

		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 5

**Day:** Monday

**Type of Activity:** Logic-based puzzle

**Teacher:** Ms Murni

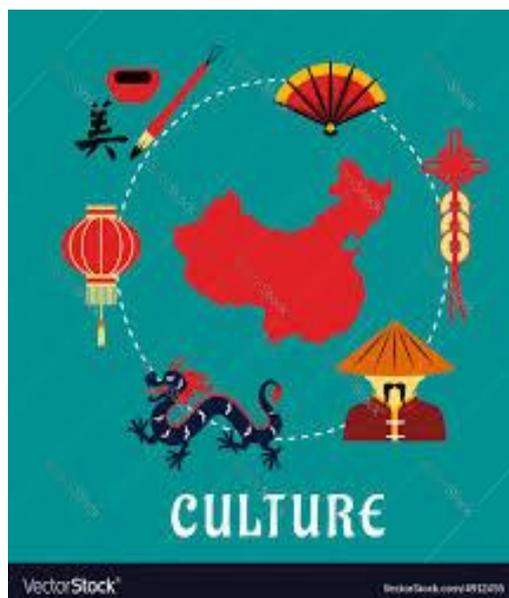
**Equipment Required:** Sudoku sheet, pencil, eraser

**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:** Mandarin Cultural

**Year Group:** Year 5

**Day:** Monday

**Type of Activity:** School Enrichment

**Teacher:** Ms Heng

**Equipment Required:** Chromebook

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

“Mandarin Cultural” aims to provide opportunities for students to know more about Chinese Culture through different activities. Teacher will introduce different cultures such as Chinese food, festivals and so on. Students will be followed by some activities, such as role play or art work.

**Final Outcome:**

Through these activities, students will be explored with a variety of Chinese culture. As the activity will be conducted in Mandarin as much as possible, students will also have more avenues to use Mandarin in real life settings and improve Mandarin listening and communication skills.



**Name of Activities:** Online Pictionary

**Year Group:** Year 5

**Day:** Tuesday

**Type of Activity:** Games, Creativity, Spelling

**Teacher:** Mr. Dennis

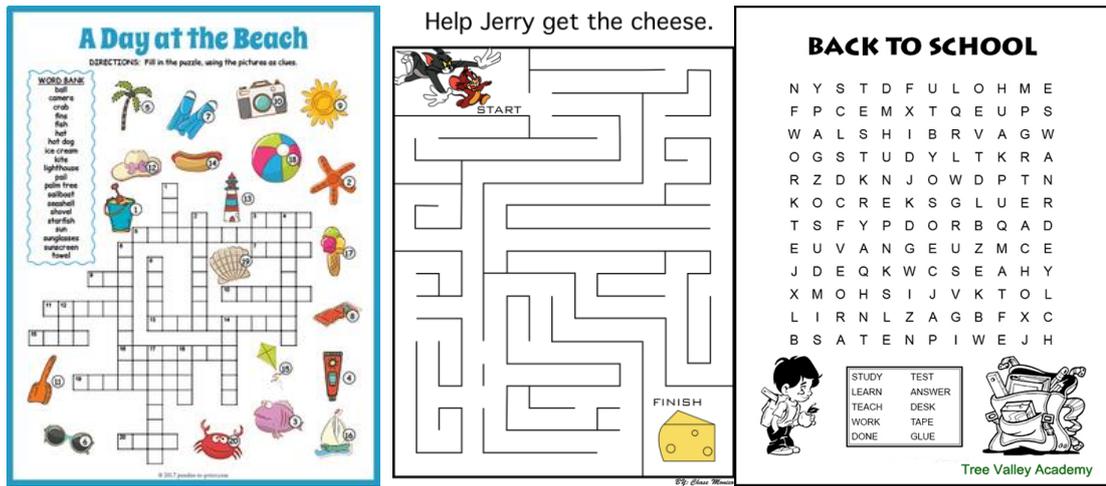
**Equipment Required:** Laptop, Dictionary

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

In this activity, we will be playing the game of Pictionary online. This will explore children's spelling, drawing and guessing skills.

