

**Name of Activities:** Pixel Art

**Year Group:** Year 10

**Day:** Monday

**Type of Activity:** Graphic Design

**Teacher:** Mr. Dennis

**Equipment Required:** Chromebook, Internet Connection

**Description of Activity (including goals):**

In this activity, students will learn to create an artwork using the basics of pixels. They will start off with a blank canvas where images are created from pixels to form a 2D image. They will be presented with challenges throughout the sessions to create a popular logo, a familiar cartoon image and eventually to create their own artwork.

**Final Outcome:**

Students will create their own logo, characters, art and design with the basic knowledge of pixel art.



“You don’t take photography, you make it”

**Name of Activities:** Fun Photography Club

**Year Group:** Year 10

**Day:** Monday

**Type of Activity:** Creative

**Teacher:** Ms. Gowri

**Equipment Required:** Camera

**Description of Activity (including goals):**

This club allows students to learn about and enjoy photography. Beginners and experts are welcome to explore the world of photography. Students will learn how to improve their picture taking, interact with other photographers and display their work.

**Final Outcome:**

Students will be able to develop creativity and imagination through fun photography challenges, games and projects.



“It always seems impossible until it’s done”

**Name of Activities:** Mandala Art

**Year Group:** Year 10

**Day:** Tuesday

**Type of Activity:** Creative

**Teacher:** Ms. Gowri

**Equipment Required:** Sheet of paper (even copy paper will do), pencil, drawing compass, ruler, Protractor, fineliner/thin marker/pigment ink pen (any color), thicker Marker (optional)

**Description of Activity (including goals):**

A mandala is a complex abstract design that is usually circular in form. In fact, "mandala" is a Sanskrit word that means "circle". Mandalas generally have one identifiable center point, from which emanates an array of symbols, shapes and forms. Mandalas can contain both geometric and organic forms. They can also contain recognizable images that carry meaning for the person who is creating it. In essence, mandalas represent the connection between our inner worlds and outer reality. Designing your own mandalas can be both inspirational and therapeutic.

**Final Outcome:**

Students will feel free from worries because Mandala favor concentration in the present, and able to connect with the most intimate aspects of ourselves which is why they are a powerful relaxation tool. It also helps students focus on attention.



**Name of Activities:** New Technology

**Year Group:** Year 10S

**Day:** Tuesday

**Type of Activity:** School Enrichment

**Teacher:** Ms. Soon

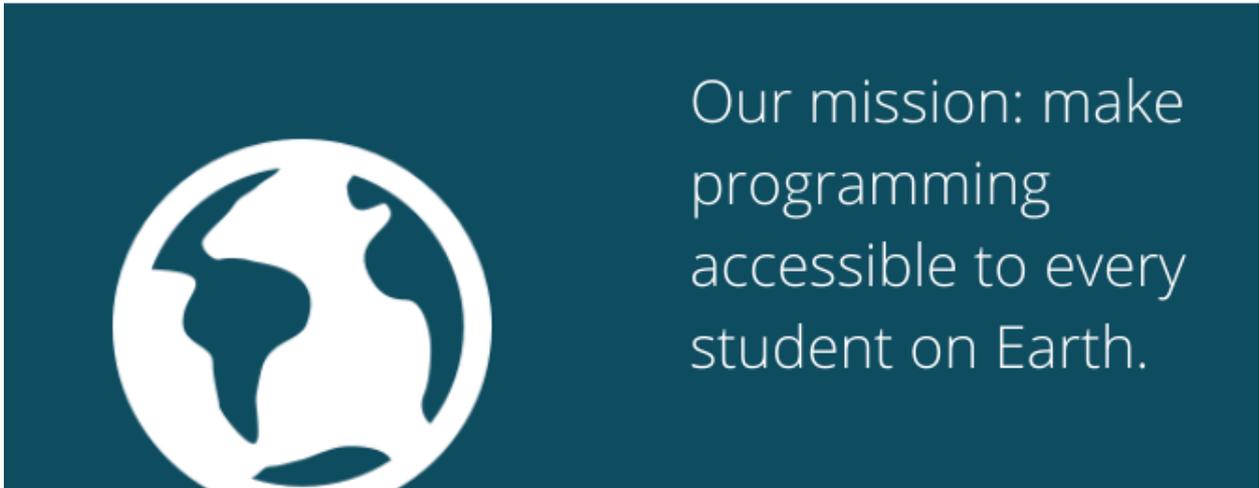
**Equipment Required:** Chrome book

**Description of Activity (including goals):**

New Technology aims to provide opportunities for students to learn new technology inventions through research and technology articles. Teacher will first introduce a few coolest technology devices. The topics can range from gadgets, mobile devices, vehicle inventions, future technology, how 5G & 6G work, agricultural technology, furniture innovation etc. Students will choose a topic and present it to the whole class.

