

E-STREAMWAVES 2021

LATAR BELAKANG

E-STREAM WAVES 2021 adalah projek tanggungjawab sosial Universiti Teknologi PETRONAS (UTP) yang dijalankan untuk mewujudkan dan memperkukuhkan kesedaran mengenai Sains, Teknologi, Kejuruteraan dan Matematik (STEM) melalui aktiviti Membaca dan Seni.

Gabungan antara disiplin Sains dan Kesenian akan menjadi platform yang kuat untuk mempromosikan pendidikan STEM kepada pelajar Malaysia. Projek ini merupakan pertandingan dalam talian yang dibuka untuk pelajar Malaysia dari pra-sekolah hingga sekolah menengah.

SEJARAH

Dalam tahun 2020, E-STERAM WAVES 2020 dilaksanakan oleh UTP dengan kerjasama Lembaga Perlesenan Tenaga Atom (AELB), Kementerian Sains, Teknologi dan Inovasi (MOSTI) dan organisasi tidak berasaskan keuntungan iaitu Pertubuhan Rakan Komuniti Pendidikan Perak (PRKPP) dengan sokongan Kementerian Pendidikan Malaysia (KPM) dari bulan Mei hingga Ogos 2020.

Berikut adalah pencapaian E-STREAM WAVES 2020:

- 8 pertandingan secara atas talian
- 9 laman web
- Lebih daripada 25,000 pengunjung laman web
- Lebih 850 penyertaan dalam talian daripada 13 buah negeri
- Hampir 1500 e-sijil penyertaan dan pencapaian dianugerahkan
- Mencapai tahap nasional untuk markah kokurikulum

TEMA E-STREAM WAVES 2021

Ke arah Malaysia Lestari (Towards a Sustainable Malaysia)

OBJEKTIF

- Memberi kesedaran tentang pendidikan STEM di kalangan pelajar dan komuniti melalui aktiviti dalam talian E-STREAM
- Mendedahkan pelajar dan masyarakat kepada pandangan nasional mengenai kepentingan STREAM untuk Malaysia yang lestari

E-STREAM WAVES 2021 berdasarkan nilai-nilai berikut:

- Kreativiti
- Inovasi
- Motivasi
- Keberkesanan Diri
- Kepimpinan

KERJASAMA UNTUK E-STREAM WAVES 2021: RAKAN PENGANJUR

1. Kementerian Sains, Teknologi dan Inovasi
2. Pertubuhan Rakan Komuniti Pendidikan Perak (PRKPP)
3. Institut Kimia Malaysia (IKM)
4. MELTA Cawangan Perak

SUSTAINABLE DEVELOPMENT GOALS



PERTANDINGAN-PERTANDINGAN

1. Reading Duo Book Review

Name of event	Reading Duo Book Review
Category (Competition/Challenge)	Competition
Participants	Standard 1 - Form 5
Description	As a student, you read a wide range of materials every day. What is the most memorable book you have read? Perform a book review and record the presentation.
Language	English/Malay
Award	Certificate of participation for all
Cash prize	Yes
Medium	Video capture, youtube platform, email submission
Instructions for participants	<ol style="list-style-type: none"> 1. Watch the instructional video for how to perform a book review 2. Prepare your presentation 3. Practice your presentation 4. Record your presentation on video mode (no more than 3 minutes) 5. Upload your video on youtube 6. Fill up the google form and provide your name, school, standard/form and provide us the youtube link

2. Colouring & Art Competition

Name of event	Colouring & Art competition
Category (Competition/Challenge)	Competition
Participants	Pre-school - Form 5
Description	Imagine Malaysia in 50 years' time and draw/paint a picture of our nation in 2071. There is no limit to your imagination! The theme is "Towards a Sustainable Malaysia"
Language	English/Malay
Award	Certificate of participation for all
Cash prize	Yes
Medium	Email submission

Instructions for participants	<ol style="list-style-type: none"> 1. Watch the instructional video for how to design and sketch 2. Prepare your art piece 5. Upload a picture of your art piece 6. Fill up the google form and provide your name, school, standard/form
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3. Money Matters

Name of event	Money matters
Category (Competition/Challenge)	Competition
Participants	Form 3 - 5
Description	As a student you may have a unique experience of handling and managing your money - be it money from part-time jobs or allowance from your parents. In your video, you want to share, 1. how you manage your money, or 2. you want to share some useful ways a student can earn and save money.
Language	English/Malay
Award	Certificate of participation for all
Cash prize	Yes
Medium of submission	Video capture, youtube platform, email submission
Instructions for participants	<ol style="list-style-type: none"> 1. Register for the competition 2. Watch the instructional video on how to prepare your video 3. Prepare your content (your experience of money) 4. Prepare your video 5. Upload your video on youtube 6. Fill up google form. Provide details such as your name, school, form/standard and provide us with the youtube link

