



Name of Activities: Role Plays/Improvisations

Year Group: Year 4

Day: Monday

Type of Activity: Enrichment

Teacher: Ms Sharmila

Equipment Required: Internal – props and scripts

Description of Activity (including goals):

Children are exposed to a range of characters depicting unique traits and personalities. Using scripts provided, children will learn how to bring these characters to life. Characters and scripts will be sourced from classical and contemporary literature. Students will learn skills like memorizing lines, using realism and non-realism to depict characters and the importance of timing in live performance.

Final Outcome:

- expanded creativity and imagination
- increased self-confidence in public
- teamwork and collaboration skills



Name of Activities: Art and Craft

Year Group: Year 4

Day: Monday

Type of Activity: School Enrichment

Teacher: Ms Leow

Equipment Required: Paper, Scissors, Glue, Ang Pou, String etc

Description of Activity (including goals):

Art and craft aim to provide opportunities for students to instil Mandarin interest through Chinese culture craft. Teacher will first demonstrate how to create their craft through geometry pattern, students will need to understand and proceed on their own.

Final Outcome:

Through these activities, students will develop fine motor skills, improves hand-eye coordination and promotes innovation and creativity. Besides, they will expose to more culture and festival while making craft piece. Arts and crafts can build a child's confidence. This is important because a sense of confidence is more likely to be independent and take on responsibility.

		6	2		9	3		
9	8	7	4		6	1	2	5
8	9	4	6		1	2	7	3
2	6						5	4
7	3		8	4	2		1	6
	1		7	6	3		9	
3	7	9				6	4	8
	5		9	8	4		3	

Name of Activities: Sudoku

Year Group: Year 4

Day: Tuesday

Type of Activity: Logic-based puzzle

Teacher: Ms Syila

Equipment Required: Sudoku sheet, pencil, eraser

Description of Activity (including goals):

Sudoku is a Japanese fun puzzle game. It uses numbers, but no mathematics is needed. The game's objective is to fill the puzzle with numbers ranging from 1 to 9 so that a number will not appear more than one time in any row, column, or region (a region is a 3x3 box, and it is marked with a thicker line). Each Sudoku puzzle contains 9 rows, 9 columns, and 9 regions. There are also 4x4 grid puzzles or 6x6 grid puzzles for the beginner.

Final Outcome:

Sudoku stimulates the mind and logic which exist in each and every one of us. This puzzle is a **brain workout!** Students are constantly focussing, calculating, concentrating and exercising their brain!



Name of Activities: Acting Techniques

Year Group: Year 4

Day: Tuesday

Type of Activity: Enrichment

Teacher: Ms Sharmila

Equipment Required: Internal – props and scripts

Description of Activity (including goals):

Children are taught how to assume stage roles to desired effect. This includes the appropriate use of facial expressions, body language and physical movement to evoke audience reactions. A range of genres are explored, and the resulting impact on character actors. Techniques for line memorization, ad libbing, and building chemistry will also be taught.

Final Outcome:

- expanded creativity and imagination
- increased self-confidence in public
- teamwork and collaboration skills
- enhanced ability to follow instructions yet exhibit individuality



Name of Activities: Spelling Bee

Year Group: Year 4

Day: Wednesday

Type of Activity: Creative and language

Teacher: Ms Reenadeep Kaur

Equipment Required: NA

Description of Activity (including goals):

Teacher will explain the rules of the activity. Firstly, the teacher will start the chain of spelling bees by saying a word and then she will randomly point to someone to continue the chain of spelling bees with a new word that starts with the ending letter of the word previously. The spelling bee chain will continue for as long as possible and will repeat till there are top 5 players. The students that got stuck and could not give an answer will step out of the game. The purpose of this activity is to test the fast reaction or presence of mind of the students. This activity will not only be stress relieving but also something that will make the students excited and altogether learn how to be quick.

Final Outcome:

1. Students will improve communication skills and comprehension skills.
2. Students will learn new vocabulary and also spell them correctly.
3. Students will be able to move fast, be alert and be quick-witted.



