

## **Cat 4 Resource Development**

### **THE EDUCATORS**

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## **Abstract**

Seeing that youths these day and age are often preoccupied with their own smartphones and social media and they yet are unable and not knowing about previous leaders that make their lives such and having enough food shelter and rest. There are resources such as websites with such leaders but there is none that is focused and promoting leaders who helped to improved their country citizen standard of living.

## **1.Introduction**

### **1.1 Rationale**

There are resources such as websites with such leaders but there is none that is focused and promoting leaders who helped to improved their country citizen standard of living. With the era of information overload youths will not be able to directly get the answer to who helped t improve their standard of living.

### **1.2 Objectives**

Our mission is to spread awareness to youth(12-18) about political leaders all around the world from 1900s-2000s who caused helpful change to their citizens standards of livings.

### **1.3 Target audience**

Our target audience are youth ranging from age 12 to 18

### **1.4 Resources**

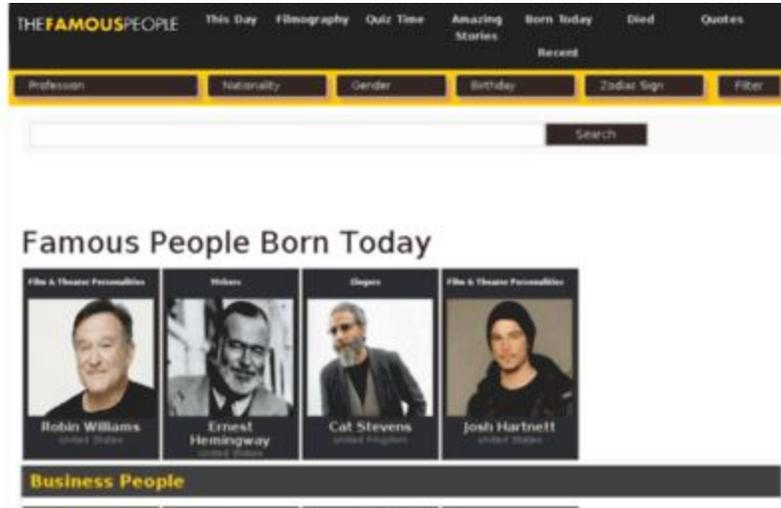
- App
- docs with all information and various links
- Instagram Page

## **2. Review**

Although there are similar learning resources in the form of websites. We have yet to seen a wide range of cover of all around the globe and they do not link to other websites. We wish to make

our learning package focused on the aspect of political leaders helping to benefit their citizens standard of living. Compared to these websites who have a wide and broad scope of different people.

## **2.1 Websites**



-Famous people website consisting of various resources but do not collate links nor concentrate on a certain subject like what we plan to do

## **2.2 Instagram Page**

We also decided to do an instagram page as there is currently none and it would also help to spread our goal to the youths around.



## **2.3 App**

Although an app has already been created by other people we felt that an app would be able to sufficiently show how and bring interest to the youth. It can also be a way to sufficiently test their knowledge on the subject after they have listened to us.

### **3.Methodology**

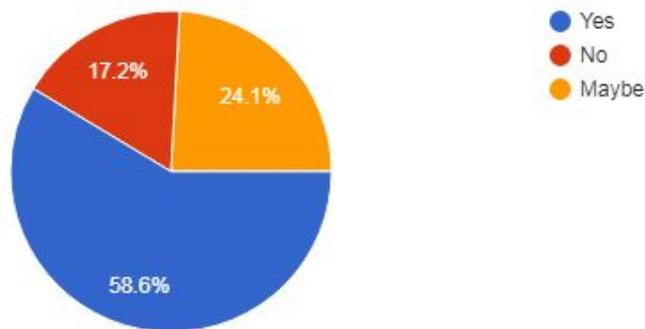
#### **3.1 Needs Analysis**

A needs analysis for the feasibility and how wanted our project was held. There were 58 responses from the age group that we wished to hear from. A questionnaire asking them whether they were interested in learning about people who changed the world for the better as well as whether they thought our project could help them.

