

## **CAT 4 RESOURCE DEVELOPMENT**

### **NERF TERRORISTS**

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## **Abstract**

NERF terrorists is a NERF gun activity which aims to teach Secondary 1 to 4 students on how one should react in the case of a terrorist attack. By allowing our participants to enact as the terrorists in our activity, it shows them how a real terrorist could act. Through this activity, our participants learnt the right measures they should take in the event of a terrorist attack. In order to allow this activity to be reproduced by others, it also includes a guidebook, which shows how to repeat this activity on their own with some reminders of how one should react during a terrorist attack.

## **1 Introduction**

Project Nerf Terrorist is a project group consisting of four members, our leader Jireh , Chen Xu, Zhi Xiang and Clarence . Our project aims to deal with the rising threats of terrorism across the globe, which may negatively affect the Little Red Dot that we live in. Our project incorporates various elements into consideration, such as that of enjoyment and necessity.

### **1.1 Rationale**

Terrorism is on the rise. Over the years, countries around the globe have worked together to combat terrorism. Singapore has been safe due to good security measures that were taken by the government. However, such national security should not be taken for granted. This is especially important for the generation of Singaporeans who have not faced violence, unrest, and disruption to order. Quoting PM Lee, "It is not a matter of if, but when, that an attack will take place here." It is important that Singaporeans must remain vigilant and be aware of their surroundings and we believe that such habits should be cultivated since young, hence our aim is to raise awareness and educate these teenagers about terrorism.

### **1.2 Objectives**

- Raise awareness for the issue on terrorism

- Allow teenagers to be mentally prepared and ensure that they are well-informed about the threats of terrorism and allow them to play a role in anti-terrorism

### **1.3 Target Audience**

- NCC cadets
  - Easily impressionable at this age
  - Important for teenagers who have not entered the army to understand the importance of preparing for crisis and that they can play a part in keeping Singapore safe
  - In line with NCC's focus on understanding the role of the Singapore Armed Forces.
  - Uniformed Groups have been identified as the ideal platform to spread awareness, thus, we wanted to find fun ways to help inculcate better values.


### **1.4 Resources**

- Guide Book
  - Guide package to understand terrorism
  - Purpose, rules of the activity
  - Raise awareness
- Informative video
- Anti-terrorism package
  - Terrorism simulation
  - Terrorism lesson

## **2 Review**

- Research led by Associate Professor Manu Kapur from the National Institute of Education (NIE) found that students learn better when they "play" with ideas before being taught.
- It has become a catchphrase that applies to preschoolers and teenagers
- Play is a very powerful learning mechanism, it involves challenge, frustration and failure
- Thus, in our project, we add the element of "fun" into our resource package to promote better learning and better awareness on the topic of terrorism

### **2.1 Comparison Review**



**Hotels. Trains.  
Marathons. Concert halls.  
The attacks are vicious.  
Lives are claimed.  
Fear is bred.**


**What next? Where? Singapore?  
It is no longer "if" but "when".**

**This war against terror cannot  
be fought by the security agencies  
alone. How do we guard against  
attempts to weaken our resolve  
and divide us? How can we keep  
our city safe and secure together?**

# GUARDIANS OF THE CITY

- Guardians of the city
  - Our lesson package provides more hands-on experience for students, hence more attractive and appealing to students as compared to a card game
  - Our lesson package for NERF is more large-scale (more participants) and there is a possibility of an inter UG collaboration

### It's War!




**Casual Fun Game**

**Casual Fun Package**

Gather your friends for a quick casual Dart War NERF Gun Battle gathering! Bring up to 20 pax at a flat rate!

Casual Package for 1 hour = SGD 350  
Casual Package for 1.5 hours = SGD 500

**PREMIUM**  
Leadership, Bonding, Teamwork



**Team Building**

**TeamBuilding Package**

Our Dart War NERF Gun Battle team-building programs are specially designed with a strong team element, so that players have to work as a team in order to succeed!

- Team-based challenges

- Dart War SG

- Offers Nerf Gun battle services for casual fun
- Does not incorporate any skills that are applicable in real life
- Expensive - \$350 per hour.

### **3 Methodology**

Our group's methodology follows that of necessity and includes the elements of "fun" and "enjoyment" into our consideration in the process of designing the resource packages

- Ensures that resource package fulfils objectives
  - Whatever is being created is relevant to our original intended outcome
- Collaboration with NCC HQ & River Valley NCC
  - Ensures that all target audience will be informed appropriately
  - Allows a greater range of participants for the nerf gun activity

#### **3.1 Needs Analysis**

##### **Question posted in the survey to NCC Cadets**

- Are you familiar with terrorism?
- Do you know the role you play in the fight against terrorism in Singapore?
- Do you know what is the significance of anti-terrorism and what impacts will it make in keeping our country safe?
- Would you like to learn about terrorism through a NERF gun activity?

#### **3.2 Survey Results**

Through our survey, we inferred that majority of NCC cadets are not very aware and do not fully comprehend the necessary procedures in a case of terror attack. They underestimate the threats of terrorism on our society and are ill-informed on their roles in the fight against terrorism.

