REAL Time Programme 2020 REAL Time: Helping Prepare Your Children for the Real World REAL Time is a weekly programme we have introduced to all our students from Year 1 to 9 to develop real world skills.

PERMAS JAYA CAMPUS						INTERNATIONAL				
LEVEL	YEAR 1	YEAR 2	YEAR 3	YEAR 4	YEAR 5	YEAR 6	YEAR 7	YEAR 8	YEAR 9	
Digital Technology Skills	Robotics Challenge 1 In 8 weeks, students will be able to program a coding robot (Terobot) to perform simple tasks such as dancing and completing a basic obstacle course. Through simple block coding, students will develop a programming in programming.	Robotics Challenge 2 In 8 weeks, students will be able to program a coding robot (Tacobot) to perform intermediate level set tasks such as moving an object, and playing a simple football game.	Augmented Reality and Green Screen Challenge in 8 weeks, students will produce a news broadcast involving 3D or trust objects (augmented reality) and green screen filming. Students will explore how new world technology can change the face of broadcasting.	Stop Motion Animation Challenge In 6 weeks, students will produke a stop-notion animation based on their originally-developed storyboard. This firmmeling technique will also include students building their own backdrops and props.	Youtube VLOG Challenge In 6 weeks, students will learn the basic tools to become orifine influences by creating their own Youtube VLOG presenting stories from their school community.	Web Design Challenge In 6 weeks, students will create a website as part of a digital marketing campaign for a school club or society. The challenge will involve them meeting with real clients and formulating an online marketing strategy based on the clients' objectives.	3D. Spatial Design Challenge In 6 weeks, students will recreate and redesign an assigned space in the school using a professional computer-aided design app (ShapriD), This project will include elements of interior classign, ergonomics and programming.	The digital challenge for this year level will be integrated as part of the SDC challenge. Steeper soft have to incorporate a digital solution into their project proposal which will introduce them to the world of social tocknoproneurship.	VUCA and App Design Challenge In 4 weeks, students will create an app for various situations of the current Covid-19 pandomic which has cartainly been the embodiment of a VUCA (Volatilin, Uncartainty, Complexity, and Ambiguity) world.	
Leadership Skills and Moral Skills	Leadership_Challenge 1 Over 4 weeks, students will engage in interactive workshops that will reinforce the following leadership values: • Responsibility • Love of learning • Empathy • Teamwork	Leadership Challenge 2 Over 4 weeks, students will engage in interactive workshops that will terinforce the following leadership values; leadership values; - Empathy - Kindness - Gratitude	Core 6 weeks, students will engage in interactive workshops that will endrore the following leadership values: - Self-esteem - Perseverance - Love of learning - Self-expression - Appreciation - Be a good friend - Empathy - Helpfulness	Coadership Challenge 4 Over 6 weeks, students will engage in interactive workshops that will reinforce the following leadership values: - Self-asteem - Self-asteem - Creative thinking - Decizion making - Toestwo thinking - Toestwo the Self-asteem - Conflict resolution - Inclusiveness	Leadership Challenge 5 Over 6 weeks, students will engage in interactive workshops that will reinforce the following leadership values: • Responsibility • Punctuality • Truthfulness • Forgiveness • Compassion • Attentiveness	Ceadership Challenge 6 Over 6 weeks, students will engage in interactive workshops that will reinforce the following leadership values: • Responsibility • Punctuality • Defence • Dependability • Determination • Attentiveness	Ceadership Challenge 7 Over 4 weeks, students will engage in interactive workshops that will reinforce the following leadership values: • Enthusiasm • Availability • Determination • Contentment	Cover 4 weeks, students will engage in interactive workshops that will reinforce the following leadership values: • Enthusiasm • Contentment • Cautiousness • Creativity	Leadership Challenge 9 Over 4 weeks, students will engage in interactive workshops that will einforce the following leadership values: • Boldness • Diligence • Decitiveness • Benevolence • Loyalty	