#### **3.2 Survey results**

Are you interested in learning about people who changed the world for the better

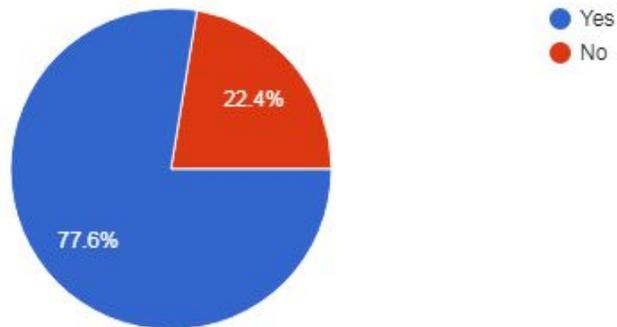
58 responses



The number of people who are somewhat interested in learning about people who helped to change the world/countries for the better. The percentage is 82.7%. This shows that our project is somewhat needed.

### Q1a) Do you know past leaders of countries that changed the world

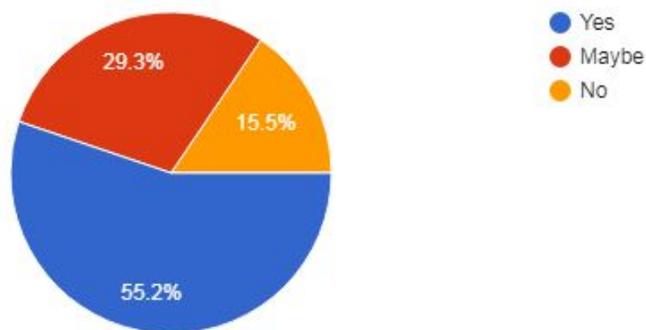
58 responses



While there a large percentage of youths knowing about past leaders of countries changing their citizens Standard of Living(SOL) most of them are unable to name more than 2 of the leaders only able to cite the names of Lee Kuan Yew and Nelson Mandela. Thus we felt that there is a need for our project.

### Do You think our project can help you

58 responses

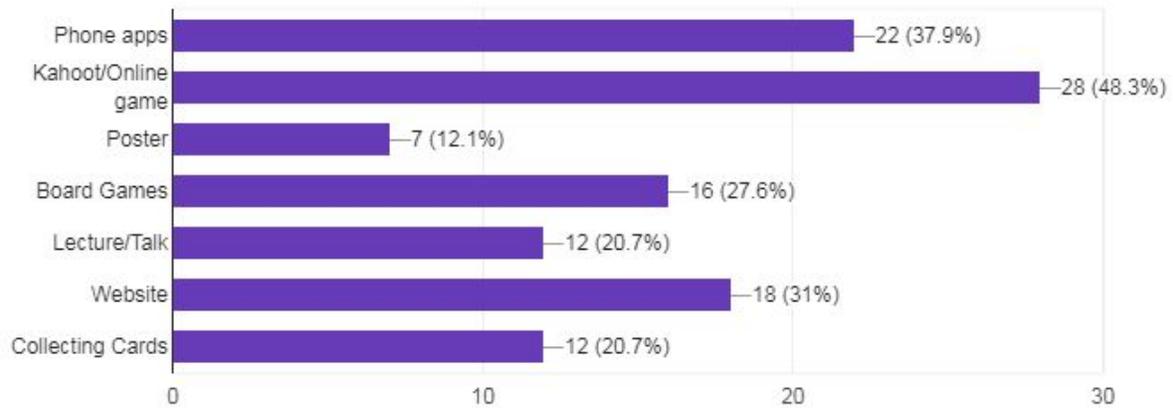


We asked if our project idea might be able to help them and there was 70.7% feeling that our project was able to somewhat help them.

### 3.3 Resource development

How would you like us to educate you on people who made great contributions to the world?

58 responses



We continued the survey asking for what kind of learning resources they wanted. We decided to choose phone apps as well as kahoot/online game. We also decided to create a learning package of a slideshow consisting of the people and websites we have compiled. We also created an instagram page to gather more attention to our learning resources.



-Instagram account used

### **3.4 Pilot Test**

We had held pilot tests from 10-11 June, 20 HCI students participated in our pilot tests. While some had positive responses, there were many constructive criticism given out towards our project.