4. Math Genius

NAME OF EVENT	MATH GENIUS -CREATING BOARD GAME INCORPORATE WITH MATH AND SCIENCE- “TOWARDS SUSTAINABLE NATION BUILDING”
INTRODUCTION	THE MAIN IDEA OF THIS COMPETITION IS ‘TO CREATE YOUR OWN BOARD GAME’ BY COMBINING IT WITH ‘MATH AND SCIENCE’ SO THAT, WE CAN HAVE FUN AND LEARN AT THE SAME TIME.
CATEGORY	GROUP COMPETITION
PARTICIPANTS	<ul style="list-style-type: none"> • GROUP (3 STUDENTS PER GROUP) • FORM 4-5/MATRICULATIONS/FOUNDATION STUDENTS • AGE 16-18 YEARS OLDS
LANGUAGE	ENGLISH, BAHASA MALAYSIA
AWARD	<ul style="list-style-type: none"> • CERTIFICATE OF ACHIEVEMENTS (GOLD, SILVER, BRONZE) • CERTIFICATE OF PARTICIPATION FOR ALL BY KEMENTERIAN PENDIDIKAN MALAYSIA • BEST BOARD GAME TO BE SHOWCASED ON EVENT WEBSITE • CASH PRIZE FOR TOP 3 FINALISTS
MEDIUM	WHATSAPP PROMOTION, WHATSAPP SUBMISSION, WEB PLATFORM (FOR FINALISTS)
INSTRUCTIONS FOR PARTICIPANTS	INSTRUCTIONS: 1. REGISTER YOUR PARTICIPATION 2. REFER GUIDELINES ON HOW TO CREATE THE ‘BOARD GAME’ WILL BE PUBLISHED ON THE WEBSITE 3. WORK IN YOUR OWN GROUP AND SUBMIT YOUR APPLICATION BY USING THIS GOOGLE FORM

5. Chemical/Physics Pitching

Name of event	Chem E-Pitching
Category (Competition/Challenge)	Competition
Participants	Open to all upper secondary school students. A team may consist of 3-4 students and one advisor (teacher, club advisor etc.). Only one entry per team allowed.
Description	<ol style="list-style-type: none"> 1. Contestants are required to choose a chemical product from form 4/5 syllabus or any relevant sources. 2. Contestants are required to prepare a 10-minute video pitch on the selected chemical product. 3. The video should highlight the following: <ol style="list-style-type: none"> i. The chemical production process ii. production upscaling for industrial purposes iii. economical views iv. environmental impact
Language	English/Bahasa Malaysia
Award	Certificate of participation for all
Cash prize	Yes
Medium of submission	Video capture, youtube platform, email submission
Instructions for participants	<ol style="list-style-type: none"> 1. Register for the competition 2. Watch the instructional video 3. Prepare your pitching content 4. Prepare your video 5. Upload your video on youtube 6. Fill up google form. Provide details such as your name, school, form and provide us with the youtube link

6. Monsoon Sim

Name of event	MoonSoon SIM
Category (Competition/Challenge)	Challenge
Participants	Form 4 - Form 5
Description	<p>MonsoonSIM is an award-winning business simulation and gamification education platform. This platform has been used in business education since 2013.</p> <p>Students will conduct self-directed learning --- through simulation and gamification</p> <p>Through simulation, provide a deeper understanding and recall of business concepts</p>
Language	English/Malay
Award	Certificate of participation for all
Cash prize	Yes
Medium	Video capture, youtube platform, email submission
Instructions for participants	<p>Two Parts</p> <p>First Part</p> <p>Attend online Training</p> <p>Second Part</p> <p>Register Competition as Group</p> <ol style="list-style-type: none"> 1. Watch the instructional video for how to perform login and key tasks of the program 2. register team 3. Practice the game with your team 4. online competition will be setup 5. Upload your team video on youtube 6. Fill up the google form and provide your name, school, standard/form and provide us the youtube link

7. Programming competition

Name of event	Programming Competition
Category (Competition/Challenge)	Challenge
Participants	Form 4 - Form 5
Description	Programming Competition - Learn Programming language with the understanding of algorithm, logic and problem solving
Language	English/Malay
Award	Certificate of participation for all
Cash prize	Yes
Medium	Video capture, youtube platform, email submission
Instructions for participants	<p>Two Parts</p> <p>First Part</p> <p>Attend online Training</p> <p>Second Part</p> <p>Register Competition as Group</p> <ol style="list-style-type: none"> 1. Watch the instructional video for how to create video to show result of programming 2. register team 3. Practice programming with lesson given 4. Download Problem Solving Question 5. Upload your team video on youtube 6. Fill up the google form and provide your name, school, standard/form and provide us the youtube link

8. Information Treasure Hunt

NAME OF EVENT	K-Hunt (Knowledge Hunt) Know about various knowledge resources and correct way to use it
INTRODUCTION	To give awareness to young generation on various types of knowledge resources, how to get most trustable information, and how to use in research, teaching and learning. "Open Science for starter": Learn how to use online databases
CATEGORY	GROUP COMPETITION
PARTICIPANTS	<ul style="list-style-type: none"> GROUP (3 STUDENTS PER GROUP) FORM 4-5/MATRICULATIONS/FOUNDATION STUDENTS AGE 16-18 YEARS OLDS
LANGUAGE	ENGLISH, BAHASA MALAYSIA
AWARD	<ul style="list-style-type: none"> CERTIFICATE OF ACHIEVEMENTS (GOLD, SILVER, BRONZE) CERTIFICATE OF PARTICIPATION FOR ALL BY KEMENTERIAN PENDIDIKAN MALAYSIA BEST BOARD GAME TO BE SHOWCASED ON EVENT WEBSITE CASH PRIZE FOR TOP 3 FINALISTS
MEDIUM	WHATSAPP PROMOTION, WHATSAPP SUBMISSION, WEB PLATFORM (FOR FINALISTS)
INSTRUCTIONS FOR PARTICIPANTS	INSTRUCTIONS: 1. REGISTER YOUR PARTICIPATION 2. REFER GUIDELINES ON HOW TO CREATE THE 'BOARD GAME' WILL BE PUBLISHED ON THE WEBSITE 3. WORK IN YOUR OWN GROUP AND SUBMIT YOUR APPLICATION BY USING THIS GOOGLE FORM



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