storm. Gunung Raja (Royal Mountain) became the birth places and ancestral home of the Temuan tribe. Mamak Bungsuk (Adam) and Inak Bungsuk (Eve) are the Temuan analogues of Adam and Eve in the myth of the birth of humanity.

The religion held by the temuan tribe in Kampung Orang Asli Bukit Kepong is that their God and ancestors are always present with them, guarding their safety. At the end of every year, they celebrate Aik Gayak Muiyang (Ancestor Day in English). This celebration is to thank their God and ancestors for the crops they grow and for the peaceful life they have had. They believe they were placed on the earth (Tanah Tuijuh) by Muiyang (God) to be guardians of the rain forest and that if they fail in their sacred duty, the whole world will turn upside down and humanity will perish. Each river, hill, stream, rock, tree and shrub is animated by a guardian spirit. Rivers are guarded by dragons (naga) and snakes (ular) which often cause mayhem if their homes are desecrated. Their culture reflects their belief in these nature spirits. Their animism takes the form of taboos, herbal remedies, ritual ceremonies and magic. They have dukun (healers) and a village bomoh (shaman) who, when in a trance state, communicates with the nature spirits. It is the shaman who leads the tribe in the annual sawai - an ancient earth healing ritual to honour their ancestors and appease the guardian spirits.

The tribes there still held some traditional custom such as respect for their elders or else bad luck is said to strike those who fail in this. Do not praise a baby, in the belief that it would make the child sick and die. If they are travelling and a little rain falls, he must slip a leaf into his ear to protect himself on his journey. If they are desires something he cannot get, he must say pinah hunan and put their saliva on his neck, in the belief that failure to do so would result in an accident. They must stay quiet during thunderstorm. If he makes noise, the Thunder god will mistake him for a devil and strike him. They believe that a thunder strike occurs when the Thunder god is hunting devils. That is why they must stay quiet to prevent the Thunder god from striking at them.

All in all, Kampung Orang Asli Bukit Kepong is recognised as one of the most beautiful villages in Malaysia. It is a small village of just 150 inhabitants and 44 homes. The population are Temuan people, classified as Orang Asli. Some are mixed race with Chinese. kampung orang asli bukit paying.

3.0 Iteration

3.1 Module 1: Portable School-Introduction of School System

Module Overview:

In this 2-days module, we are mainly focus on orang asli's children to build their awareness of the school system and get them interested in learning, by bringing the school to the village of orang asli and vivid teaching methods.

Activity 1 (Day1): Building Straw Tower

Time: 30 mins

Target person: Children of orang asli

Each group of 5-6 team members will be given the following materials:

- 50 plastic straws per group
- 2 m of 1-inch wide masking tape per group.

Divide them into equal groups of 5-6. Give each group a set of 50 straws, and a roll of masking tape. When you give the signal, each group must try to build a free-standing structure out of straws and tape. Listen to how they share ideas and watch for both frustration and enthusiasm and how it is communicated. At the end of the activity have the group debrief what the experience was like, both the challenges and the successes. They can make the criteria for the build to be the most creative tower, the tallest tower, or the tower built in the fastest time frame (first one finished). Add a rule that prohibits verbal communication.

Activity 2: Egg Drop

Time: 90 mins (1.5 hrs)

Target person: Children of orang asli

Each group of 5-6 team members will be given the following materials:

Toothpicks, String, Paperclips, Straws, Cotton Balls, Pipe Cleaners, Rubber Bands, Paper, Cotton, Newspaper, Balloons, Plastic Sheet

Students will work in groups of 3 or 4 to design and build an egg drop device. The students will be given a budget and defined list of materials that they can 'purchase' to protect their egg.

Module Objectives:

Activity 1(Day 1): Building Straw Tower

This activity is great to demonstrate teamwork, problem solving, critical thinking, creativity, cooperation, etc. It can be used as a springboard activity to begin class, or as an illustration to connect class content at the end of class. It can also be used as an icebreaker at the beginning of the semester to introduce students to each other.

