

Innergy (Schools) Awards

The Innergy (Schools) Award is conferred by MOE to schools for innovative ideas which enhance teaching and learning. It is with great pride to inform that a team of teachers from our Chinese Department was conferred the Bronze Award for their idea on designing a game entitled “The Centennial Seekers”

Synopsis

The project aims to cover Poi Ching's rich history, heritage and culture predating Singapore's independence, which forms an integral part of the school's identity. It creates an opportunity for exploratory learning, enabling students to be independent and self-directed learners. The design of 'The Centennial Seekers' took reference to several game elements to ensure that age appropriate and diverse activities are incorporated. These elements include puzzles, mysteries and storytelling within the 'Treasure Hunting' game package. Students play the role of budding detectives trying to save the 'Poi Ching Tree', by completing various tasks. As a Special Assistance Plan school, in alignment to the school's long term goal of developing her pupils to be effectively bilingual, the game includes information and instructions in English Language. The learning is thus authentic and relevant, providing students with platforms to apply their learning within and beyond the classrooms. At the end of the activities, students have demonstrated a keener interest in the school's history. More students have visited the heritage gallery and teachers have also observed that students have viewed the displays and taken part in activities at the Chinese Language notice board, which is the main visual cue for this game, more regularly.

Key Benefits

The game was introduced in conjunction with the school's 100th anniversary celebrations in 2020. Prior to conceptualization of the game, students had little knowledge about the school's history, despite the numerous artefacts on display at the heritage gallery. This was evident, for instance, when students took time to pinpoint the 'Dental Clinic' signage that was placed at the centre of the gallery. Many students had not understood the significance of this sign that was brought over from the previous school grounds.

Through participation in the game, students are able to learn more about the school's heritage and traditions. Students are able to appreciate how the Poi Ching community has come together through grit, tenacity and perseverance since its humble beginnings, to secure a position of strength today. They learn how the school has weathered challenges through World War II and a dwindling enrolment, before settling in its present premises at Tampines.

In the past, students were only able to gain knowledge about the school's history through lecture-styled lessons but through the game, they can learn from a virtual learning environment. Previously, students' language used beyond classrooms was limited and they lacked interest in the displays at the Chinese Language notice board. This game provides a digital learning platform for students to learn through exploration and experience the joy of such experiences. They are also able to forge a stronger sense of belonging towards the school. The game allows students of weaker language ability to participate and experience a sense of achievement. Students have the opportunities to engage themselves in learning that resembles an engaging game show. Since the game is self-directed, little curriculum time is taken up, ensuring minimal disruption to learning. The game has also heightened staff awareness of new learning possibilities afforded by digital technology, through active learning

Team Members :

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Mr Henry Lai 赖嘉贤老师

Mr Dave Yang 杨庆年老师

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Ms Toh Wei Ting 卓玮婷老师

Infographics



Conceptualisation

Teachers observed that students are unaware of the school's rich history and culture, despite the abundance of resources around school including a gallery walkway, statues and etc.



Development

We drew inspiration from games like Geo-Hunting, Treasure Hunts and Escape Rooms.

In the initial stage, we intended to change all the learning content to learning tasks.



Implementation

Students are shown the Introductory video, a guided first round is then carried out with additional verbal clues given to students on the day of its launch.

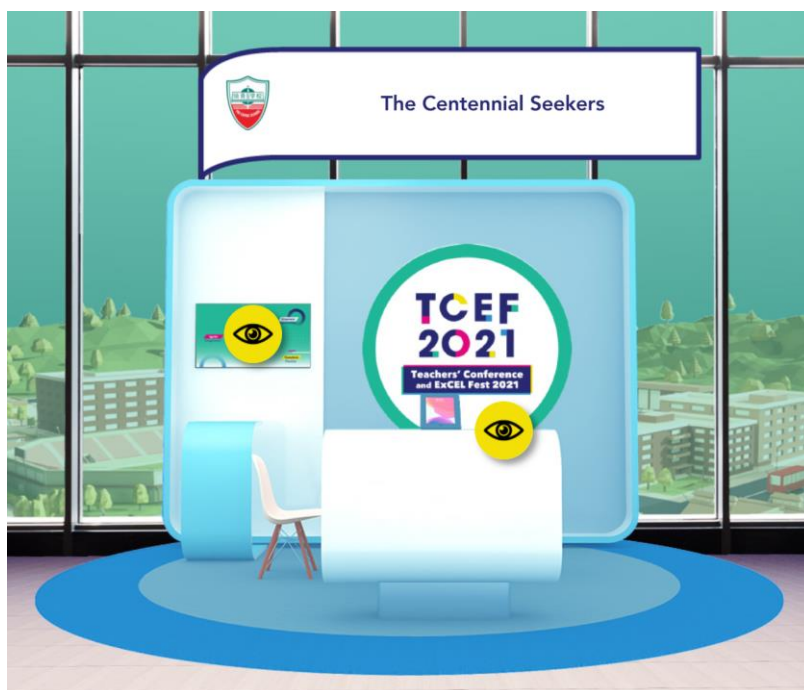
Subsequently, the hints regarding the school's history and culture are released weekly for students to solve and hunt for the "leaves".

To tie the story together, a Poi Ching Tree giant puzzle was deployed, where winners of each week will be displayed and the puzzle will be progressively solved with each week's progress.



Results

At the end of this activity, students displayed higher interest in school's culture and the gallery. Teachers observed more interactions between students and the information board, as well as the Chinese Notice Board which is the main highlight for this game.



The Teachers' Conference is a three-day event organised biennially by the Ministry of Education (MOE) for teachers to learn together as a fraternity. This year celebrates our 10th edition, and Teachers' Conference and ExCEL Fest 2021 (TCEF2021), held from 1 to 3 June, is our first edition that is fully online. It is our privilege to present our innovative ideas on the Excel Fest 2021 Virtual Exhibition and share with the teaching fraternity.



Students actively participating...

Disclaimer: Activities were held in 2019 before SMM were in place.