

CATEGORY 4 RESOURCE DEVELOPMENT

Group ID 4-098

CALL OF CULTURES

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ABSTRACT

It is important to preserve and remember cultures, but people, specifically students, do not really know about the cultures of different countries, even the ones that are right beside us. Students are too busy or lazy to learn countries' cultures, and most of them do not know much about them, even the ones right beside us, or even our own country! At this rate, many cultures that have been passed down for generations might not even be known or become lost as nobody actually knows them well. It might start by forgetting tiny things, like the ingredients of traditional dishes or the date of a cultural festival, and it would lead to the tradition or even the culture being forgotten, especially our own Singaporean heritage. We aim to start educating students about the ingredients, history and details of the food of cultures, which even some do not really know about so we can eventually educate them about the whole cultures and ensure it is not forgotten but can be passed down from to the younger generation. Despite knowledge being known on the internet, people might not remember to search it. Even so, there will be little known TRULY about the heritage behind it, as people will probably search for the recipes only.

1 INTRODUCTION

1.1 Rationale

Cultures around the world are very important as it reminds us of our ancestors' way of living which is a very important part of history. Yet, nowadays, due to the technological revolution everybody is now more focused on gaming or chatting with friends and family while no one bothers to search up or ask about their country's cultures. They will not be very familiar with the cultures and might be more hesitant to go to other countries because of the unfamiliarity of the country and lower cultural acceptance of other countries. The outcome is that we might forget other countries' cultures or fail to accept and understand them because we do not know them well. It will be disastrous either way, and we aim to prevent this.

We created a poll at the start of the year and sent it to secondary school students, mostly secondary ones, which had some questions about the cultures of Singapore and other asian countries, especially Southeast asian countries and to our surprise, most students actually got many questions wrong! Although most knew the questions about Singapore, it was only about half of them. Less than half the participants scored 50% in the poll. This just goes to show that the younger generations are forgetting about all the important

1.2 Objective

The goal of this project is to

- Raise awareness for cultural heritages of countries, specifically their food as it is a starting point
- Educate youngsters about the cultures
- Allow more people to appreciate the cultures

1.3 Target Audience

The target audience of this project is mainly secondary one school students as at this age they are more receptive to information and also have more free time compared to other secondary school students.

1.4 Resources

Quizizz

- Asean:
<https://quizizz.com/admin/presentation/60eedb424ee247001bbbd3cc/asean-food>
- Korea:
<https://quizizz.com/admin/quiz/6103fcd128b39a001eb637f8/korean-food-culture>
- Japan:
<https://quizizz.com/admin/presentation/60fbbd10e487b5001d274e8a/the-japanes-e-foodies-contest-call-of-cultures>

2 Review

Current online resources are SLS packages that teachers might put up as an assignment. Despite the packages probably being available at the 'MOE Library' where it can be obtained, students are usually uninterested and would rather not spend their time on it. Google can definitely provide resources on websites, but most of them are not fitted for students as it is not really suiting current students preferences. Current student preferences include quizzes, games, interactive excursions. Again, the current quizzes have to be searched up and students might find it hard to find. Although our quiz might also take time to find, it is more attractive and appealing towards students and it is more entertaining than SLS, as the platform we use is one where many people can access and can be used as a live game during lessons given its fast-paced and mildly competitive nature.

