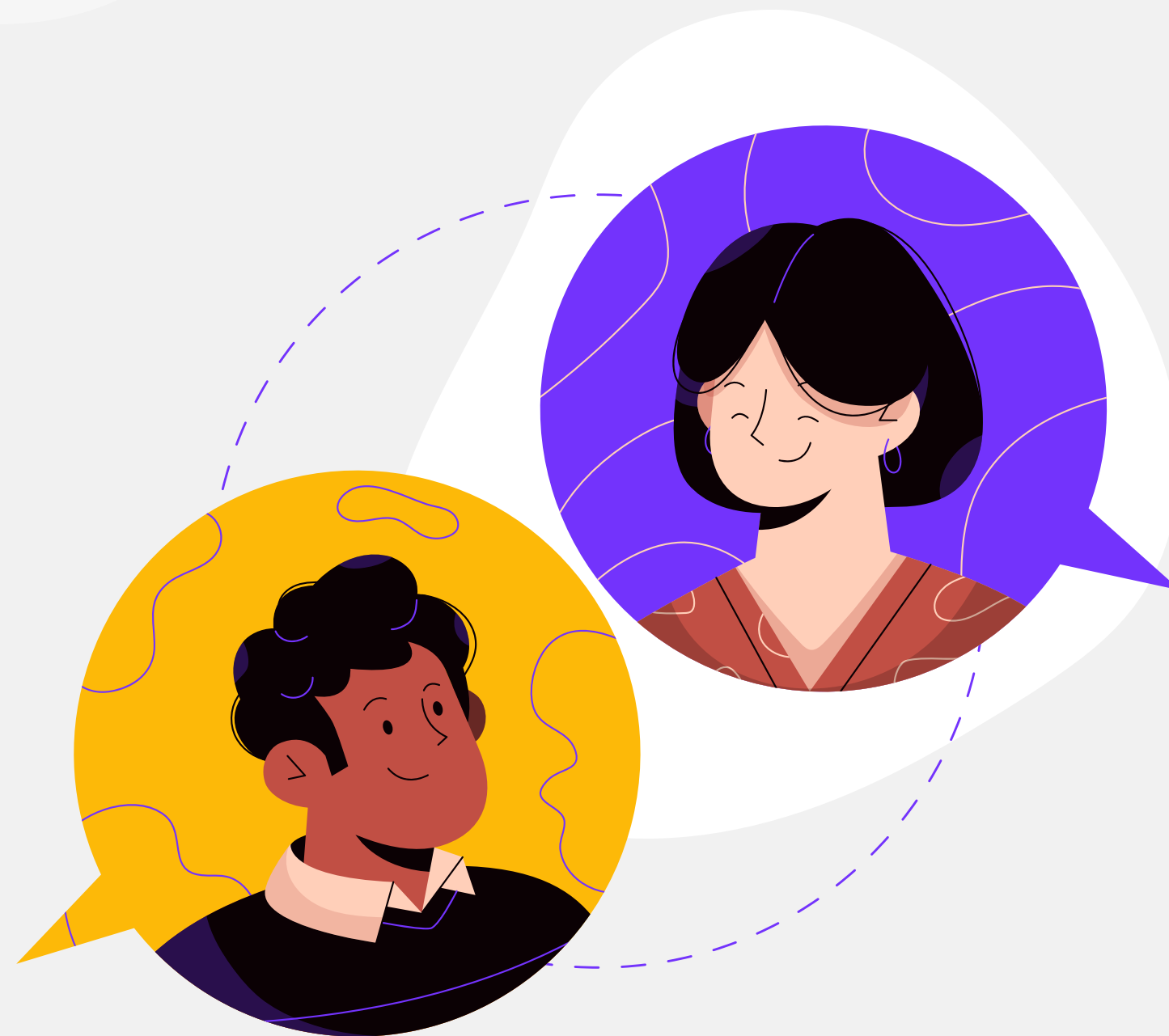


ELCA ACTIVITY: Connected Creativity



DESCRIPTION:

This is a Total Physical Response [TPR] activity to get participants to coordinate and act online. Participants have to collaboratively respond synchronously to instructions while they are making video calls on a video conferencing app, such as Webex