Name of Club: Sketching

Year Group : Year 4

Day: Wednesday

Type of Activity: Creativity and drawing skill

Teacher: Ms. Nurul

Equipment Required: Sketch book, pencil and colour pencil

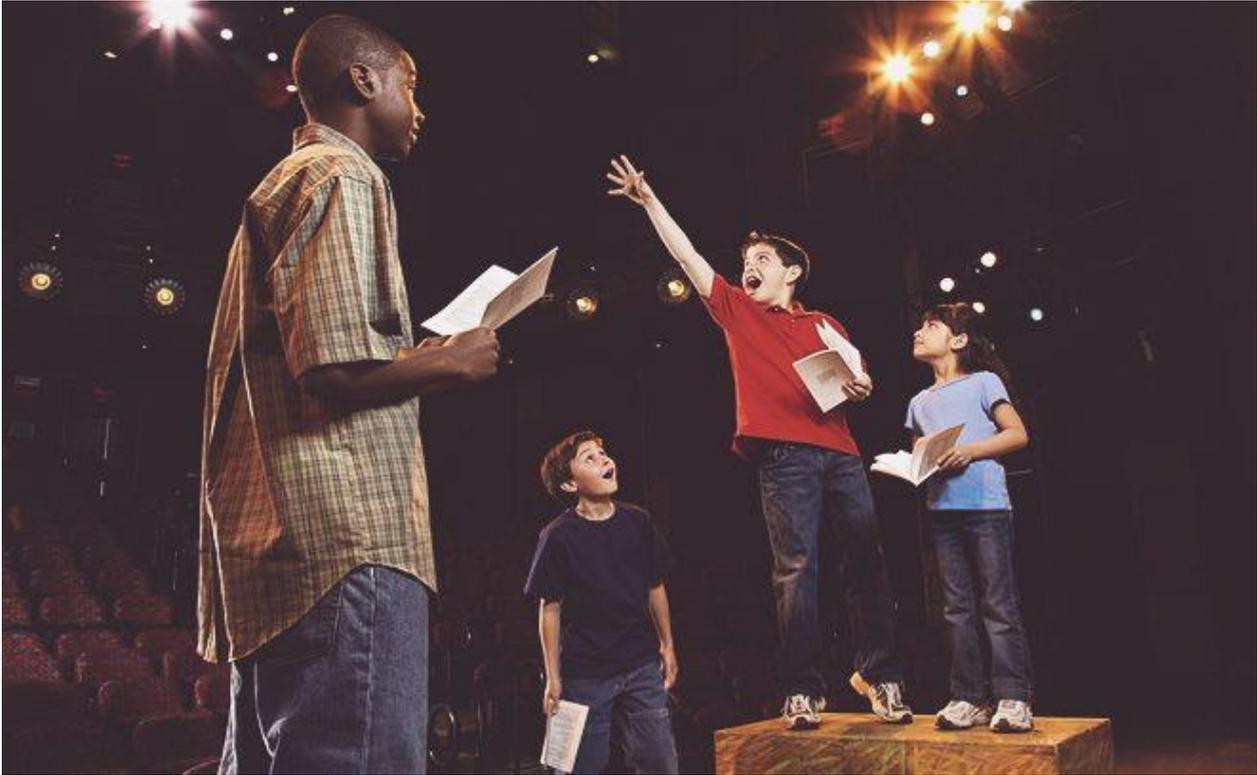
Description of Activity (including goals):

Sketching is the practice of drawing a rough outline or rough draft version of a final piece of art. Sketching can be used just get an idea of how something will look. With sketching students will get a better idea on what they want to draw in a larger scale.

Besides that, Sketching also helps the students to express their thoughts and feelings. Being able to express what they feel also boosts a child's emotional intelligence.

Final Outcome:

Students will learn to develop their creativity. Creative experiences can help students to express and cope with their feelings. Creativity also fosters mental growth in students by providing opportunities for trying out new ideas, and new ways of thinking and problem-solving.



Name of Activities: Scripts & Stories

Year Group: Year 4

Day: Thursday

Type of Activity: Enrichment

Teacher: Ms Sharmila

Equipment Required: Internal – props and scripts

Description of Activity (including goals):

Children are taught how to create and develop scripts and stories appropriately. From brainstorming to research and observation, students learn effective writing and visual imagination skills – from page to stage. Students learn how to direct their own plays and skits in collaboration with others.

Final Outcome:

- expanded creativity and imagination
- increased self-confidence in public
- teamwork and collaboration skills
- enhanced ability to follow instructions yet exhibit individuality
- increased socialization and people management skills



Name of Activities: Charade

Year Group: Year 4

Day: Thursday

Type of Activity: Creative and language

Teacher: Ms Reenadeep kaur

Equipment Required: A box filled with papers will be prepared by the teacher

Description of Activity (including goals):

Teacher will prepare a box full of papers and there will be something written on it. The teacher will call out the students one by one to pick the paper and act out whatever that is written on the paper. The students will not be allowed to speak at all however they can use their creativity to acknowledge what is written on the paper to their friends to guess. This activity will not only be fun and exciting but also help to release students' stress. Furthermore, their mind will be active and they will be using their imagination and creativity to act out or signal the words written on the paper to their friends.

Final Outcome:

1. Students will be able to relieve stress and have fun.
2. Students will be able to learn new things and the way they are portrayed through actions.
3. Students will be able to develop social skills and confidence.
4. Students will be able to showcase leadership skills and communication skills.



Name of Activities: Crossword Puzzle

Year Group: Year 4

Day: Friday

Type of Activity: Creative and language

Teacher: Ms Nurul

Equipment Required: Stationary

Description of Activity (including goals):

Crossword is a puzzle consisting of a grid of squares and blanks into which words crossing vertically and horizontally are written according to clues. Surprisingly, crossword puzzle benefits your mind in such a way that you aren't be aware of. The main benefit is that students can improve their vocabulary and thinking skills.

Crossword also helps students to release their stress just like doing a meditation. Furthermore, crossword also a great activity to enhance the student's social bonds by solving the puzzle with their friends. They can share opinion and idea by doing crossword.

Final Outcome:

Students will learn to use different skills in this activity such as problem solving, analysing, inference, differentiation, cooperation and logical thinking. This is will allow them to use these skills in solving problems daily.