Global Skills and Innovation Skills	Sustainable Development Goals Challenge 1 # Goal 3: Good Health and Well-being In 9 weeks, students will work towards creating awareness of health yeating in school. They will create healthy eating plate diagrams to piece acound the school compound.	Sustainable Development Goals Challenge 2 # Goal 11: Sustainable Chies and Community In 9 weeks, students will identify the importance of sustainable facilities and infrastructure in protecting the environment. Then, they will work towards creating a sustainable oity model.	Sustainable Development Goals Challenge 3 # Goal 4: Quality Education in 9 weeks, students will create stoy books and picture books for trudents in need. Than, they will do a storytelling using their books with the recipients.	Sustainable Development Goals Challenge 4 # Goal 12: Responsible Consumption and Production In 9 weeks, students will work on prototyping alternative ways to replace plastic packings. Once a successful prototype is produced, students will propose if to the canteen operator.	Sustainable Development Goals Challenge 5 # Goal 6: Clean Water and Sanitation in 9 weeks, students will work towards creating rainwater collector in school OR fix the leakages in school and at home.	Sustainable Development Goals Challenge 6 # Goal 11: Sustainable Cities and Communities In 9 weeks, students will work towards creating an acuaponic system to embrace the idea of circular economy. Besides, they will also design a automatic fish feeder for the system.	Sustainable Development Goals Challenge 7. # Goal 3: Good Health and Well-being in 9 weeks, students will be presented with a global health problem and will develop a sustainable solution to solve this problem.	Sustainable Development Goals Challenge 8 # Goal 10: Reduced Inequalities In 9 weeks, students will be presented with a global problem related to inquality and will develop a digital solution to solve this problem.	Sustainable Development Goals Challenge 9 # Goal 2 Zero Hunger In 9 Weeks, students develop a sustainable solution to solve the problem of hunger and starvation in the world.	
	# Goal 13: Climate Action Students will create awareness of recycling in achool. They will clestin segregation bins to place in school compound and upsycle using the collected recyclable materials.	# Goal 15: Life on Land Studens will work on the 'Plant a tree' project in school. Besides, they will also design a self watering system and create compost for the trees.	# Goal 13: Climate Action Students will identify ways to slow down climate change then design posters to create the awareness in school.	# Goal 14: Life below water Students will design and create signs or banners to remind violators to keep the beach clean. Besides, they will also clean up the beach.	# Goal 12: Responsible Consumption and Production Consumption and Production Students will design and create toys for younger children through upcycling	# Goal 1: No Poverty Students will organize a clonation drive for a charity home nearby.	# Goal 13: Climate Action Students will be introduced to world problems related to the goal. Subsequently, they will brainstorm solutions and execute the best solution to ease the problem.	# Goal 5: Gender Equality Students will be introduced to world problems related to the goal. Subsequently, they will brainstorm a digital solution and execute the best solution to ease the problem.	# Goal 4: Quality Education Students will be introduced to world problems related to the goal. Subsequently, they will brainstorm solutions and execute the best solution to ease the problem.	
Independence & Survival Skills	Independence Challenge in 3 weeks, students will acquire soff care skills including diessing, lacing shoes, brubring teath, making bed, packing bag, folding clothes etc. Practicing these skills helps children to dieswep ability to plan and	Urban Agriculture Challenge In 3 weeks, students will create a mini urban agriculture garden in school. Choices of urban garden including greenhouses, green walls, vertical farms etc. This challenge will teach	Basic Navigational and Coding Challenge In 2 weeks, students will acquire basic code breaking and map reading skills. Their challenge will currintate in them completing a navigational treasure hunt around the school.	Signaling Challenge In 6 weeks, students will learn Morse code, emergency signals, ways to signal for help. Their final challenge will be to to send an emergency mescage using the different coding systems they have learned.	Navigation Challenge In 6 weeks, students will become competent in advanced paper and digital map reaching and compass reading. Their final challenge will be to complete orienteering task in both an urban and a jurgle setting.	Camping Challenge In 6 weeks, students will acquire skills in tentuoris, building a fire, packing a backpack, basic kinfe and rope craft, and outdoor cooling. Their challenge is to be able to complete a day time wilderness activity within the school	Self Defence Challenge In 4 weeks, students will acquire skills in identifying threats in both urban and in the wild, space avereness and basic self defence. Their challenge is to complete a personal safety test simulation.	First Aid Challenge In 6 weeks, students will undergo a first aid cerfication course including CPR training. Their challenge is to successfully complete the certification program.	Advance Camping Challenge In 6 weeks, students will acquire delist in wilderness ravigation, tenticraft, crisis management, water purifing, and food foraging. At the same time, students also devices one.	