Feedback				
Felt that I learnt more information- James Soo 2P2	Less reading would be nice- Hao Xuan 2A2	Can put into point form with the important key words much better- Phua Jun Kai 2A2	Do not list out every single thing instead just explain all the points instead- Lee Yin Lok(Sean) 2A2	Add more links to other websites but overall well done!-Kohlmann Lee 2A2

#### **4 Outcome and discussion**

As we have received much criticism about our project we decided to add more questions to our app as well as more links to our resources and place important parts in our resource package only. We had a final pilot test on the 10/8/18 to see how our project was felt and to obtain more comments. This pilot test was retaken by some of the people who did the first pilot test and others who were taking this for the first time. This pilot test was not held only to HCI students this time but students from other schools as well.

Feedback				
Wide range of diversity ranging from Asia to America!-Ryan Tan 2A2	Much Better! Important points listed out only- Phua Jun Kai 2A2	Interesting project, I might want to read in my free time.-Cherri	So many leaders listed out in the project- Aaron	Many links to various websites with helpful description of it. Leaders' background are listed in short points-Jerome

## **5. Conclusion**

### **5.1 Henry Soo Reflection**

Project The Educators was not a smooth-sailing project for us. We encountered many problems and obstacles we had to face. The project required many months of researching, coding, posting. This project journey caused us to obtain large amounts of skills. Creativity was a main skill that we had to use when in the first part of our project, we had to find a subject that was needed but yet not done. We also needed to find a way to ensure that our project was different from other organisations and projects. At the start only half of the group understood the skill of researching, it was important as we had to compile the people who made a difference. By the end of the project, all of the members had learnt the skill of researching. Patience was needed for our group, all of the members were student-athletes and we had rigorous training schedules which made it near impossible to arrange meetings. One of the members was always overseas at competitions which made it frustrating for other members as they had more workload with his absence. Teamwork was paramount, the member who was always overseas was handed many months long work of coding the app while the rest handled the rest of research. Perseverance was a vital part of the project we often hit walls as we were unable to find leaders of certain regions and we were frustrated. Eventually thanks to our perseverance and hard work we always managed to pull through.

### **5.2 Lu Kiat Reflection**

After this six months of IS, I have learnt many things. However, two very important things that I have learnt is the importance of good time management and that I must have a sense of urgency. My group and I did not make full use of the June holidays and we had to rush a lot of work in the months of July and August. This led to the Mid-term evaluation being substandard. Even though there were a few flawed aspects of our IS, I do feel that our group, despite our bad time management and us having no sense of urgency, have tried our best in this IS and we have also learned from our mistakes. Finally before ending my reflection, I would like to thank my leader, Henry, for being a responsible and able leader.

### **5.3 Rui Xiang Reflection**

Through this years IS project, I have learnt and improved in many ways. Some of the things that left a deep impression on me was how our group struggled but still managed to make ends meet. At the start of the year, we did not have good time management and had a few mistakes in our project. This was also the result of us not meeting up with our mentor often. However after that experience, all of us started doing our part, enabling our project be better prepared than it was in proposal round. We each took up individual roles and, thanks to our leader's constant reminders, were able to improve our project by a lot. Through this whole experience, I have learnt the importance of communication, responsibility and good time management. For teamwork to occur, we each have to understand one another's role. So that we can progress together, as a group.

### **5.4 Caleb Yong Reflection**

I have learned many things from this project, and working on this project will definitely be one of my most memorable experiences in high school. For starters, I have learnt that I should not make excuses for myself even if I'm busy with external competition. I made my teammates do extra work to cover for me, and for that I am truly sorry. However this project I believe is a truly meaningful one, which can also help people interested in history to learn more about the great leaders of this world, past and present. I am truly grateful to be able to work on this project with my friends and I hope that all future projects will be as meaningful as this one

## **6 Acknowledgements**

We would like our extend our gratitude and our heartfelt thanks whom of which without them, our projects will not have been a success.

Ms Shanti and Ms Choi for their advice and suggestions to our project.

The various students who helped us by participating in our pilot tests

The various websites and organisations that had provided us with research to collate for our

project.

## **7.References**

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## **Images**

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