

# Written Report

*Project Go Green, Before The Green Goes*



## Project Members

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## **ABSTRACT**

Our Project is mainly about spreading awareness about a rising problem, Global Warming, in our school, Hwa Chong. We feel that Global Warming have been a rising problem, and its effects are worsening as the years come by. Humans could have done a part to save the Earth and stop Global Warming, but because of our selfishness, there have been more and more factories set up, causing Global Warming to worsen. However, on the bright side, some organizations are doing a part to stop Global Warming.

Thus, Our Project wants to not just instill the spirit in Hwa Chong students so that they can spread the knowledge to their children or other generations to come, but we want to amplify the efforts by this organizations which are doing a part, but never got recognized, thus this is a rough overview of our Project.

## **INTRODUCTION**

Our Project is mainly directed to the Secondary Ones in Hwa Chong Institution.(Target Audience) We aim to create awareness of Global Warming through a fun and interactive manner, also for Students to learn about Global Warming beyond their syllabus, and lastly to inculcate Global Warming- Friendly habits in Students.(Objective) Thus, we created **a Website with facts on Global Warming coupled with videos made by us, with a Board Game , and Posters.(Resource)**

## **LITERARY ANALYSIS**

### **1)Global Warming**

-Scientists have high confidence that global temperatures will continue to rise for decades to come

-The high temperatures will cause polar ice caps to melt and extreme weather such as flash floods and desertification setting in frequently.

-Furthermore,global warming will deem some species of animals extinct and there will be severe health impacts on humans such as (Asthma ,severe allergy)

-Lastly, the world's food supply will be at risk due to extreme weather such as droughts and underground water shortage.



## 2) What Causes Global Warming?

-CO<sub>2</sub> gases are produced by combustion of fossil fuels in cars, factories and electricity production.

-Deforestation for urban and infrastructure development or production of timber and palm oil. The burning of vegetation releases substantial amounts of CO<sub>2</sub>.

-Farming livestock on cleared land creates a by-product of methane gas that traps heat 30 times better than carbon dioxide.



### 3) Why Secondary Ones as our Target Audience?

-According to theguardian.com, youngsters are so concerned about the environment that in a survey of 1,027 youngsters aged seven to 14 revealed that 82% of children rated learning about green issues as important, putting it ahead of science, history, IT and art. Almost all the children (96%) are at least a bit concerned about people damaging the planet.

Thus we decided that our target audience be Secondary Ones as we could enhance their current understanding of Global warming to form green habits.



### 4) Why a board game and a website?

-According to Edutopia, By leveraging the instructional potential of web-based resources, you can increase student engagement, expose them to authentic content, and engage them in collaborative activities that trigger critical thinking and creativity.

-According to Education World, card games help students to process the information faster as they are more engaged.



## METHODOLOGY

Timeline:

**April: Section 1 And 2 of Website Done**



**May: Section 3 and 4 of Website Done**



**June: Website Completed**



**July: 1st Pilot Test Completed**



**August: Product Finalized, 2nd and 3rd Pilot Test Completed.**

## NEEDS ANALYSIS:

On a range of 1 to 5, what would you like to learn about?

Pollution	1	2	3	4	5	Total
Water Pollution	4 people	5 people	15 People	11 People	20 people	203 Points
Global Warming	4 people	7 people	8 people	7 people	30 people	220 points
Nature Pollution	4 people	7 people	15 people	11 people	18 people	197 points

**Thus, Global Warming won, and We chose Global Warming**

On a range of 1 to 5, which way would you like to learn it

Product	1	2	3	4	5	Total Points
Board Game	8 people	2 people	16 people	10 people	20 people	200 points
Learning Package	18 people	9 people	13 people	9 people	7 people	146 points
Website	6 people	7 people	8 people	11 people	24 people	208 points

**Thus, we chose Website and Board Game**

## **CONSTRUCTION OF PRODUCT**

-First we designed the cards on Word Documents, before we printed it out and pasted in on the Cardboard that is usually found stuck to the back of the Foolscap, we figured out not only that the cardboard was of sturdy and good material, we were able to reuse it as this Cardboard was usually found on the floor or in the dustbin as no one uses them and simply throw them away, thus we wanted to reuse these Cardboard. After which, we laminated the cards to ensure the card paper and the Cardboard were fastened together and will not drop.

-Our website was coded in HTML, as we felt that using Website Creators like Weebly and Wix, it was hard to publish the website as most of these platforms charged money for these services. Thus, we coded in HTML and uploaded it via a Webhost, also known as 000webhost that was a free web publishing platform.

