

PROJECTS FOR HAPPINESS

2017



Application Form (Project No: 1706)

Project Title: LEARNING THROUGH STORIES : CHILDREN'S THEATER

Banking Information for Fund Transfer

Project Leader Detail

Project Leader: Nur Hanani binti AB Rani
 Courses: Business management
 University: University Institute Technology MARA
 Johor, campus Segamat.

INTRODUCTION

LEARNING THROUGH STORIES is an innovative teaching method to help children learn English through fun and play. Children will be taught new vocabulary, sentence structures, listening and speaking skills. This will enable them to gain confidence in using the English language. The school chosen for this project is a village school, SK Sri Labis, Segamat (Code JBB7046), Jalan Muar 85300, Labis, Johor Darul Takzim, Malaysia. The school comprises of 185 male students and 176 female students with a total of 361 students. For the project the target number of students is 100 students in standard 1 to 3.

**PEPERIKSAAN PERTENGAHAN TAHUN / SUMATIF 2
 ANALISIS MATA PELAJARAN
 TAHUN 2017**

BAHASA INGGERIS PEMAHAMAN

**SEKOLAH : SK SRI LABIS
 DARJAH : TAHUN 1**

Bil	Kelas	Bil Calon			GRED A		GRED B		GRED C		GRED D		GRED E		Menguasai		GPMP
		Daftar	Ambil	TH	Bil	%	Bil	%	Bil	%	Bil	%	Bil	%	Bil	%	
1	BESTARI	21	21	0	7	33.33	3	14.29	8	38.10	3	14.29	0	0.00	21	100.00	2.33
2	BIJAK	16	15	1	1	6.67	0	0.00	6	40.00	2	13.33	6	40.00	9	60.00	3.80
Jumlah		37	36	1	8	22.22	3	8.33	14	38.89	5	13.89	6	16.67	30	83.33	2.94

**SEKOLAH : SK SRI LABIS
 DARJAH : TAHUN 2**

Bil	Kelas	Bil Calon			GRED A		GRED B		GRED C		GRED D		GRED E		Menguasai		GPMP
		Daftar	Ambil	TH	Bil	%	Bil	%	Bil	%	Bil	%	Bil	%	Bil	%	
1	BESTARI	27	27	0	3	11.11	4	14.81	10	37.04	7	25.93	3	11.11	24	88.89	3.11
2	BIJAK	26	25	1	0	0.00	0	0.00	5	20.00	6	24.00	14	56.00	11	44.00	4.36
Jumlah		53	52	1	3	5.77	4	7.69	15	28.85	13	25.00	17	32.69	35	67.31	3.71

**SEKOLAH : SK SRI LABIS
 DARJAH : TAHUN 3**

Bil	Kelas	Bil Calon			GRED A		GRED B		GRED C		GRED D		GRED E		Menguasai		GPMP
		Daftar	Ambil	TH	Bil	%	Bil	%	Bil	%	Bil	%	Bil	%	Bil	%	
1	BESTARI	30	30	0	6	20.00	7	23.33	10	33.33	4	13.33	3	10.00	27	90.00	2.70
2	BIJAK	29	28	1	0	0.00	2	7.14	1	3.57	5	17.86	20	71.43	8	28.57	4.54
Jumlah		59	58	1	6	10.34	9	15.52	11	18.97	9	15.52	23	39.66	35	60.34	3.59

Target group

Standard 1	37
Standard 2	53
Standard 3	59
Total	149 students

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PROJECT OBJECTIVES

The objectives for this project are as follows:

1. To enable students to reach out and help other students succeed in their studies.
2. To introduce English activities for learning in a fun and interactive way.
3. To create a learning environment using creativity and imagination.

