

# UPM's KTGS programme in Tatau aims to instil love for science in rural school kids

**TATAU:** A knowledge-sharing session run under Universiti Putra Malaysia (UPM) Knowledge Transfer Grant Scheme (KTGS) took place at SK Kelawit here recently, targeting children from rural primary schools.

The programme involved 50 Year 5 and Year 6 pupils, together with eight Science subject teachers representing SK Kelawit and SK Kuala Annau.

The primary objective of this initiative was to elevate the children's comprehension of scientific concepts through an engaging gaming approach.

UPM Bintulu Campus senior lecturer Dr Fatin Hana Naning @ Zin was present to observe the running of the programme.

"This knowledge-sharing session marks a pivotal continuation of the 'Gamification Application and Universal Laboratory' programme spearheaded by UPM Bintulu Campus researchers at SK Kuala Annau.

"This community outreach falls under the ambit of UPM's KTGS, which aims to bridge the educational divide between tertiary institutions and the local communities," said programme director Parin Linting.

In his remarks, SK Kelawit headmaster Bala Laja expressed heartfelt appreciation to the Science teachers from SK Kuala Annau for their willingness to impart their knowledge with the

participants.

"I am optimistic that this innovative teaching-and-learning approach would ignite a deep passion for the Science subject in the school-children," he said.

'Gamification', in the context of this programme, refers to the integration of game-like elements such as competitions, rewards, challenges, and achievements into non-gaming environments.

It stands as a potent teaching methodology, particularly beneficial for schools in the rural areas where the pupils are grappling with challenges arising from limited resources and geographical constraints.

The programme's diverse curriculum encompasses hands-on science experiments including soil pH measurements, the construction of water filtration system, science quizzes, and bridge-building activities.

"Through initiatives like these, the government's commitment in enriching the knowledge of science and technology among the younger generation, particularly those in the rural regions, finds direct support.

"The programme aspires to enhance the children's enthusiasm for the wonders of science and technology, embedding the knowledge in their daily lives for a brighter future," said Parin.



The pupils take part in a group assignment run as part of the 'Gamification for Science' programme.



Photo shows the pupils' work in demonstrating the basic process of a water filtration system.