Activity 2 (Day 2): Egg Drop

Egg drop projects help students explore basic concepts such as gravity, force and acceleration. In an egg drop project, the specific details and rules may vary. The general idea is to have students design a container that will allow an egg to safely fall from varying heights without breaking. Often, one of the goals is to try and use the least amount of material as possible. Egg drop projects combine problem solving skills with basic principles of engineering and physics.

3.2 Module 2: Education Seminar

Module Overview:

Our target is conducting this 2-days module is to instil the importance of learning and secondary education in the parent's as well as the children. We plan to conduct some seminars to bring them some awareness on the significance of education.

Activity 1 (Day 1): Education Seminar

Time: 2 hours

Target individual: Parents

All the parents are encouraged to join the seminar (children are optional). We will be conducting a seminar on 'Why Secondary Schools are Important'. For those children that are not interested in the seminar, we will introduce them to some mind-boggling games. For example, Jenga, chess, checkers, scrabbles, carom, and etc. After the seminar we'll have a Q&A session regarding the seminar. Lastly, we will distribute goodies bag to those children whom attended the seminar.

Activity 2 (Day 2): Sample class on Secondary Education

Time: 2 hours

Target individual: Students

Science experiments: lava lamp, making a volcano

We will be conducting a maths class on the basic and general understanding of arithmetic maths. We will also be having a science class to promote some fun science experiments to gather the students attention on the fundamentals of gaining knowledge.

Module Objectives:

Activity 1 (Day 1): Education Seminar

The reason we plan to conduct a seminar is because, many of the residents there still have not grasp the significance of education despite their circumstances. We plan to introduce them the advantages education can bring and the infinite possibilism it can bring to their children future. Likewise, if we want to convince the children to study in a secondary school, then we must first convince their parents. Hence, we came with this seminar to promote it. We'll also have a Q&A session at the end, so for those whom seem to have any question regarding the seminar, they can openly voice out their thoughts.

Activity 2 (Day 2): Sample class on Secondary Education

We'll be conducting two different classes mainly on maths and science. We will tech them some fundamentals on secondary level maths problem-solving skills. Later we will conduct the science classes as well as some interesting science experiments such as the lava lamp and making a volcano. This way we can gather their interest in studying as well as learning. At the end we'll have a feedback session on the fundaments we've thought.

3.3 Module 3: Co-Curricular Activities

Module Overview:

This is a 2-days module and we emphasize the vitality of learning to orang asli's children by introducing the co-curriculum activities. Co-curriculum activities acts as a catalyst to boost the interest of students to get involved in school activities. Various sports activities can reach students better than vigorous studies in a classroom all day.

Day 1

Activity 1: Experience sharing session and Video Presentation

Time: 120 mins

Target person: Children of Orang Asli

Introduction to school extracurricular activities for 30 mins by UTM students since they have experienced it when they were in secondary school. Then, a small sharing session regarding Co-curriculum activities in school and their role in building an all-rounder student for another 30 mins. Ex Secondary school students share their Co-curriculum activities experiences throughout their 5 years.

After the sharing session a 45 mins video presentation regarding extracurricular activities in school (separated into 3 parts, 15mins video per part.)

- Sports Club
- Uniformed Body
- Subject Club

Through the ending of the video students are encouraged to clarify their doubts in a Question and Answer session for 15 mins. Children were sent for lunch after the Q&A.

Activity 2: Questionnaire Survey regarding Curricular Activities

Time: 120 mins

Target person: Children of Orang Asli

After Lunch, survey questionnaire regarding the sports activities that will be conducted for the second day of the Module was provided. Sports with majority votes will be conducted the next day. All the options for sports activities were briefed to the children before they make up their mind to vote since they are the participants.