	sequence task performance, to organize materials and to develop refined physical control to become independent children.	them basic gardering skills and get them used to working outdoors.				compound area.		Financial Literacy Challenge In 4 weeks, students will be introduced to basic financial literacy including how to manage morey they have, developing good morey habts, avoiding a materialist minchet and how to resist peer influence when it comes to spending.	naturalist intelligence. Their challenge is to complete a 2 night will derress expedition.	
Psychological Skills	Emotion Identification & Labelling In 2 weeks, students will be able to identify and label basic emotions through observing facial expressions. They will also acquire techniques to manage anger and frustration which should reduce tantrums.	Understanding Emotions In 2 weeks, students will develop an understanding of empatry and will acquire the skills to be sensitive to their your and other's emotions.	Healthy Communication Skills In 2 weeks, students will acquire skills of listening and respect-based communication. Additionally, they will also learn assertive communication strategies to be able to express their views and opinions confidently.	Social Skills In 2 weeks, students will be taught about stereotypes, prejudice and discrimination. Beades, they will also be encouraged to respect different cultures.	Goal Directed Behaviour: Time Management I a weeks, students will learn to prioritize using the Time Management Matrix to achieve their goels in addition, they will also familiarise themselves with self-regulation and self-reflection.	Basic Stress Management and Self-identity. & Self-exteem In 2 weeks, students will acquire simple coping stategies to manage stress in their daily lives.	Cognitive Psychology. Mental Health and Self Motivation In 4 weeks, students will identify their optimal learning styles. They also gain knowledge on several mental health issues including eating doordens, depression and schizophrenia.	Conflict Management & Mediation and Mental Health In 4 weeks, students will learn about conflict management. They will also cover some self care skills that will help them look after their mental health.	Stress Management, Exam taking Skills, Understand Personality & Social Identity In weeks students will acquire exam taking skills and ways to manage exam tress and anaicy Students will also be taught to identify their own personality pee and develop a healthy sense of identity.	
Literacy Skills	Reading Challenge Over 5 weeks, students will visit the school library for storytelling and reading section. Students will select books based on their topic of interest and will write a journal describing what they have read.	Reading Challenge Over 5 weeks, students will visit the school ibrary for stonytelling and reading seasons. Students will select books based on their topic of interest and will write a journal describing what they have read.	Reading Challenge. Over 4 weeks, students will visit the school library for storytalling and reading sessions. Students will alect books based on their topic of interest and will write a journal describing what they have read.		A		Med	MIC		

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LEVEL	PRIMARY 1	PRIMARY 2	PRIMARY 3	PRIMARY 4	PRIMARY 5	PRIMARY 6	SECONDARY 1	SECONDARY 2	SECONDARY 3
Digital Technology Skills	Robotics Challenge 1 In 8 weeks, students will be able to program a coding robot (Tacobot) to perferm simple tasks such as dancing and completing a basic obstacle course. Through simple block coding, students will develop a strong foundation in programming.	Robotics Challenge 2 In 8 weeks, students will be able to program a coding robot (facebot) to perform intermediate level set tasks such as reviving an object, and playing a simple football game.	Augmented Reality and Green Screen Challenge 1-8 weeks, tudents will produce a news broadcast involving 30 Virtual objects (augmented reality) and green screen filming. Students will explore how new world technology can change the face of broadcasting.	Stop Motion Animation Challenge In 6 weeks, students will produce a stop-motion animation based on their originally-developed strophoard. This firmmaking technique will also include scudents building their own backdrops and props.	Youtube VLOG Challenge In 7 weeks, students will learn the basic tools to become online influences by creating their own Youtube VLOG presenting stories from their school community.	Web Design Challenge In 6 weeks, students will create a website as part of a digital marketing campaign for a school club or society. The challenge will movibe them meeting with real clients and formulating an online marketing, strategy based on the clienta' objectives.	3D Spatial Design Challenge In 6 weeks, students will recreate and redesign an assigned space in the school using a professional computer-aided design app of Shapz DJ. This project will include elements of interior design, eigenomics and programming.	The digital challenge for this year love will be integrated as part of the SDG challenge. Sudents will have to incorporate a digital solution into their project proposal which will introduce them to the world of social technopreneurship.	VUCA and App Design Challenge in 4 weeks, students will create an- app for various situations of the current Covid-19 pandemic which has certarily been the embodiment of a VUCA (Notality, Uncertanty, Complexity, and Ambriguity) world.