3 METHODOLOGY

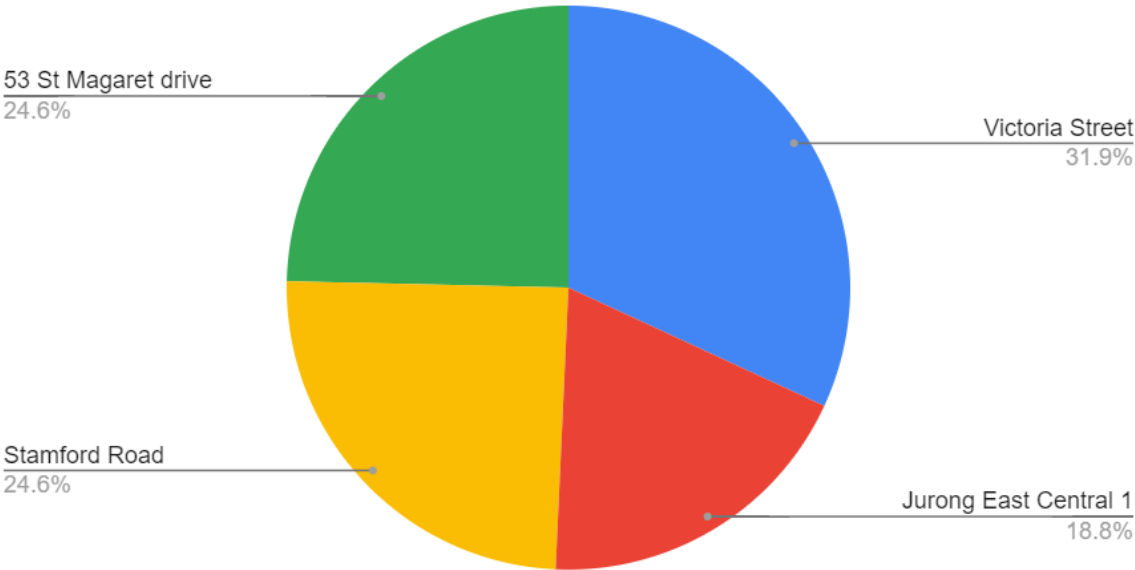
3.1 Needs analysis

A survey was conducted to find out more about the student's understanding of the importance of cultures. It has been found that out of the ten questions about iconic cultures in ASEAN, the average of the number of questions that were answered correctly by participants was an astonishing 3.6, which is very low.

*We later on switched to focusing on a point of culture, which is food, instead of many others which included clothing, architecture and festivals.

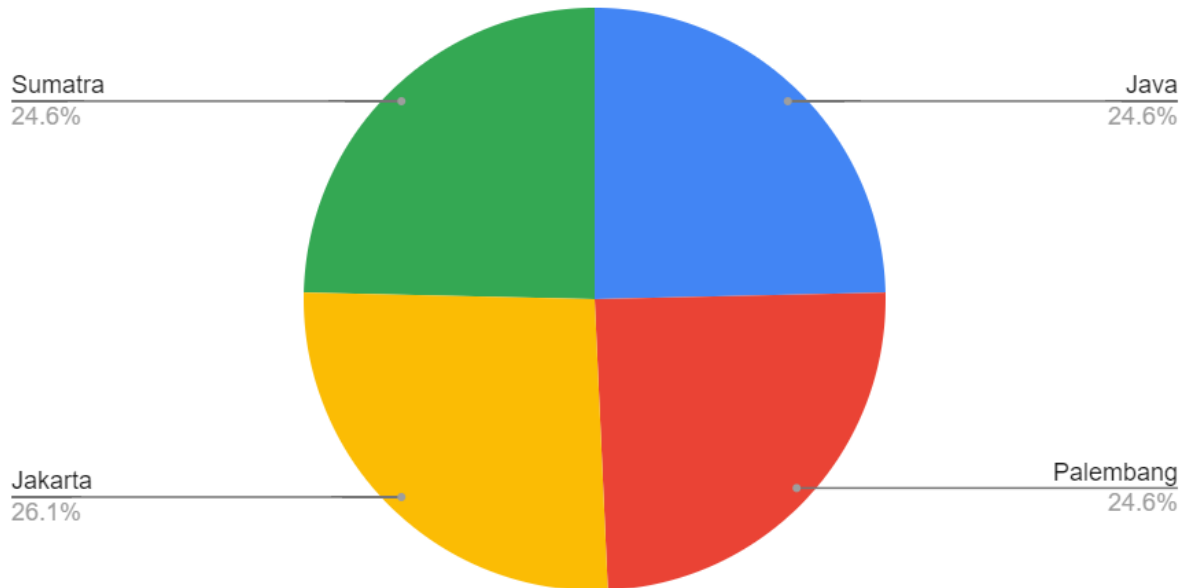
Where is Singapore's old national library located at?