ACTIVITIES AND TASKS

DATE	LESSON	ACTIVITIES
8/9/2017	VOCABULARY SKILLS	<ol style="list-style-type: none"> 1. Story telling session (Mouse deer and the Crocodiles) 2. Introduction of new vocabulary 3. Question and Answer session (HOTS) 4. Exercises 5. Game: Find the words that match the pictures in the story (Group Activity)
15/9/2017	BUILDING SENTENCES	<ol style="list-style-type: none"> 1. Story telling session (The Hare and the Tortoise) 2. Introduction of simple sentence structures (SVA) 3. Question and Answer session (HOTS) 4. Exercises 5. Play acting session (Group Activity)
22/9/2017	LISTENING SKILLS	<ol style="list-style-type: none"> 1. Story listening session (Mouse deer and the Tiger) 2. Answer listening questions 3. Question and Answer session (HOTS) 4. Exercises 5. Game: Listen and Act
29/9/2017	SPEAKING SKILLS	<ol style="list-style-type: none"> 1. Story telling session (Bawang Merah and Bawang Putih) 2. Pronunciation of words 3. Question and Answer session (HOTS) 4. Exercises

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		5. Story telling competition
6/10/2017	CHILDREN'S THEATER (PRACTICE SESSION)	1. Each child is given a part to play 2. Children rehearse their parts
13/10/2017	CHILDREN'S THEATER	1. Children put up the play and all parents are invited to the show.

PROJECTS BENEFICIARIES

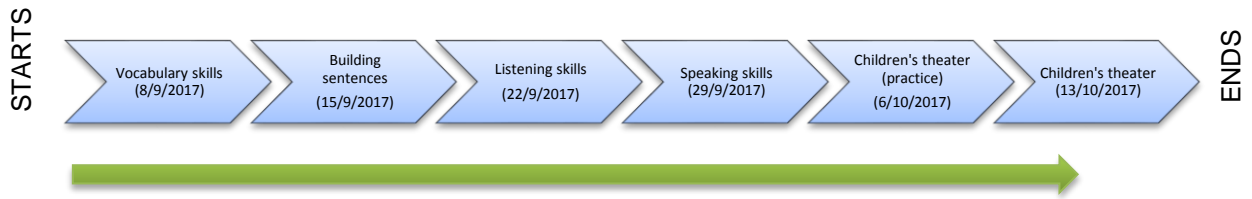
The benefits of this program are as below:

1. Children are able to improve their English language and thinking skills.
2. Children are able to improve their communication skills.
3. Children will learn teamwork and leadership skills.

EXPECTED PROJECT RESULTS

- Encourage students to love English
- Students' communication skill will be developed
- Combining the teaching of English with art.
- New way of teaching can be implemented.

PROJECT TIMELINE



BUDGET

Project Expenses			
Items	Budget (RM)	Actual Cost	Remarks
Direct Equipment and Supplies	1.) Module kit & story books RM20 x 149 students= RM2980.00 2.) A4 paper RM 15 x 10 rims= RM150 3.) Colour paper= RM20 x 5 rims = RM100 4.) Cardboard RM3 x 30 =RM90 5.) Cloth for props RM100 6.) Marker pens RM10 x 20 = RM200 7.) Scissors RM3 x 20 = RM60 8.) Tapes and sticks RM5 x 20 =RM100 9.) Wools, needles, threads RM100	RM3880.00	1. Module kit 2. Story books 3. A4 paper 4. colour paper 5. Cardboard 6. Markets 7. Scissors 8. Tapes and sticks 9. Wools, needles and threads
Marketing and Event Support	RM500	RM500	Banners, bunting, pamphlet
Miscellaneous	RM 20 x5 prizes x 4 times = RM400	RM400	Competition prizes

	RM10 x 149 students = RM1490	RM1490	Goodie bags
TOTAL (A)		RM6270.00	

STUDENTS EXPENSES

Items	Budget (RM)	Actual Cost	Remark
Travel	RM20 x 10 students x 6 times = RM 1200	RM1200.00	Travelling to and from project school
Miscellaneous	RM50 x 10 students = RM500	RM500	Training and preparation sessions
TOTAL (B)		RM1700.00	

GRAND TOTAL (A + B)	RM 7970.00
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