Leadership Skills and Moral Skills	Leadership Challenge 1 Over 4 weeks, students will engage in interactive workshops that will reinforce the following leadership values: • Responsibility • Love of learning • Empathy • Teamwork	Leadership Challenge 2 Over 4 weeks, students will engage in intraractive workshops that will reinforce the following leadership values: • Empathy • Kindness • Gratitude	Leadership Challenge 3 Over 6 weeks, students will engage in interactive workshops that will reinforce the following leadership values: • Self-esteem • Perseverance • Love of learning • Self-expression • Appreciation • Be a good friend • Empathy • Helpfulness	Leadership Challenge 4 Our 6 weeks, students will engage in interactive workshops that will reinforce the following leadership values: • Self-discipline • Creative thriking • Decision making • Decision making • Teamwork • Problem solving • Conflict resolution • Inclusiveness	Leadership Challenge 5 Over 6 weeks, students will engage in interactive workshops that will reinforce the following leadership values: • Responsibility • Punctuality • Truthfulness • Forgiveness • Compassion • Attentiveness	Leadership Challenge 6 Over 6 weeks, students will engage in interactive workshop in will reinforce the following leadership values: Responsibility Punctuality Obeforce Dependability Determination Attentiveness	Leadership Challenge 7 Over 4 weeks, students will engage in interactive workshops that will reinforce the following leadership values: • Enthusiasm • Availability • Determination • Contentment	Leadership Challenge 8 Over 4 weeks, students will engage in interactive workshops that will reinforce the following leadership values; • Enthusiaem • Contentment • Cautiousness • Creativity	Leadership Challenge 9 Over 6 weeks, students will engage in intraactive workshops that will reinforce the following leadership values: • Alertness • Boldness • Diligence
Global Skills and Innovation Skills	Sustainable Development Goals Challenge 1 4 Goal 3: Good Health and Well-being In 8 weeks, students will work towards creating awareness of healthy eating in school. They will create healthy eating plate diagrams to place around the school compound.	Sustainable Development Goals Challenge 2 # Goal 15 Life on Land In 9 weeks, studens will work on the 'Plant a tree project in school. Besides, they will also design a self watering system and create composit for the trees.	Sustainable Development Goals Challenge 3 # Goal 13: Climate Action In 8 weeks, students will identify ways to slow down climate change then design posters to create the awareness in school.	Sustainable Development Goals Challenge 4 if Goal 14: Life below water in 8 weeks, students will design and create eight or banners to remind wisters to keep the beach clean. Besider, they will also clean up the beach.	Sustainable Development Goals Challenge 5 # Goal 12: Responsible Consumption and Production in 8 weeks, students will design and create toys for younger children through upcycling.	Sustainable Development Goals Challenge & # Goal 11: Sustainable Cities and Communities In 8 weeks, students will work towards creating an apusporite system to embrace the idea of circular economy. Besides, they will also design a automatic fish feeder for the system.	Sustainable Development Goals Challenge 7 # Goal 3: Good Health and Well-being In 8 weeks, students will be presented with a global health problem and will develop a sustainable solution to solve this problem.	Sustainable Development Goals Challenge 8 # Goal 5: Gender Equality In 8 weeks, students will be introduced to world prebiems related to the goal Subsequently, they will brainstoom a digital solution and execute the best solution to ease the problem.	Sustainable Development Goals Challenge 9 # Goal 2 Zero Hunger In 9 weeks, students develop a sustainable solution to solve the problem of Hunger and starvation in the world.
