



Greenwood Primary School



NIQC – Pupils
Project Synopsis

P2 Integrative Project Work: A New Mascot for Jurong Bird Park

This project requires pupils to choose a suitable project by applying the 2 Thinking Systems and 4 Micro Skills that they have been taught. The objectives of this project work are to nurture lifelong learners and encourage independent learning in pupils, equip pupils with the opportunity to synthesise knowledge from various areas of learning, and critically and creatively apply it to real life situations and develop pupils' competencies in terms of curiosity, confidence and cooperation which are the 3Cs competencies.



P2 Integrative Project Work : A New Home for Hummingbirds

Currently, visitors at Jurong Bird Park did not have an enjoyable experience because the birds are kept in enclosures and visitors can only look at them from afar.

Using the 5-whys, pupils identified the root cause and brainstormed on the suitable birds to be placed in the new enclosure. Next, they conducted a survey to decide on the chosen bird. They carried out a research on the habitat of the hummingbird, which is the most popular bird based on the survey. Using the thinking skills such as 6 Thinking Hats, Criteria Setting, Decision Making and Evaluation, pupils designed a new home for the hummingbird.

Through this project work, pupils carried out independent learning, used the various thinking skills for problem solving and developed their competencies in terms of curiosity, confidence and cooperation.



Celebrating O.W.L.E.T.S Carnival – A Skee Ball Booth (Fund Raising Event)

Adopting the Problem-based learning approach, we were given the task by the school to decide on the types of booths we would like to set up as part of the annual school carnival.

Throughout the 2 weeks of project work, we are provided with ample opportunities to make use of decision making tools and thinking skills that were taught by our teachers to help us make sound decisions and plans to solve the authentic problem that have been given to us by the school.

The differentiated and experiential activities that we are engaged in i.e. creating a product during project work also helped us develop greater self-aware by uncovering our personality, strengths and aptitude.

The funds that we collected from the booths that were set-up during the carnival will then be donated to the Sree Narayana Mission Home.



Celebrating O.W.L.E.T.S Carnival – Minion Bowling Booth (Fund Raising Event)

Adopting the Problem-based learning approach, we were given the task by the school to decide on the types of booths we would like to set up as part of the annual school carnival.

Throughout the 2 weeks of project work, we are provided with ample opportunities to make use of decision making tools and thinking skills that were taught by our teachers to help us make sound decisions and plans to solve the authentic problem that have been given to us by the school.

The differentiated and experiential activities that we are engaged in i.e. creating a product during project work also helped us develop greater self-aware by uncovering our personality, strengths and aptitude.

The funds that we collected from the booths that were set-up during the carnival will then be donated to the Sree Narayana Mission Home.





Student Leaders Project - Good Neighbours, Better Communities

The objective of our project is to promote good neighbourliness among the residents living around our school.

Through a collaboration with HDB, we have planned various engaging activities for our participants.

In the process, we became leaders of character and uphold the school values of being gracious, responsible and enterprising as we take ownership in taking action, promoting awareness and being an advocate in promoting good neighbourliness.

ACM Enchanting Learning Experience – Jali Screen Gallery

This project is collaboration between the Asian Civilisation Museum (ACM) and Greenwood Primary School. The purpose of this collaboration is to create opportunities for Primary 3 pupils to experience visiting the museum with their parents. This gives pupils and parents a chance to bond together while appreciating art as a family.

Our team is made of 5 girls from Primary 5. We are, Vinathi, Casmine, Natasha, Qazzandrav and Safirah. Using the Design Thinking Skills and various other thinking skills we have learnt during Project Work, we designed and created engaging activities for our Primary 3 pupils and parents.

Our team was assigned to the Jali Screen Gallery found in the Asian Civilizations Museum. Our project allowed our audience to not only learn more about Jali Screens, but to bond together while appreciating art in the museum.



Healthy Elderlies, Happy Hearts

The Healthy Elderlies, Happy Hearts (Gotong Royong) carnival aims to ensure the concerns of residents in the neighbourhood pertaining to active ageing as well as clean and green Singapore are met. Using the Design Thinking method, we interviewed the elderlies to find out what areas of concerns they have and developed innovative and useful solutions to meet their needs. The project was made more meaningful as we got to make a positive change to issues that we cared about in our community. This project truly allows us to meet the objective of the school's Lifelong Learning program, We are THinking, Inventive and Zealous KidZ to serve the community.



Intergenerational Learning Programme – Having Fun with Ceramics

Intergenerational Learning Programme is part of our school's Lifelong Learning Programme, WHIZZ. The aims of this programme are to promote intergenerational bonding and interaction among the elderly and the younger generation and lifelong learning among the elderly. The school started this programme in 2014. The programme was initially designed by the teachers and was supported by student helpers. This year, a group of 5 students were tasked to design the programme for this Intergenerational programme. Together as a team, the team conceptualised and conducted a 4-session Ceramics Making activity to help foster stronger bond between the elderly and the young.

