

SESI PERKONGSIAN

Program berdasarkan sekolah (school-based programme)

Student Action Research (STARS)

Learn how to learn. Nurture a curiosity that goes beyond the formal curriculum and experience first-hand, the challenges within the classroom, school and community contexts. Through the STARS programme, Coral Secondary helps you develop an inquiring mind inspires you to be a lifelong learner. There will never be a dull moment as you engage in meaningful and exciting group-initiated research projects which have a tangible impact. The systemic inquiry process is modified to stimulate young minds into devising problem-solving strategies such that informed decisions are made through rigorous research.

Elective Modules and Through-Train Programme

Every child can learn. In Coral Secondary, we believe that there is more than just one route to success. The through-train programme is designed to harness the strengths of students in the Normal Academic course. It enables you to skip the GCE 'N' levels and sit for the GCE 'O' levels in secondary 5. You also have the opportunity to offer a maximum of any two GCE 'O' Level examination subjects at Secondary 4 from an expanded range of subjects.

In addition, Coral works closely with post-secondary educational institutions and external agencies to develop your strengths and interests in specific areas. Choose from a wide range of elective modules to enhance your chances of pursuing relevant courses of study at various Junior Colleges, Polytechnics and ITEs.

E- Learning

The opportunity to be in an IT-rich environment is all yours. Coral uses E – learning platforms to develop its students to be discerning users of information as well as creators of knowledge. Technology is widely used to stimulate thinking and creative endeavour among our students. The use of the Interactive Whiteboards has opened new avenues for learning to take place and The Microsoft Learning Gateway (MLG) facilitates learning and communication while providing students with access to lesson materials online. Being an IT-enabled teaching and learning environment, all students also have free access to computers and there are many wireless hotspots around the school, enabling students to use tablet PCs anytime, anywhere.

Character and Leadership Development (CLD)

At Coral, we are committed to developing Coralites into citizens who are '*Anchored in values, effective in leadership, altruistic in service.*' We understand the need to provide our students with a holistic education which equips them with a broad-based foundation for further education. Coralites learn to see beyond themselves and look to becoming contributing individuals to their family, friends, society and nation. The diverse programmes in the areas of sports, aesthetics and outdoor activities give you ample opportunities to develop your leadership skills and other unique talents and abilities to the full.

Service Learning through CCA

Develop your sense of belonging to the community. Service Learning is weaved in as part of all our CCA programmes as we nurture our students to become socially responsible and develop their sense of belonging and commitment to the country. Through participating in community work, students also learn the value of service and develop lasting friendships with one another. We organize meaningful activities and opportunities for meaningful interactions in order for you to learn from and make a difference to the lives of others.

Learning @ Work Attachment Programme

Take a step into the corporate world. Thanks to the strong partnerships Coral has with various organizations, you get to experience what working life is and learn about the importance of being responsible and accountable through the Learning at Work Programme.

2. *Pedagogi*

a. *Penggunaan Podcast untuk Pembelajaran Lisan*

Why use Podcast in teaching and learning of Oral skills

To improve students' engagement in oral lessons

Starting from 2008, students have used Podcast as a tool during oral lessons. Basically, students will record their reading and conversation using the Audacity programme, edit and make changes to it and then upload their recordings in the MLG portal. This makes learning oral more fun and flexible because all students will be given a chance to display their capabilities in reading and conversing in Malay Language. In comparison to a conventional oral lesson, not all students have the opportunity to be heard because the chances of being picked to read or converse in front of the class are rather slim. With the use of Podcast, all students will receive feedback on their reading and conversation from their teachers. It is also more student-centred as compared to the traditional oral lesson.

Also, the oral lessons have now become more interactive since students are given the opportunity to access and give positive feedback to their peers. Students evaluate their friends' work using a standard O' and N' Level exam rubric as a guide. This rubric is used for all students regardless of their level to ensure standardisation. Peer evaluation is done with the intent of allowing all students to give constructive and useful feedback. Feedback required from students include; strengths of the reader, words that have not been read accurately and suggestions for improvements.

In a traditional lesson, teachers would be reading to the class during the lesson itself. Often, students would only hear their teachers read once or twice during class. With the use of Podcast, teachers can now record their voice as sample reading materials for all their students to hear as many times as they want. This is really helpful, especially if the teacher wants to emphasise the pronunciation and intonation of certain words, phrases or sentences. From the sample recordings, students will be able to emulate the pronunciation and the intonation as required.

To ease assessment of students' work

In the Mother Tongue O' and N' Level marks assessment, the oral component takes up 20% of the total marks for the former and 25% for the latter. Before using Podcast, students were not able to practice their oral skills as much as they want to due to time constraints. Teachers are only able to listen to a few of them read or give ideas during the oral lessons. Since teachers need to also ensure that all other students are paying attention to their friends read, teachers are not able to meticulously assess the student who is reading or conversing at that point in time. Because of this, there is a need for students to put as much effort to practice before they sit for their mid-year and end-of-year examinations.