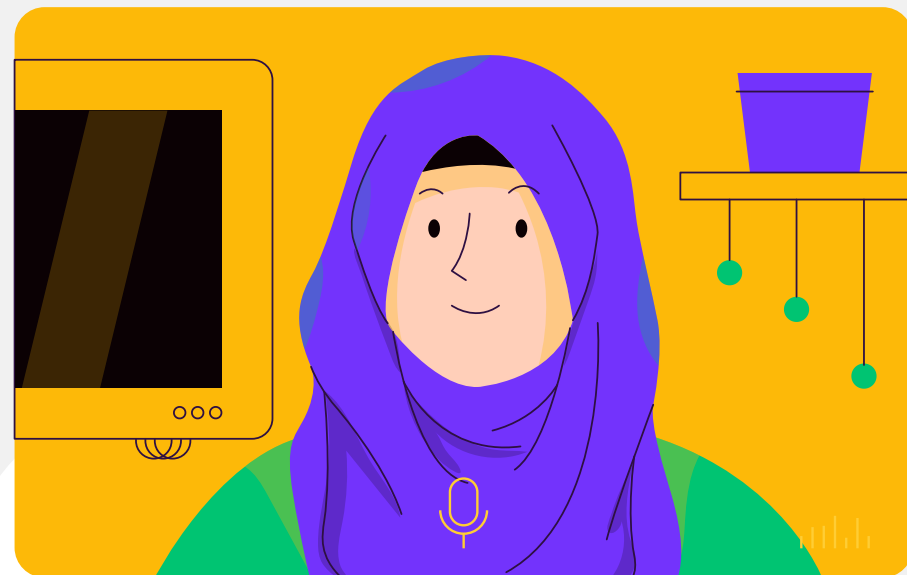




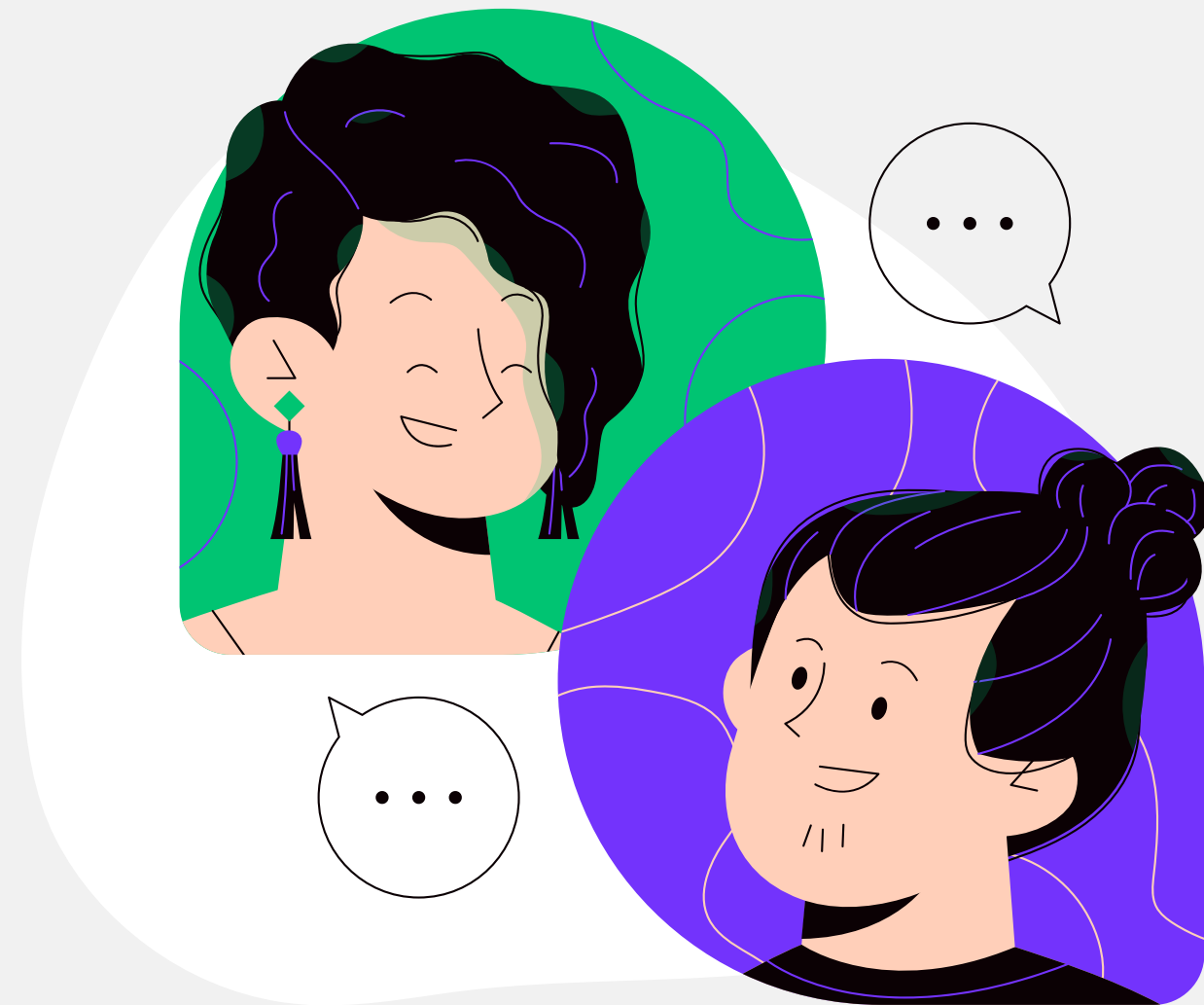
OBJECTIVES

(i) to enhance students' vocabulary

(ii) to promote teamwork



WHAT DO YOU NEED?



HARD WARE: Laptop,
headphones, microphone

SOFTWARE: Webex

SKILLS: Teamworking,
Creativity, Communication

T

1. Participants join the Webex session (video conferencing platform) by registering their name with the acronym of the university that they come from, followed by their name i.e. UTM + Name. (Example: UTM Aqila; UKM Peggy)

A

2. Participants will be divided into a group of 10.

S

3. In the group, each participant will choose a number - from 1 to 10. Each number represents a task or instruction. Hence, there will be 10 different tasks.

