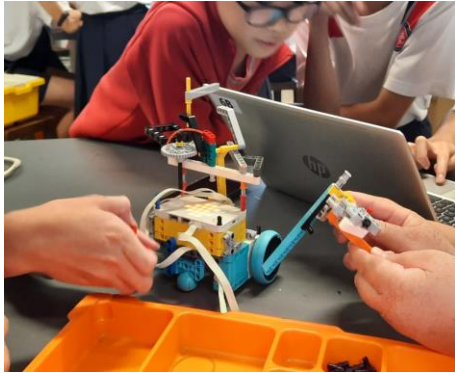


Writers: Chong Ao Xiang (Year 3), Javier Ng (Year 3), Ng Yi Xuan (Year 3)
School / Club: Dunman High School, STEAM Collective

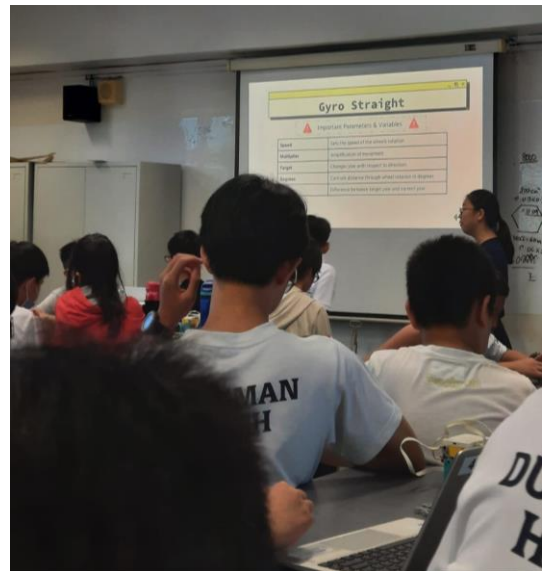


On 19th June 2023, Dunman High School's STEAM Collective, in partnership with People's Association Marine Parade Youth Network (MPYN) held a workshop to teach younger children in the community about the affordances of technology. The Infocomm chapter taught the children how to code mobile apps with Thunkable while the Robotics chapter taught the children coding using SPIKE Prime robots.

Through the sessions, the children enjoyed learning how to code a SPIKE Prime robot to follow a line and do various tasks on a map used for competitions such as automating the process of picking up objects from the map.

While students were only able to create basic apps with Thunkable due to the limitations of time, the exercise exposed them to the possibility of creating apps on something that is close to their hearts - their mobile phones!

All the CCA members under the guidance of a teacher mentor and the executive committee took up various roles such as planning, coaching and logistics in preparing for this Values-in-Action project. They strove to work together to make it a comfortable and enjoyable learning experience for all the participants.



This is the second year that the club has partnered with the MPYN to provide an avenue to expose children in the community to technology through interactive and meaningful lessons. Through this event, the club managed to reach out to 20+ children from nearby primary schools.

One of the attendees remarked that the experience was “enjoyable as he had never had such experiences before.”