However, with the use of Podcast in the oral lessons, students will have ample opportunities to practice their oral skills. Students will upload their recordings and the teacher will provide feedback to their students either via MLG or in hard copy. This makes assessment easier as

teachers can now listen to their students' readings at any time which is convenient to them. Teachers are also able to listen repeatedly to these recordings to ensure fairness and accuracy.

To boost student's confidence in reading and conversing in Malay Language

Some students find it difficult to read in front of their friends during class. Some might even be embarrassed to read when asked to do so in class because of their lack of confidence. With this technology, students work on their own, giving them more space to practice and give ideas that they feel are relevant.

Through the MLG portal, students' best works are uploaded for students from other classes to have access to. This is seen as an incentive for the students to work harder so that their work can be uploaded for others to use as a guide. Also, teachers can choose to upload their mark sheets for other students to view.

During the lessons, students are also given a chance to assess their friends' work. This is a good platform for all students to make comparisons with their own readings and gauge their position with regards to reading and communication skills.

b. Program K3

K³ adalah singkatan bagi cogan kata inisiatif ini - ***Kecemerlangan melalui kerjasama dan ketekunan***. Angka 3 juga simbolik bagi hubungan 3 hala antara guru, ibu bapa/waris dan pelajar. Pakej K³ ini bertujuan untuk mempersiapkan para pelajar bagi cabaran tahun akhir di sekolah pada tahap awal, di samping meningkatkan lagi keterlibatan ibu bapa/waris dalam usaha serta pembelajaran pelajar dalam menuju kecemerlangan.

Di dalam pakej ini tersedia 5 Kertas Latihan bagi pelajar aliran Ekspres dan Normal Akademik, sesuai dengan format peperiksaan peringkat Nasional, berserta dengan Kertas Jawapan. Skema pemarkahan turut dilampirkan supaya ibu bapa dapat membuat semakan terhadap kertas-kertas latihan yang telah diselesaikan anak mereka. Dengan ini, ibu bapa dapat memainkan peranan yang lebih proaktif dalam memantau pembelajaran anak mereka sewaktu cuti sekolah ini.

c. Penggunaan Sofwe Ink Art untuk menghasilkan kulit buku

Sofwe Ink Art digunakan untuk menggalakkan pelajar-pelajar aliran Normal Teknikal menghasilkan kulit buku bagi buku bacaan pilihan mereka. Pelajar digalakkan meminjam buku dan membaca buku tersebut dalam tempoh masa yang ditetapkan. Setelah membaca buku tersebut, pelajar bekerja secara berpasangan untuk menghasilkan ulasan cerita tersebut menekankan bahagian cerita, watak, atau apa sahaja yang menarik perhatian mereka. Pelajar kemudian harus menghasilkan kulit buku itu mengikut intepretasi mereka sendiri.

3. *Wacana Akademik*

a. Perkongsian Professional

Setiap Isnin, 0715 – 0800 dikhaskan bagi setiap guru berkongsi tentang pedagogi mengajar mata pelajaran masing-masing. Dalam sesi ini, secara bergilir-gilir, guru akan berkongsi mengenai kaedah baru, teknik pengajaran atau apa sahaja yang ada kaitan secara langsung dengan pengajaran dan pembelajaran.

b. Professional Learning Circle (PLC)

Program ini akan dimulakan pada 2010 di mana setiap guru akan diberi pilihan sama ada ingin memulakan projek AR (Action Reseach), lesson study atau Action learning.

4. Permainan membina semangat kumpulan

a. Zip zap zoom whacko game

- Participants will be asked to form a circle. Get them to find out the names of other participants within 5 minutes, without telling them the purpose of doing so. Once these 5 minutes are up, no communication will be allowed. One of the participants will be “it” and will go around the circle saying either zip, zap or zoom to a chosen fellow group member. “Zip” requires the chosen member to say the name of the person on her left, “zap” to the right and “zoom” her own name. Should the chosen member get the combination wrong, he gets whacked and becomes “it” and the previous “it” takes her place.
- Example
 - “It” person choses A and says ‘zip’. B is on his left; so he should say ‘B zoom C’. C is another person in the group.
- Logistics needed:
 - Light pile of newspapers to whack

b. Matching Cards (15 mins) (Keratan gambar)

- There will be playing cards (alternatively, poker cards; variable) which will be cut into 3 and placed in envelopes (variable). Participants will be given an envelope, containing one of the cut cards. They must go around to look for the other portion of their card, to make one whole. Within a time limit, campers must try their best to complete their card. The stragglers will be down for a forfeit.
- Breakdown:
 - 5 mins: Briefing
 - 10 mins: Playtime
- Logistics needed:
 - Whistle
 - Timer
 - Variables:
 - Envelopes
 - Cards / Gambar

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