Children were given time to ask their doubts in a question and answer session for a better understanding of the sports that they are going to get involved in. Once they completed the survey, the questionnaire was collected back to analyse the outcome. The results were announced so the children can prepare for the games that they are going to play the next day. Around 4.00pm plus activity ended.

Day 2

Activity 1: Play sport games

Time: 120 mins

Target person: Children of orang Asli.

Before starting these activities, we will guide them to doing aerobic about 30 min. After that, we will grouping the children based on what type of sport that they have vote to play.

Type of sport that we include:

- Dodge ball
- Badminton
- Chinese Yo-Yo
- Etc

The grouping will take about 30 mins. There will be a person helping these children to pair on what sport they want to join. Then, they will be given a refreshment (light breakfast) after finish aerobics and grouping. The person who involve will give a short brief about the sport that they will play.

Activity 2: Health Seminar and Sport games

Time: 240 min

Target person: Children of Orang Asli

After finish lunch, we will conduct a seminar about healthcare. This seminar will last 120 min explaining about the importance of healthcare and its benefit. Other than that, this seminar will also explain why in secondary school we need this type of thing. Children of org asli will guide to the seminar room available by person in charge. At the end of the session, there will be a Q&A session. Then, there will be a sport games that last about 120 min. This is optional to the children whether they want to continue to play sport or not. For those who want to play, they will be guide to the place before and for those who doesn't they can go home after the seminar.

Module Objectives:

Day 1:

1. Experience sharing session and Video Presentation

- To share valuable experiences with children regarding outside classroom activities.
- Presenting the idea of cocurricular system in a school to children.
- Instil the knowledge regarding importance of cocurricular activities.

2. Questionnaire Survey regarding Curricular Activities

- To get an idea regarding children's interest in certain cocurricular activities, especially sports.
- To get student count for the sports activities to be conducted the next day.

Day 2:

1. Sport Games

- This game is to lead children doing some sport in hope in can piqued their interest in secondary school.
- It can build their teamwork skill, leadership skill and also give health benefit to themselves.
- Give them a passion to go to school.

2. Health Seminar

- To provide the information to a child about the importance of healthcare

3.4 Module 4: Introduction to technology in education

Module Overview

During this module we are going to focus on the technological aspect in education and inform the children of Orang Asli of the benefits of technological advancements in the field of education.

Activity 1 (Day 1): Demonstration and lecture in lab

Time: 3 hours

Target: Children of orang asli

We will acquire a computer lab from a nearby school and use it for the activity. At first we will depart from our selected venue with all the children for the school. We are to reach the school by 11:30 of the morning and then give a short tour around the school to all the children. Then after lunch break we are going to introduce the children to the computer lab and show them all the equipment and the computers. To prioritize the importance of technology in modern education we are going to give a lecture and show a PowerPoint presentation to the children on the activities that are done in a computer lab. We are also going to talk about all the rules and regulations that are advised and compulsory to follow in a computer lab. We will also hint at the untold norms that all of us must follow in a lab to ensure a peaceful and suitable environment inside the lab.

Activity 2 (Day 2): Presentation and fun quiz

Time: 4 hours 30 minutes

Target: Children of orang asli

The next day we are going to give a detailed presentation on the advantages of the lab in the process of educating. We will make the children realize and acknowledge the importance of technology in their academic life. We will present various scenarios regarding a computer lab and finally we will also try to make the children work by themselves on the computer to just encourage them regarding this topic. And then lastly we will conduct a quiz using the online quizzing app, Kahoot! The students will try to answer the related questions on the computers individually or in groups.

Module Objectives:

Activity 1 (Day 1)

This activity will allow the children to be introduced to primary technological devices required in modern education. And they will be informed of the rules and norms inside a lab which will allow them to be better students and behave in a well-informed manner inside a computer lab.