## **Pilot Test**

For the Pilot Test, we approached some Secondary Ones that were either in the Library or still in their various classes, and ran through the basics of our game with them. We conducted a survey before and after the Pilot Test Session. Students were able to answer with more precise answers compared to their vague descriptions before the Pilot Test, and this results can be seen in the Survey we conducted and the built-in survey in our website powered by SurveyMonkey, thus we

can safely conclude that the Students that gone through our Pilot Test got hold of the concepts of helping to save the Earth from Global Warming.

Before the Pilot Test, your knowledge of Global Warming on a range of 1 to 5:

1:14(46.7%) 2:7(23.3%) 3:4(13.3%) 4:3(10%) 5:2(6.7%)

After the Pilot Test, your knowledge of Global Warming on a range of 1 to 5:

1: 0(0%) 2: 1(3.3%) 3: 6 (20%) 4: 8 (26.7%) 5:15 (50%)

Have you found our Product useful?

Helpful:76.7% Not Helpful:23.3%

## OUTCOME

We intended to create the following products through our project.

1. 1) A website about our project to raise awareness about global warming(completed)
2. 2) A card game for students to understand the detrimental effects of global warming and efforts we can make to slow the effects of global warming.(completed)
3. 3) An Instagram page to publicise our project (completed)
4. 4) Various posters which help raise awareness about global warming.(completed)
5. 5) An app to provide further information.(Idea cancelled)
  
6. The first four products were able to be completed as they were within our range of skill set. We have created a website out of HTML and is currently in the publishing stage. Our card game has also been completed with a larger variety of cards. Our Instagram page has been set up and we will continue to add posters and videos onto the Instagram page. Our posters have also been designed and printed out. We were unable to create an app for our project as none of us had any expertise in creating apps and current app making tools were either too complicated or too unattractive. Thus, we removed this from our list of products.

## Some limitations

We faced several setbacks such as a lack of availability. We were all students from different CCAs with different schedules. Thus, it was difficult to find any time slots which we were all available and even meet up with our mentor. We also had a lack of time due to CCA activities or remedial lessons and even homework. This limited our time to work on our IS Project and this was a minor problem we faced.

## Further possible works

This project could have included more products, such as:

- 1) interactive online games
- 2) A learning package
- 3) A informational booklet

This project could have also extended its target audience and partnered with:

- 1) Secondary 2-Secondary 4 students
- 2) JC 1 and 2 students
- 3) Science Center
- 4) Singapore National Environmental Agency (NEA)

## Conclusion

I think that some skills acquired were qualities such as teamwork and resilience and we were also able to strengthen our soft skills such as public speaking skills.

This project cannot be the work of one man, it was the combination of our hard work and this required us to develop teamwork and learn how to get along with each other. This project also helped us to develop stronger bonds with each other.

This project has also allowed us to develop a stronger sense of Resilience. When we faced multiple difficulties in coding our website, we did not give up, instead, we approached online sources and also reached out to our classmates who had learnt more about HTML through their infocomm

We were also met with various setbacks through the course of this project. Firstly, we were all

students from different CCAs with different schedules. Thus, it was difficult to find any time slots which we were all available and even meet up with our mentor. We also had a lack of time due to CCA activities or remedial lessons and even homework. This limited our time to work on our IS Project and this was a minor problem we faced.

## Acknowledgements

We would like to appreciate the secondary 1 students who graciously took part in our pilot tests and survey. We would not have been able to collate such results without their help.

We would also like to appreciate the Geography Department for their agreement to partner with us to help promote our project. Their assistance was much appreciated.

We would like to appreciate our IS Project mentor, Ms Wong Yu Shan for her guidance throughout the course of this project and for the time she made to meet up with our group to discuss on the project.

Finally, we would like to appreciate our group members for their cooperation throughout the project and the perseverance to stick through the entire project.

## References

Global Warming, Effects

<https://www.livescience.com/37057-global-warming-effects.html>

Why Young People are the best to teach Global Warming to

<https://www.theguardian.com/environment/2015/jun/09/how-young-people-are-tackling-climate-change>

Why is card game good?

[https://www.educationworld.com/a\\_curr/reasons-to-play-games-in-the-classroom.shtml](https://www.educationworld.com/a_curr/reasons-to-play-games-in-the-classroom.shtml)

Why is board game good?

<https://www.theguardian.com/teacher-network/teacher-blog/2013/may/14/best-way-teach-language-schools>

Resources used in our website:

Survey:

<https://www.surveymonkey.com/>

Global Warming(101 facts)

<https://www.nrdc.org/stories/global-warming-101>

Website Hoster

<https://www.000webhost.com/>