**Final Outcome:**

This activity is to help students release some stress from online studies and to have some fun games online together.



**Name of Activities:** Puzzles

**Year Group:** Year 5

**Day:** Tuesday

**Type of Activity:** Problem solving

**Teacher:** Ms Murni

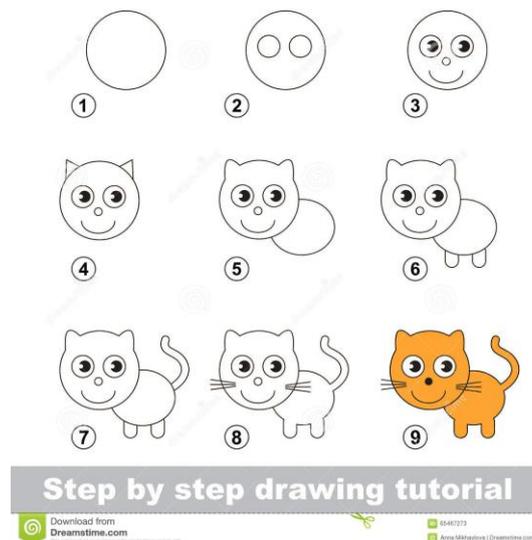
**Equipment Required:** Puzzle sheets, pencil, eraser

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

There are various categories of puzzles such as crossword, spot the difference, word search, math puzzle and many more. They are not only fun, but also educating the children. Puzzles can help to increase the attention span in children. By varying the difficulty level of the challenge, the level of required concentration can be controlled. A sense of accomplishment is achieved when students are able to solve a puzzle.

**Final Outcome:**

Puzzle game sharpens the ability to find solutions for problems. Puzzle game sharpen the memory.



**Name of Activities:** Sketching

**Year Group:** Year 5

**Day:** Wednesday

**Type of Activity:** Drawing skill

**Teacher:** Ms Murni

**Equipment Required:** Paper, stationeries

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

Sketching is the practice of drawing a rough outline or rough draft version of a final piece of art. It is a great way to improve children's creative skills. Sketching helps develop a number of different areas of the brain. In addition, sketching also helps the children to express their thoughts and feelings. Being able to convey what they feel also boosts a child's emotional intelligence.

**Final Outcome:**

Students will improve on the concentration and focus. This activity will enhance their hand-eye coordination.



**Name of Activities:** Debate

**Year Group:** Year 5

**Day:** Wednesday

**Type of Activity:** Enrichment

**Teacher:** Ms Sindiya

**Equipment Required:** N/A

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

Learn the art of developing articulate expression of opinions through healthy debates with peers. Choose a topic, pick your side and argue your points while developing your speech and communication skills; and have fun on the way.

**Final Outcome:**

Student will be able to improve communication skill.



**Name of Activities:** Mandarin Enrichment

**Year Group:** Year 5

**Day:** Thursday

**Type of Activity:** School Enrichment

**Teacher:** Ms Heng

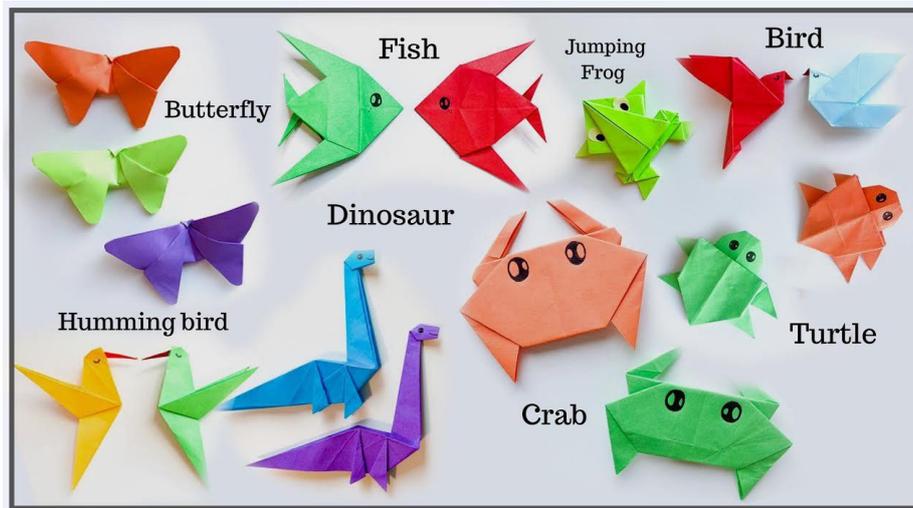
**Equipment Required:** Story Books, Chromebook

