

Title: CONNECTED CREATIVITY (Cooperative TRP game)

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Student level: MUET Band 1-3

Number of Participants: 10 students (1 student per university)

Objectives:

- (i) to enhance students' vocabulary
- (ii) to promote teamwork

Applications needed/ Web Platforms:

Webex

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.

How to participate:

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)
2. Participants will be divided into a group of 10.
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.
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.
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.
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.
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.
8. The group which finish all 10 tasks accurately and within the most minimal amount of time will win.

Submission Format: This game is played LIVE on 8th of December 2020

Duration of the video: 60 minutes

How to Submit: One participant from your university needs to be available online for an hour at a time to be stated later.

Deadline: This game is played LIVE on 8th of December 2020

Assessment:

CONNECTED CREATIVITY- SYNCHONIZE ONLINE GAME RUBRIC			
Basic requirements	The topic celebrates young people's ingenuity and resourcefulness		
	Poor (1)	Moderate (2)	Good (3)
Voice in giving instructions	Voice is hard to hear	Voice is hard to hear at times	Voice is heard clearly heard
Speed and accuracy of giving instructions	The speed of the instructions is either too fast or too slow. Message/instructions is not accurately delivered.	The speed of the instructions is steady but at times it could be too fast or too slow. Message/instructions is sometimes accurately delivered	The speed of the instructions is steady which allow each word to be heard clearly. It not too fast or too slow Message/instructions is accurately delivered.
The spoken language	Uses a lot of language other than English while giving instructions.	Uses some language other than English while giving instructions.	Uses English entirely while giving instructions.
Pronunciation and Expression	Pronunciation is incomprehensible. Minimal expressions in the voice while giving instructions.	Pronunciation sometimes makes it hard to follow. Using expressions most of the times while giving instructions.	Pronunciation is clear enough to understand the speaker. Using a lot of expressions while giving instructions.
Vocabulary and grammar	Student does not use content related vocabulary and with many grammatical errors.	Student does use content related vocabulary and with some grammatical errors.	Student use content related vocabulary and with no grammatical errors.
Teamwork	Lack of teamwork. Challenges take longer to fulfil.	Some/moderate teamwork. Challenges take long/moderate to fulfil.	Good teamwork. Challenges take long/moderate to fulfil.