Correct Answer: Stamford Road



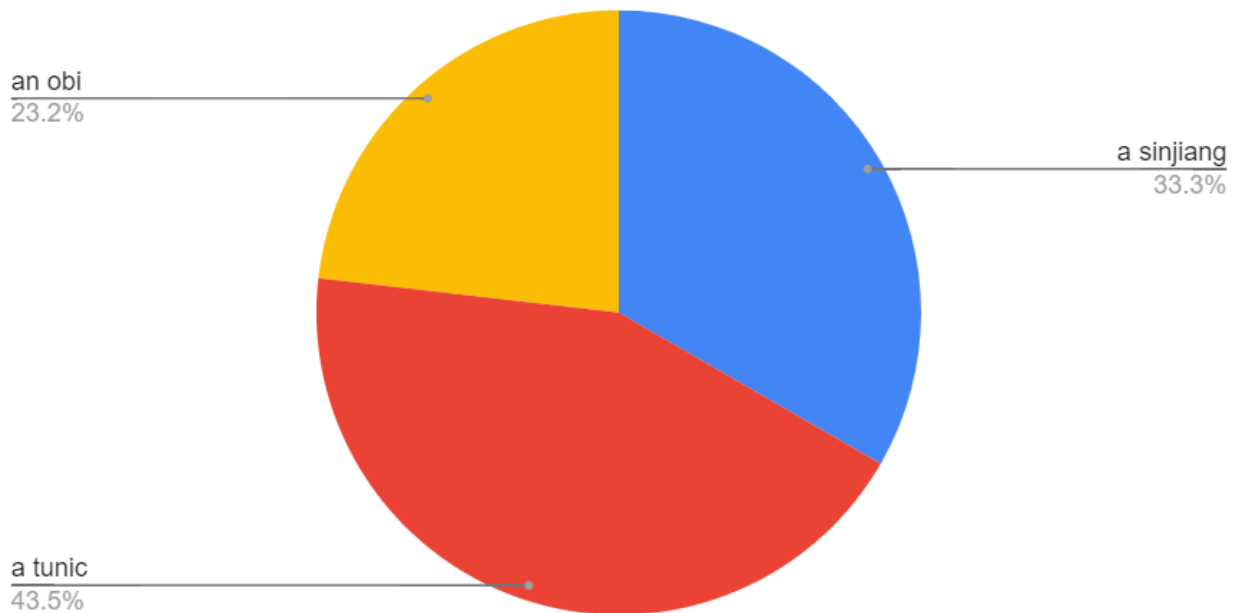
Where did the beef rendang originate from?

Correct Answer: Sumatra



What is the Baju Cara Melayu worn with?

Correct Answer: Sinjiang



The average percentage of correct questions per responses and questions is 30% (rounded to the nearest whole number), and most must have gotten lucky at choosing

As you can see, the number of people who actually have knowledge of the cultures of different countries are very few and we aim to educate them using the quizzes we created.

3.2 Development of resources

We researched extensively online to learn more about various iconic landmarks of locations throughout the world like Japan, ASEAN, and Korea to create a quiz about their special foods.

3.3 Pilot test

The pilot test was rolled out in 3 phases. We created a different quizizz for each country and sent them to our friends.

For each quizizz they gave certain remarks after finishing. For the quiz they all feel that it is actually very meaningful and also is effective in educating them about the various cultures. They also wish for us to create more of this quizizz as it is a meaningful way to spend their free time.

4 OUTCOME & DISCUSSION

Through the remarks, we have concluded that our project was a success as it manages to engage our friends' attention and also teaches them about the traditional food of different countries, effectively by testing them on the question and then giving them an explanation about the food of the countries. We hope to be able to use this to teach students about the cultures of different countries so they are more familiar with them.

5 CONCLUSION

In conclusion, this project was really interesting as we also learnt more about the project. It also highlighted to us how little knowledge we know about the cultures of different countries, and thus allowing us to know more and understand cultures better. We felt proud that we could make a gamified version of a mini “worksheet” to help more students understand more about the cultures in the world and the importance of knowing these cultures.

6 REFERENCES

https://en.wikipedia.org/wiki/Korean_cuisine
<https://matcha-jp.com/en/2593>