Activity 2 (Day 2)

The presentation will make them knowledgeable of the events that take place inside a computer lab and prepare them for the future. Moreover, they will later be able to cope with any and other situation that may arise in front of them in a lab when they attend lab classes in the future. And the quiz is just to make them realize that technology can be used in a fun way as well and still be useful. Plus, it will also make them interested to attend lab classes more and more.

4.0 Budgeting

Table 4.1: Budget for Module 1

Activity	Material	Price
Straw Tower	<ul style="list-style-type: none">• 50 plastic straws per group• 2 m of 1-inch wide masking tape per group.	RM 20
Lunch	<ul style="list-style-type: none">• Food	RM 5 per person
Science Demonstration	<ul style="list-style-type: none">• Paperclips, Straws, Cotton Balls, Pipe Cleaners, Rubber Bands, Paper, Cotton, Newspaper, Balloons, Plastic Sheet	RM 10
Breakfast	<ul style="list-style-type: none">• Food	RM 5 per person
Egg Drop Competition	<ul style="list-style-type: none">• Paperclips, Straws, Cotton Balls, Pipe Cleaners, Rubber Bands, Paper, Cotton, Newspaper, Balloons, Plastic Sheet	RM 50
Lunch	<ul style="list-style-type: none">• Food	RM 5 per person
Prize giving	<ul style="list-style-type: none">• Prizes	RM 50
Other costs	<ul style="list-style-type: none">• Transport• Accommodation	RM 350 (RM 50 per group member)

Table 4.2: Budget for Module 2

Activity	Material	Price
1 st Day		
Seminar		Rent a hall
Board games	<ul style="list-style-type: none"> Jenga, chess, checkers, scrabbles, carom 	Rental from the university (RM20)
Lunch	<ul style="list-style-type: none"> Food 	RM 5 per person
Goodie Bag	<ul style="list-style-type: none"> Stationary, exercise books, pencil box 	RM 20
2 nd Day		
Lava Lamp experiments	<ul style="list-style-type: none"> A clean plastic bottle, try to use one with smooth sides water Vegetable Oil (or you could use Mineral or Baby Oil instead) Fizzing tablets (such as Alka Seltzer) Food Colouring 	RM 25
Volcano Experiment	<ul style="list-style-type: none"> 10 ml of dish soap 100 ml of cold water 400 ml of white vinegar Food colouring Baking soda slurry (fill a cup about $\frac{1}{2}$ with baking soda, then fill the rest of the way with water) Empty 2 litre soda bottle 	RM25
Lunch	<ul style="list-style-type: none"> Food 	RM 5 per person
Other costs	<ul style="list-style-type: none"> Transport Accommodation 	RM 350 (RM 50 per group member)

Table 4.3: Budget for Module 3

Activity	Material	Price
Dodge Ball	• Ball x20	RM 50
Lunch	• Food and Water x2	RM 5 per person
Refreshment	• Bread and Water	Rm 3 Per person
Badminton	<ul style="list-style-type: none"> • Racket x 20 • Shuttlecock x20 	RM 80
Chinese Yo-Yo	• Yo-Yo x 20	RM 60
Healthcare Seminar	• Hire a speaker for healthcare	RM100
Other	<ul style="list-style-type: none"> • Transport • Accommodation – seminar room 	Rm 300

Table 4.4: Budgeting for Module 4

Activity	Materials	Cost
Lecture and demonstration	Computer lab rental	RM 300
lunch	Food	RM 5 per person
Presentation and Quiz	Computer Lab rental	RM 300
Other expenses	<ul style="list-style-type: none"> • Transportation • Accommodation 	Rm 100 per person

