

2023 Year in Review

A partner of choice for community-based arts and creative education for cultural sustainability and placemaking

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Key Initiatives

1: The Launch of Bansan Board Game
2: CLAP with Arts-ED! A Resource Portal for Educators

3: Creative Arts Education for Children- Gempak 100

4: Jelajah Harmoni Seberang Jaya

5: Developing a Teachers' Guide on Global Citizenship Education

Meet the Team



The staff team served as the main coordinators to lead and support all the initiatives of the organisation. Community-Engaged Arts Mentorship and Community-based Arts and Culture Education for Youths in Gempak 100: Aida Redza, Tan Lay Heong, Liu Yong Sean, Kausalyaa Sugumarin, Low Zhi Kai, Nurul Shahira binti Jamalluddin, Amanda Chin
Chen Yoke Pin - Senior Manager Ooi Win Wen - Programme Officer Siti Nur Amirah - Programme Coordinator Nurul Shahira binti Jamalluddin - Programme Coordinator (January 2023, moved to Project-based) Amanda Chin - Intern

Project Team	Community-based Learning Action Portal (CLAP): Towards A Journey of Harmony Portal: Josephine Chan, Charis Loke, Ezrena Marwan, Boh Jun Kit, Teo Eu-Gene, Yew Souf, Anna Tan Advisors and input: Janet Pillai, Molly Lee, Toh Lai Chee, Tan Pek Leng Programmes: Khor Boh Ling, Chong Kwang Yew, Josephine Chan, Frencis Wong, Zul Harris, Jocelyn Tan Bansan Board Game: Goh Choon Ean, Charis Loke, Stephanie Kee, Tan Chun Feng Global Citizenship Education Curriculum Development and Integration (GCED CDI) Project in Malaysia: Toh Lai Chee, Thenmolli Gunasegaran, Josephine Chan, Molly Lee, Janet Pillai Jelajah Harmoni Seberang Jaya: Paul Gerarts, Soonufat Supramaniam Jocelyn Tan, Lim Pei Fang Khor Boh Ling, Mu Ling Chong Kwang Yew Kausalyaa Sugumarin Angeline Lee CE Tan Laila Abdul Razak Abbey Thangiah
Committee (2022-2024)	Abel Benjamin Lim, Heng Zhi Yee, Koh Aun Qi, Ang Ban Siang, Goh Choon Ean, Loo Que Lin, Wan Atikah Wan Yusoff
Patron	Prof. Tan Sri Dato' Dzulkifli Bin Abdul Razak

Collaborators, Partners, and Funders





















Community members from the nine houses of worship of Seberang Jaya, Tai Pak Kong Temple, Masjid Kapitan Keling, COEX

Aunty Ati, Mr. Lee, Madam Evelyn, Abdul Kader and Haja Mohideen, Mr Wong, Oh Chin Eng, Zoe Yong, Evan Cheah, Tan Sueh Li, Louie Lee, Radziah Othuman, Charlie, Jamie Tan, Celine Ng, Joel Tan, Jun Kit, Rupa Subramaniam, Melissa Chan, Koh Qiu Ying, Wen Hong, Brandon Kam, Choy Yu Ping

...and many more contributors who supported us in various ways.

Community-based Arts and Culture Education for Youths - Gempak 100

Supported by

Penang Education Council (PEC), Pertubuhan Komuniti Penduduk Jalan Sungai (PKPJS), Sekolah Rendah Tan Sri P.Ramlee







Continuing from the Gempak 100 project in 2022, we kickstarted the year with the Nur. Light. 光 Project. We led the young participants from Flat Projek Perumahan Rakyat (PPR) Jalan Sungai to explore the significance of light in their community through the communal tradition of star lantern making for Hari Raya. Together with their parents and other community members, the participants learned to make their own star lanterns, and some of them even taught others to do so. They also learned more about the significance of this craft through interactions with other community members of different generations. Watch

this **video** on the journey of the lantern making.