**Final Outcome:**

Through these activities, students will have more exposure to technology especially as the world is changing rapidly now. Besides, they will be exposed to more latest software and technology tools which will enable them to apply in their current study, tertiary education, research project or even working place in future.



**Name of Activities:** CodeCombat Club

**Year Group:** Year 10

**Day:** Wednesday

**Type of Activity:** School Enrichment

**Teacher:** Mrs Haniza Hussin

**Equipment Required:** Chromebook

**Description of Activity (including goals):**

“CodeCombat Club ” will teach students problem solving skills by writing a program code in a higher level language. Our mission is to make programming accessible to every student by introducing them with game-based learning. We will implement the project-based learning for students to express themselves and demonstrate their learnings to classmates, friends, and family.

**Final Outcome:**

Through these activities, students will improve their ability to create things from pure imagination by using typed code. Learning to code gives students excitement and empowerment and will increase their self-confidence.



**Name of Activities:** Social Distance Ice Breakers

**Year Group:** Year 10

**Day:** Wednesday

**Type of Activity:** Fun/Relax ice breaker games

**Teacher:** Mr. Dennis

**Equipment Required:** Paper and pen, good humour and participation

**Description of Activity (including goals):**

In this activity, we will be playing social distancing ice breaker games in a big group that would help connect everyone and warm up some conversation among classmates in a class room social distancing environment.

**Final Outcome:**

Helping students relieve tension, building team work and adapt to the social distance environment during this pandemic.



**Name of Activities:** World Culture

**Year Group:** Year 10

**Day:** Thursday

**Type of Activity:** School Enhancement

**Teacher:** Ms.Soon

**Equipment Required:** Chrome book

**Description of Activity (including goals):**

World culture club aims to provide opportunities for students to learn festivals, food & drinks, different culture traditions, some do & don't, etiquette, norms, customs, tradition, and rituals of different cultures in the world. They can compare and contrast the culture and equip themselves to be more culturally sensitive in facing the world later. They will do research and present through google slides and present in the class.

**Final Outcome:**

Through these activities, students will have more exposure to different cultures. Besides, students can demonstrate respect and appreciation for the culture of the people in the place they visit. This helps them to grow understanding of the new surroundings, and makes their time spent there more meaningful.



**Name of Activities:** Apps Skill

**Year Group:** Year 10

**Day:** Thursday

**Type of Activity:** School Enrichment

**Teacher:** Mrs Haniza Hussin

**Equipment Required:** Chromebook

**Description of Activity (including goals):**

“Apps skill” will introduce students to various learning applications that they can apply in their learning process. Every week the teacher will introduce one online application related to their year age. Students will discover the features provided in the application and try out the task given.

**Final Outcome:**

Applying suitable apps in education can make students more interactive and activate better engagement with their lesson. In addition to the feel of novelty, apps add an element of fun and involvement to the learning process. Apps as a learning tool not only helps students to progress faster, but also improve their ability to use technology.



**Name of Activities:** Acting/Writing Techniques

**Year Group:** Year 10

**Day:** Thursday

**Type of Activity:** School Enrichment

**Teacher:** Mrs Sharmila

**Equipment Required:** Internal – props, scripts

**Description of Activity (including goals):**

Students develop mini-productions of their own – assuming all roles needed for execution of stage performances. Advanced acting techniques are explored – covering a range of genres and a spectrum of complex characters. This activity challenges students to reimagine and reinvent celebrated classical characters and stories, and to reveal their inner interpretations of our collective human experience. Discussion and dialogue share prominence with talent in this activity.

**Final Outcome:**

Students will be able to expand their creativity and imagination. This activity helps to increase students' self-confidence in public, teamwork and collaboration skills, enhanced ability to follow instructions yet exhibit individuality, and increased socialization and people management skills.



“Art speaks where words are unable to explain”

**Name of Activities:** Art Therapy

**Year Group:** Year 10

**Day:** Friday

**Type of Activity:** Creative

**Teacher:** Ms.Gowri

**Equipment Required:** Pencil, Colour pencil, Colour pens, Drawing compass, Water colours, Painting Brush, Ruler and Glue

**Description of Activity (including goals):**

Many people who are artistically inclined say that the creation of their art is a wonderful stress reliever. The creation of art can provide a catharsis for difficult emotions, a distraction from stressful thoughts and experiences, and a chance to get into a state of "flow" that can be restorative in many ways. Plus, it produces a beautiful piece of art in the end.

Even those who are not artistically inclined can still benefit from artistic creation. Studies that examine the effects of art on stress and mood don't analyse the talent of the subjects or the quality of their creations—just the effects on how they feel afterward—and these effects are highly positive!

**Final Outcome:**

By itself, creating art is a great stress reliever and helps you focus on changing your reaction to stress. We will help you diffuse and process stress through your art.