5.0 Conclusion

6.0 Appendix

Table 6.1: Schedule for Module 1

Day	Time	Activities	Remarks
1	9:00-9:30am	Arrive at the Orang Asli Settlement	We will need two cars as there are 7 group members.
	9:30-10:30am	Tour the settlement and meet the Orang Asli who live there.	
	10:30-11:00am	Meet the Orang Asli children involved in the program and divide them into groups	
	11:00am-1:00pm	Our first activity will be the Straw Tower. There will be a brief explanation before the activity commences.	Plastic straws and tape are required. A sheltered/ closed space would be good for this activity.
	1:00-2:30pm	Break for lunch and prayers.	Food will be provided by the team.
	2:30-5:00pm	Several science demonstrations will be conducted with explanations. Briefing will be given for the next activity which will take place on the following day.	Toothpicks, String, Paperclips, Straws, Cotton Balls, Pipe Cleaners, Rubber Bands, Paper, Cotton, Newspaper, Balloons, Plastic Sheet are all required.
	5:00pm	Break for Day 1	All group members will travel back to their accommodation.
2	9:00-9:30am	Arrive at Orang Asli Settlement and quick breakfast.	Food must be bought by the team.
	9:30am-12:30pm	Briefing for the Egg Drop competition and time for the Orang Asli children to prepare for the competition.	Paperclips, Straws, Cotton Balls, Pipe Cleaners, Rubber Bands, Paper, Cotton, Newspaper, Balloons, Plastic Sheet are all required.
	12:30-2:00pm	Break for lunch and prayer	Food will be provided by the team.
	2:00-4:00pm	Egg Drop competition.	The team will judge them based on several predetermined criterias.
	4:00-5:00pm	Prize giving and debriefing of activities.	Prizes will be provided by the group.
	5:00pm	End of module 1	

Table 6.2: Schedule for Module 2

Day	Time	Activities	Remarks
1	9:00-9:30am	Arrive at the Orang Asli Settlement	We will need two cars as there are 7 group members.
	10am -12pm	Seminar on general understanding of Secondary education	All parents are welcome
	12pm-2pm	Break for lunch and prayer	Food will be provided by the team.
	2pm-3pm	Specific seminar about the secondary education	Parents can bring along their children for this seminar
	3pm-4pm	Q&A session	
	4pm-4.30pm	Distribution of goodie bags	For all the children whom attended the seminar
2	9:00-9:30am	Arrive at Orang Asli Settlement and quick breakfast.	
	10pm-12pm	Science and maths class	Teaching them the fundamentals
	12pm-2pm	Break for lunch and prayer	Food will be provided by the team.
	2pm-4pm	Simple science experiment	The team will demonstrate some experiments to the children before letting them have hands-on experience
	4:00-4:30pm	Feedback session	
	5:00pm	End of module 2	

Table 6.3: Schedule for Module 3

Day	Time	Activities	Remarks
1	9.00 - 9.30am	Children Gathering	Parents bringing children to activity area
	9.30 - 10.30am	Experience Sharing Session	UTM students sharing secondary school curricular experiences
	10.30 - 11.30am	Video Presentation	Secondary school curricular activity details
	11.30 - 1.30pm	Lunch	Food will be provided
	1.30 - 3.30pm	Provide Questioner for Survey	Voting of second day sports activity
	3.30 - 4.30pm	Q&A Session	Doubt clarification
	4.30 - 5.00pm	Result Announcement for the most voted games	Day ended after the announcement
2	8.00 – 8. 30am	Gather and start the aerobics exercise lead by teacher of volunteer.	
	8.30 – 9.00am	Children will be dividing into group about what sport they want to play and participate.	Will be help by volunteer or any person.
	9.00 – 10.00am	Break after finish aerobic and grouping. Discussion for the upcoming games in group that already decide. Will be help by the team.	Refreshment (light breakfast) will be provide.
	10.00am – 12.00pm	Short briefing about sport games and the sport games start.	Racket, shuttlecock, ball, Chinese yo-yo and etc.
	12 – 2.00pm	Break for lunch and pray	Food will be provided
	2.00-4.00pm	Seminar about importance of healthcare	
	4.00-5.30pm	Continuation of sport games	Optional for children
	5.30pm	End of Module 2	

Table 6.4: Schedule for Module 4