Expanding from only concentrating on the Flat PPR Jalan Sungai, Arts-ED collaborated with Sekolah Kebangsaan Tan Sri P. Ramlee, a school near the Flat PPR Jalan Sungai, to organise **Sungai Pinang Kita** towards the end of 2023.

This edition of Gempak 100 sought to encourage intercultural exchange between participants from the Flat PPR and the community of Sungai Pinang. A total of 34 youths from the Flat PPR Jalan Sungai and pupils from SK Tan Sri P. Ramlee participated in two creative workshops: Creative Movement – Gerak Tari: Rasa Sungai Pinang and Visual Art – Kotak Seni: Hin Bus in a Box. The workshops led the participants to first map the assets surrounding the school, explore local food stalls, and the food-making process as well as the past, present, and future of the historical Hin Bus Depot, respectively.







Community-based Learning Action Portal (CLAP): Towards A Journey of Harmony

supported by Yayasan Sime Darby



A culmination of Arts-ED's past projects and ongoing experiments with the Community-based Learning (CBL) methodology, the Community-based Learning Action Portal (CLAP) is set to be launched in June 2024! From how-to guides to sample projects conducted by other educators, CLAP provides a range of free resources to inspire and prepare educators to incorporate CBL into their own classrooms to promote responsible citizenship.

Catch a sneak peek of CLAP

To initiate the portal, we have chosen two of our **student programmes** in George Town to further improve the programme, strengthening it from the perspective of global citizenship education. The two themes are George Town's multicultural and early settlements and sustainability of traditional trades. A total of seven schools participated in this experiential education programmes which allowed students and teachers to participate in CBL first-hand before the portal's official launch.

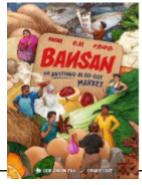
Read our latest blog update, <u>You, Me, and George Town's Stories</u> to learn more about the student programmes!

Besides, we have conducted **workshops and talks** for teachers and educators to promote CBL as a teaching and learning methodology and garner more interest in using this method in their teaching and learning contexts.



Bansan Board Game

designed by Goh Choon Ean, illustrated by Charis Loke and co-produced by Arts-ED







Launched in July 2023 at Chowrasta Market, Bansan has since been featured in various festivals and events and played by over 6,000 people all over the world through online and retail sales, board game events, festivals and interactive programmes locally and regionally. With the aim of celebrating years of work with local markets, Bansan is produced to serve as a form of documentation and representation of Southeast Asian local market practices and values.

Inspired by the vibrant atmosphere of the local wet markets, known as **Bansan** in the Northern Peninsular Hokkien dialect, players assume the role of market vendors engaging with wholesalers and customers.

Read more about the stories behind the creation.

Rasa-Rasa Pasar Experiential Programme Watch Rasa-rasa Pasar Video





Along with the launch of Bansan, we introduced a new experiential programme that combines playing the Bansan board game with a three-hour market exploration activity. During the exploration, participants have the opportunity to engage with market vendors and visitors, create stories about the people, food, and practices in local markets, and ultimately build their own Bansan card. We piloted it at different markets in Penang and Melaka, and aim for the programme to be used alongside the game play session in other local markets in the country to enable participants to explore the people and stories of their own markets in greater depth.

This is the second board game with a local culture theme after Kaki Lima, and the responses are encouraging

because they reflect the diverse backgrounds of people, such as families of all ages, school teachers, gamers, etc.

KEY INITIATIVE 4

Global Citizenship Education Curriculum Development and Integration (GCED CDI) Project in Malaysia

Supported by <u>UNESCO Asia Pacific Centre for International Understanding (APCEIU)</u> in partnership with Ministry of Education (MoE) Malaysia







Arts-ED is the implementing agency of the <u>Global Citizenship Education Curriculum Development and Integration (GCED CDI)</u> Project in Malaysia. We have been working closely with a team of researchers, GCED experts, and teacher practitioners to co-develop a Teacher's Guide to Understanding and Practising Global Citizenship Education (GCED) in Primary School, specifically targeting Year 4, 5, and 6. The Teacher's Guide aims to enhance teachers' understanding of GCED and encourage its application within and beyond the classroom through creative ways of teaching and learning.

