13 DECEMBER 2022 ICATION FOCUS

ABER-CASTELL recently concluded the Score A Creative Learning Student Olympics a nationwide competition for nominated students to showcase the techniques learnt from their teachers who participated in the Creative Learning by Score A. Teacher's Edition programme. The competition, which started in September, saw over 1,200 participants across 185 schools in Malaysia, competing in four key missions to be shortlisted based on online assessment scores and application of techniques via creative notice taking and finally winning the Top Student title in the primary and secondary categories.

To help them develop their brain memory as well as their critical and creative thinking skills, the students were challenged with four different missions, judged by a panel of five education and sustainability experts. The missions were: Mission I.

Learning about Biodiversity and annohing all east one technique learnt

Mission 1

- Learning about Biodiversity and applying at least one technique learnt through the Score A virtual workshops, in addition to what their teachers cascaded down to them. The Top 500 was selected.

Mission 2

- Learning about Sustainable Food Production and attending a virtual workshop focusing on mix techniques application. The Top 100 was selected.

Mission 3

- Learning about P.

was selected.

Mission 3

Learning about Renewable Energy, the students were then shortlisted to the Top 20 based on a memory test and critical thinking.

Mission 4

The final competition saw the students presenting their critical thinking notes on Carbon Cycle and Carbon Footprint.

On average, students put in 10 hours of their time after school on revisions and competition. Victor Jiong Ing Ong from SMK Methodist Sibu emerged as the Top Student in the secondary category.

She said: "To me, this competition is like an exam, and I revised intensely even while I was on the flight, all the way from Sarawak. I enjoy the process of taking notes and videos. Artis is one of my passions, and I'm happy that I can turn learning into something more fun and I will enjoyed this journey, and I will enjoyed this journey, and I will enjoyed this journey, and I will



Helping students <mark>study</mark> better

encourage my schoolmates to use the techniques we've learnt during the workshops."

Andrew Woon, Managing Director of Faber-Castell Malaysia said "This programme is part of our commitment to help students learn how to study better. We want to empower teachers and students through our Creative Learning by Score A programme, where everyone will be engaged in effective and interactive sessions using creative learning techniques and activities.

"We hope the 10 learning techniques and skills will be carried back into the classroom enabling the students to perform better in school. When we started this programme, we intended to make learning fun-filled, explorative, and insightful using colours and mind maps. We admire the sacrifice and commitment of the students throughout the competition, and we are happy to be part of this

journey with them. They should be very proud of their achievements as the outputs are of very high quality. Our company is committed to continue this programme as part of our CSR initiative to help Malaystatudents maximise their academic potential."

The Creative Learning by Score A programme aims to enhance the teacher's teaching techniques and the student's learning process and offers a two-pronged approach. The Teacher's Edition, which kicked off in June, equipped the reachers with practical applications of creative learning techniques such as emoji, time blocking and memory palace. In addition to ten study skills workshops conducted by a coach, five industry experts with different strengths and expertise in the academic field shared the application of techniques.

These techniques were transferred to their students to

nurture creativity and leverage their studies in the classroom and at home. The students were then encouraged

to apply and demonstrate the techniques learnt at the nationwide Score A Creative Learning Olympics. The Top 10 students for both the primary and secondary categories received cash prizes, product hampers and certificates of participation.

TS. Dr Savita K. Sugathan, Lecturer at University Teknologi Petronas said: "As a judge for this competition," Im truly amazed at the extent of creativity that we can instill into teachers and students for science; technology, engineering, arts, and mathematics (STEAM) topics. All the participants, especially, the Top 20, performed excellently embracing the new creative techniques learnt, applying it to sustainability topics that are new them and confidently standing on stage to present their work. This Generation Z. children have unique characteristics that require a different type of exposure, and creative learning is one way tog of."

Lo Ming Jun, Vicky's physics teacher at SMK Methodist Sibu, welcomes the programme and believes the techniques learnt are effective.

The most important thing is the effort teachers are willing to make to

effective.
"The most important thing is the effort teachers are willing to make to spend time on the techniques with their students. Nowadays, the emoji technique and mind mapping attract students and are used frequently in my classroom. It makes teaching more fun, and it helps the students understand the overall messaging before moving on to the most important content," she said.



Finalists reading articles and creating notes at the Score A Creative Student Olympics.