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

“Mandarin Enrichment” aims to provide opportunities for students to strengthen their Mandarin Language through different activities. Students will go through different activities such as watching Mandarin clips, reading, writing stories and practicing Mandarin with HSK exercises. On the other hand, students will be encouraged to read more Mandarin books and speak Mandarin throughout the activity time.

**Final Outcome:**

Through these activities, students will have more avenues to use Mandarin in real life settings and improve Mandarin listening and communication skills. Besides, they will be exposed to more vocabularies and contribute to greater interest in learning Mandarin.



**Name of Activities:** Origami

**Year Group:** Year 5

**Day:** Thursday

**Type of Activity:** Fine motor skill

**Teacher:** Ms Murni

**Equipment Required:** Origami paper, stationeries

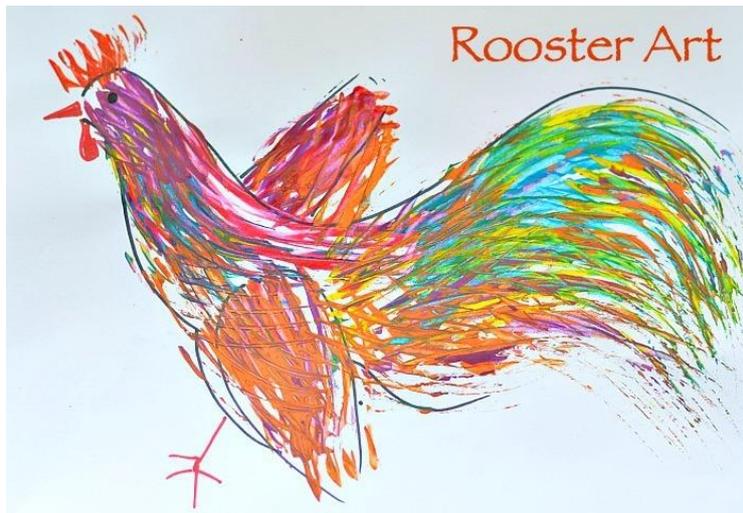
**Description of Activity (including goals):**

Origami, also called paper folding, art of folding objects out of paper to create both two-dimensional and three-dimensional subjects. This allows students to create and manipulate basic geometric shapes such as squares, rectangles, and triangles.

Besides, origami will stimulate children's artistic capabilities as these hands-on activities accelerate the development of the brain by requiring the use of coordination and organizational skills. Other than that, children are able to take their mind off from stressful situations or worries.

**Final Outcome:**

- To stimulate the children's imaginations
- To improve children's concentration and motor skills



**Name of Activities:** Art

**Year Group:** Year 5

**Day:** Friday

**Type of Activity:** Creativity

**Teacher:** Ms Murni

**Equipment Required:** Paper, stationeries

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

Art and craft stimulate creativity and imagination. It provides visual, tactile and sensory experiences and a special way of understanding and responding to the world. It enables the students to communicate what they see, feel and think through the use of colour, texture, form, pattern and different materials and processes. Students become involved in learning through the art & craft activities. Moreover, this activity can improve the student's ability to control materials, tools and techniques

**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:** Art Hub

**Year Group:** Year 5

**Day:** Friday

**Type of Activity:** Creativity

**Teacher:** Ms Sindiya

**Equipment Required:** N/A

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

Follow simple instructions and visuals to create basic drawings with attention to fine details. Whether you want to challenge and compete with your peers or improve your own artistic skills, have fun with art.

**Final Outcome:**

Students will learn to develop their creativity.