A working committee, technical committee, and an advisory team were formed with various departments of MoE to coordinate and co-develop the guide. In 2023, a baseline study was conducted to **identify the status and practices of GCED in Malaysian primary schools based on GCED elements introduced** either in the curriculum or through initiatives directed by MoE or external agencies. Toh Lai Chee and Chen Yoke Pin attended the partners' meeting conducted in Seoul, Korea (October 2023) with other countries' curriculum developers to learn more about how other countries work in localizing GCED.

Jelajah Harmoni Seberang Jaya

In collaboration with Penang Harmony Corporation (HARMONICO)

Arts-ED designed an experiential learning programme that engages youths to explore the diverse religions and cultures in our society by focusing on the Street of Harmony Seberang Jaya, where nine houses of worship are located side by side.

Through an 11-months' journey, we developed the programme based on field research and community input, trained a team of 11 facilitators, and conducted 9 sessions with over 130 youth participants from diverse backgrounds. We look forward to HARMONICO bringing the programme to more youths, cultivating a deeper understanding and appreciation of cultural diversity in the coming years.

Read more about Jelajah Harmoni Seberang Jaya.







NETWORKING & EXCHANGES

We have continued to connect with local, national and international groups, through talks, workshops, study trips and exchanges in the area of using creative tools to engage with various communities.

Among the groups whom we crossed paths with are:

- ADUN Machang Bubuk
- ARUS Academy
- Gamot Cogon Waldorf School
- Faculty of Arts and Social Sciences, University of Nottingham
- Fourth Media Sdn Bhd
- New Village Vision
- Penang Chinese Girls' Private High School
- Society of Young Social Innovators (Thailand)
- The Habitat Foundation
- The United Chinese School Committees' Association of M'sia
- Visual Arts Faculty, Singapore Arts School Ltd
- The Bendahari, Melaka
- Origame, Singapore
- Pay Fong High School, Melaka

MEDIA HIGHLIGHTS





The Star Metro

Bringing joy with 100 star lanterns

Date: 29 April 2023

At the workshops, the children not only learned simple craft-making but were also encouraged to learn about the significance of light in the community by interviewing older residents and exploring its symbolism.

With a deeper understanding on the meaning of light, the children also dedicated special messages to community members in each of the lanterns they made.

Click **here** to read the article.

Options



The Options

New Malaysian board game Bansan is inspired by local markets

Date: 7 June 2023

"What's important for people, young or old, is being able to see their culture represented in the media. Games are a form of media and it's rare to see your local market documented accurately. So, as much as possible, we've tried to stay true to how Malaysian markets are set up."

Read more of the article



Galeri Mandarin 前线视窗

五脚基和湿巴刹里的桌上乐趣

Date: September 2023

Walking through the narrow five-foot-way and the bustling wet market, you will be immersed in the rich atmosphere of Malaysian culture. These two places are not only part of the cityscape, but can also serve as inspiration for board games.



穿越狭窄的五脚基和热闹的湿巴刹,你会置身于马来西亚文化的浓厚氛 围中。这两个地方不仅是城市风景的一部分,也可以是桌游的灵感来源。 Click here for full video



HARMONIZING THE STREETS FOR YOUTH

Jelajah Harmoni: Exploring the Meaning of Harmony through Community-Based Learning



Sang Saeng Magazine

Harmonizing the Streets for Youth Jelajah Harmoni: Exploring the Meaning of Harmony through Community-Based Learning

Date: 2023

Yet, in order to promote global citizenship, it is important for the youths of Malaysia to learn about the culture and religions that surround them and shape their everyday lives-more so when such knowledge is so easily and readily accessible.

Click **here** to read the article.