Independence & Survival Skills	Independence Challenge In 3 weeks, students will acquire self- care skills including cleasing, listing shoes, brushing teeth, making bad, packing lags, folding dictive etc. Practicing these skills helps chicken to develop ability to plan and sequence task performance, to organize materials and to develop refined physical control to become independent children.	Urban Agriculture Challenge In 3 weeks, students will create a mini urban agriculture garden in achool Choices of urban garden in achool Choices of urban garden in chuding greenhouses, green wals, vertical farms set. This challenge will teach them basic gardening sids and get them used to working outdoors.	Basic Navigational and Coding Challenge in 2 weeks, students will acquire basic code breaking and map reading skills. Their challenge will currintee in them completing a ravigational treasure hunt around the school.	Signaling Challenge In 6 weeks, students will farm Morse code, emerging signals, ways to signal for help. Their final challenge will be to to send an enterpency message using the different coding systems they have learned.	Navigation Challenge In 6 weeks, students will become competent in advanced spaper and digital map reading and compase, reading. Their final dislately will be to complete orienteering tasks in both an urban and a jungle setting.	Camping Challenge In 6 weeks, students will acquire skills in tentwork, buildings fire, packing a backpack, basic kinds and rope craft, and outdoor cooking. Their drallenges is to be able to complete a day time wilderness activity within the school compound area.	Self Defence Challenge In 4 weeks, students will acquire skills in identifying threats in both urban and in the wild, space awareness and basic self defence. Their challenge is to complete a personal safety text simulation.	First Aid Challenge In 6 weeks, students will undergo a finst aid certication course induding CPR training Their challenge is to successfully complete the certification program. Financial Literacy Challenge In 4 weeks, students will be introduced to basic financial letracy including how to manage money they have, developing good money habits, avoiding a materialist mandet and how to resist peer influence when it comes to spending	Advance Camping Challenge In 6 weeks, students will acquire skills in widerness navigation, tentorit, crist management, water purifying, and food foraging, At the same time, students also develop storing naturalist intelligence. Their challenge is to complete a 2 night wilderness expedition.
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Literacy Skills	Reading Challenge Over 9 weeks, students will visit the chool bitary for stoyealing and reading seasons. Students will select books based on their topic of interest and will write a journal describing what they have read.	Reading Challenge Owe 8 weeks, students will visit the school bizary for storyteling and reading sessions. Students will select books based on their topic of interest and will write a journal describing what they have read.	Reading Challenge Over 8 weeks, students will visit the school library for storytelling and reading seasons. Students will select books based on their topic of interest and will write a journal describing what they have read.	Reading Challenge Over 4 weeks, students will visit the school libery for storyteling and reading seistions. Students will select books based on their topic of referest and will write a journal deach shing what they have read.	Reading Challenge Over 3 weeks, students will visit the subsci library for storytelling and reading seasons. Students will select books based on their topic of interest and will write a journal describing what they have read.	Reading Challenge Over 4 weeks, students will visit the school library for storytaling and mading reastern. Students will select books based on their topic of interest and will write a journal describing what they have read.	Reading Challenge Over 2 weeks, students will visit the school library for storytaling and reading seasons. Students will select books based on their topic of interest and will write a journal describing what they have read.	Reading Challenge Over 4 weeks, students will visit the school library for storyteling and reading sersions. Students will select books based on their topic of interest and will write a journal describing what they have read.	