#### **3.3 Development of resources**

- Guide Book
  - Contains information of anti-terrorism NERF simulation that is intricately designed to provide thorough explanation of rules
- Informative Video
  - Video contains information on terrorism that are carefully sourced from various reliable sources
  - Vetted by a Social Studies teacher, thus proving the validity of the information regarding terrorism.

Video: <https://www.youtube.com/watch?v=GG-CNbNfvAQ&rel=0>

- Anti-terrorism package
  - Nerf game simulation
  - Laser tag simulation
  - When designing both simulations, we considered the possible learning points of both simulations and the elements of fun for both simulations.

### **3.4 Pilot Test 1**

- We conducted Pilot Test 1 involving students from both Hwa Chong Institution and River Valley National Cadet Corps.
- Aim of Pilot Test
  - To create a more realistic environment for the activities, we included students from River Valley High in our Pilot Test such that participants get the chance to work with strangers, since in a terrorism scenario, one cannot assume that they will be with familiar faces
- Products and packages involved
  - Anti-terrorism package
    - NERF game simulation whereby participants learn the necessary measures and actions to take in a terrorist attack
  - Guide book
    - Contains the necessary information on the rules of the anti-terrorism game and on terrorism
  - Informative Video
    - Important information on terrorism

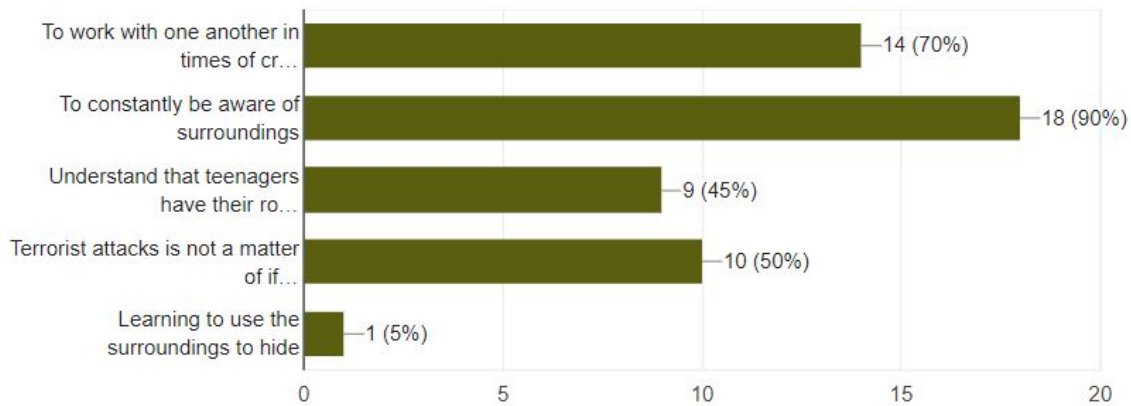




- Outcome, feedback and reflections
  - Conducted a survey and received 95% positive results
  - 90% of the participants learnt the importance of remaining vigilant
  - 70% of the participants responded that through this activity, they were able to understand the importance of teamwork
- AFIs and reflections
  - Improvements in allocation of time
  - Video can be more focused on Singapore

After conducting pilot test 1, we reflected on the shortcomings of our resource package, in the video and the activities. We decided to conduct a second pilot test with a reworked video, booklet and the addition of a Laser Tag Activity.





### 3.5 Pilot Test 2

- We conducted a second pilot test which involved participants from National Cadet Corps of both schools.
- Product and packages included
  - Laser Tag simulation
    - A newly designed laser-tag activity which allows for participants to acquire necessary skills and knowledge to react in various emergency situations.
  - Guide book
    - The reworked guide book contains more in-depth information on the rules of the anti terrorism game and on terrorism, and a fresh new design to better appeal to our target audience
  - Informative video
    - Important information on the topic of terrorism
    - New narrations and less wordy



- Pilot test 2 serves to make up for shortcomings of our Pilot Test 1 and to perfect our products
- Reaffirm the purpose of our project
- It is an important stepping stone for any final developments for our group.
- We conducted surveys after the Pilot Test 2 to collate constructive feedbacks and suggestions which were incorporated into our products.

#### **4 Outcome & Discussion**

Although the project received largely positive feedbacks in Pilot Test 1, a decision was made to rework the video and guide book to provide more specific details. The simplistic phrasing of keywords can better appeal to our target audience and allow for easier comprehension. We also decided to add a second Laser Tag Simulation on top of the first NERF Simulation, which is crafted to suit the methodology and aims of our project. The Pilot Test 2 was a platform for us to test out our newly reworked Video, Guide Book as well as the newly added Laser Tag activity. Our final products include the Guide Book, Video, Laser Tag simulation and the NERF Simulation. The positive feedbacks

and outcomes of the Pilot Test 2 is a reflection of the role our project played in the broadcasting of anti-terrorism information to our target audience.

Therefore, our project has planned to reach out to NCC Singapore Headquarters to allow our packages and products to reach an even greater audience and play our part in the fight against anti-terrorism. Despite awaiting response from NCC HQ, we are certain that it will be of great benefits to both the organisation and the nation.

## **5 Conclusion**

Project NERF has been a difficult project to undertake as full development of the project required many hours of careful development and pilot testing of the many products and packages. The group has managed to develop critical thinking skills and keen observations through the development and carrying out of the project. The products and packages of this project will undoubtedly bring benefits to the society.

## **6 Acknowledgements and References**

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