K

4. If a participant chooses number 1, that participant will be given the first task by the host of the game via a private Whatsapp message. If a participant is assigned number 2, that participant will be given the second task and so on and so forth.

T

5. Once a participant received the task from the host, he or she becomes the instructor and has to instruct the other participants according to the task, which he or she has gotten from the Whatsapp private message.

A

6. An example of a task, which requires participants to have a pen and paper, would be like this :*Task 1: Arrange this 5-word sentence (I love my adorable Chihuahua) across the first row of the Webex grid view.*

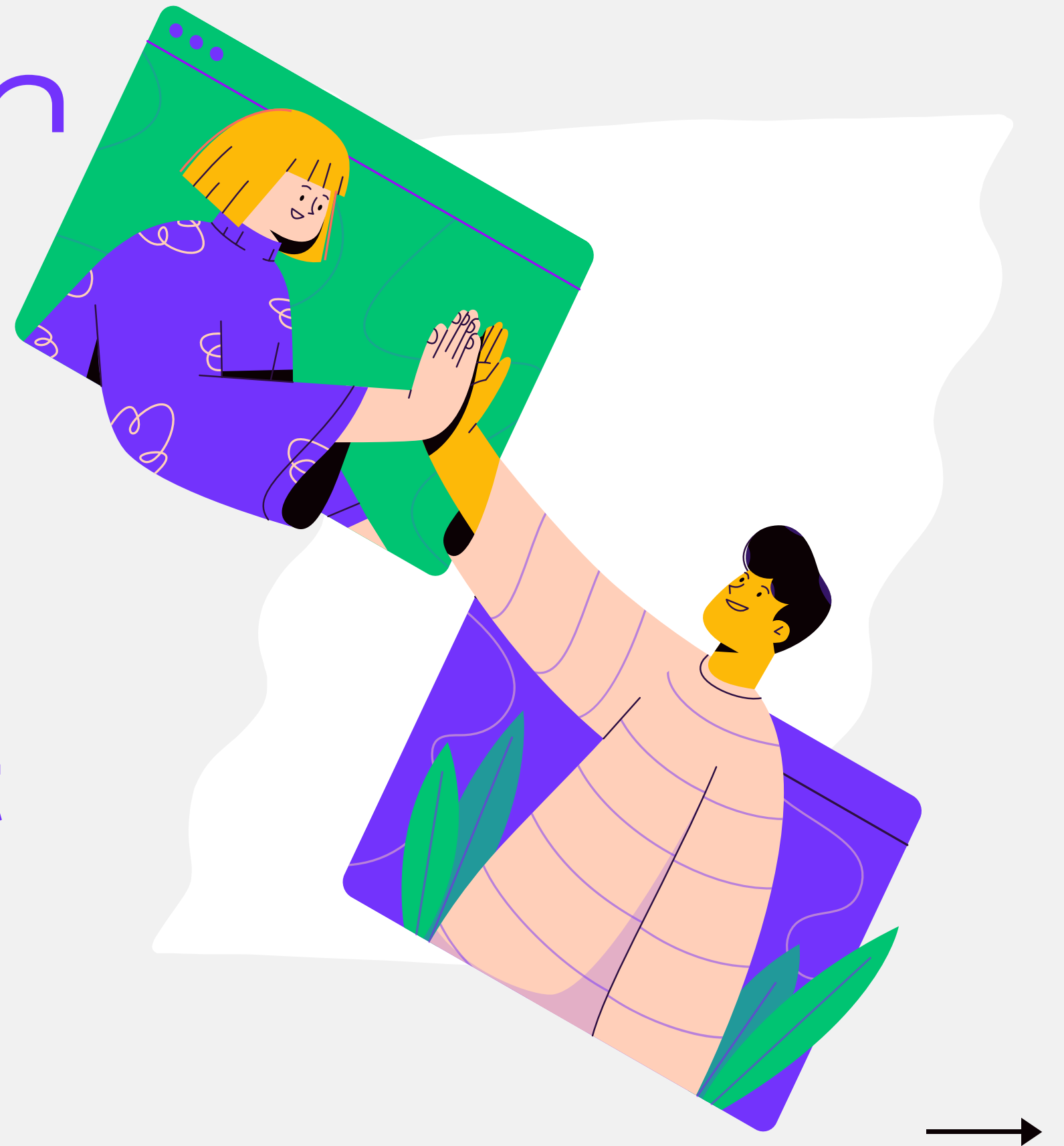
S

7. The instructor has to quickly direct the participants whom he or she sees on the first row of the instructor's Webex grid view. Once the task is completed, the instructor takes a screenshot so that he or she can share the image on the screen. Only after the screenshot is shared can the host move on with the second task.

K



The group which finish all 10 tasks accurately and within the most minimal amount of time will win.



This game will be played
LIVE(!) on **WEBEX** with
participants from all
public universities in
MALAYSIA.

SAVE THE DATE:
5TH DECEMBER 2020
2.00 - 3.00 PM

