

REFER to MAIN DOC 2018 Orientation for FULL Remarks (No change to schedule)

Day	Time	Programme	Venue
Day 1 Tuesday 02 Jan 2018 Attire: School Uniform	0720	Reporting Time	Quadrangle
	0720-0800	Flag Raising Ceremony	Hall
	0800-0835	Principal's Address	Hall
	0835-0910	Recess Time	Canteen
	0910-0920	Introduction of Orientation	Classroom/ISH
	0920-1055	Ice-Breakers	Classroom/ISH
	1055-1205	Practising of School Song/Cheers	Classroom/ISH
	1205-1240	Level Assembly	Hall
	1240-1315	Lunch	Canteen
	1315-1500	FT Time & Safety Walk	Classroom/Outside school
	Items to bring: <ol style="list-style-type: none"> 1. Reading Material 2. Stationery 3. Water Bottle 4. Cash for Recess 5. Thermometer 6. Personal Medication (if any) 		
FT Time 1	<ul style="list-style-type: none"> • Intro of teachers, expectations • Admin Forms <ul style="list-style-type: none"> ◦ Edusave Forms ◦ MSF Package ◦ Dental Online CP ◦ PSG Form ◦ Personal Data - Leadership etc ◦ Countersign personal particulars form ◦ SBB, HMT, MTP • School Safety Slides • Debrief on teachable moments for the day • Reminders for the following day (go through things to bring and programme flow) 		

Day	Time	Programme	Venue
Day 2 Wednesday 03 Jan 2018 Attire: PE Attire	0720	Reporting Time	Hall
	0720-0800	Flag Raising Ceremony	Hall
	0800-0910	House Bonding Activities	Hall
	0910-0945	Recess	Canteen
	0945-1055	FT Time 1 & Class Interaction Time (Class Noticeboard/Class Flag/Class Cheer)	Classroom
	1055-1315	Class Bonding Session: Pink Panther	School/ISH
	1315-1350	Lunch	Canteen
	1350-1500	Education and Career Guidance	Classroom/Labs
	1500-1515	FT Time 2	Classroom/Labs
	Items to bring: <ol style="list-style-type: none"> 1. Reading Material 2. Stationery 3. Water Bottle 4. Art Materials (Class Noticeboard and Class Flag) 5. Cash for Recess 6. Personal Medication (if any) 		
FT Time 1	<ul style="list-style-type: none"> • Class rules and routines • Class identity, research/discussion on class names allocated • Class Deco/Class Flag/ Class Cheer 		
FT Time 2	<ul style="list-style-type: none"> • Debrief on teachable moments for the day • Reminders for the following day (go through things to bring and programme flow) 		

Day	Time	Programme	Venue
Day 3 Thursday 04 Jan 2018 Attire: PE Attire	0720	Reporting Time	Hall
	0720-0800	Flag Raising Ceremony	Hall
	0800-0910	LLP & Dance Mania Briefing	Hall
	0910-0945	Recess	Canteen
	0945-1315	Class Bonding Session: Red Paperclip Race Introduce the various locations in the school: 1. Hall 2.Lvl 1 Linkway 3. Space outside D&T 4. ISH 5. Resource Room 6. Outside Kitchen 7. Outside Field 8. Lvl 4 Study Corner 9. Lvl 3 Study Corner 10. Lvl 2 Study Corner	School/Hall
	1315-1350	Lunch	Canteen
	1350-1425	Class Interaction Time (Class Noticeboard/Class Flag/Class Cheer)	Classroom
	1425-1535	Cheer Competition	ISH
	1535-1600	Final Debrief	ISH
Items to bring: <ol style="list-style-type: none"> 1. Reading Material 2. Stationery 3. Water Bottle 4. Art Materials (Class Noticeboard and Class Flag) 5. Cash for Recess and Lunch 6. Personal Medication (if any) 			

1 Red Paper Clip Race (RPR race)

Objective: Enterprising and innovative with a willingness to venture out. Inspire a shared vision so that the end goal can be reach as a group. **Allow Sec 1s to interact with teachers and seniors**

Description:

- Each group (around 20) is given a red paperclip (20 students per group)
- They have to trade the red paper clip with something before going to a station (stations as elaborated under point 1.2)
- Items received have to be of higher monetary value than the traded item
- There are 5 stations to complete
- Each station has its own set of difficulty and a corresponding point
- Bonus: Groups will come up with an objective list of items that they intend to trade. If prediction of trade is successful, bonus points will be given to the groups

Point system is used for this game

For example:

Round 1:

Prediction: paper clip traded for pen

If paper clip is traded for a pen at the first round of trade, bonus points will be given

Logistics: 280 red paperclips, Objective list paper (A4)

1.2 Station Games (Under RPR Race) (1 of each station)

- | | |
|------|------------------|
| 1.21 | Bubble Game |
| 1.22 | Minesweeper |
| 1.23 | Build the Tower |
| 1.24 | Link the Bridge |
| 1.25 | Bob The Builder |
| 1.26 | Copycat |
| 1.27 | Pail of Promises |
| 1.28 | Acid River |
| 1.29 | Human Knot |
| 1.30 | A.E.I.O.U |

Objectives: compassionate, exhibiting care, concern and empathy, **Recognise contributions**, Celebrate values and victories

1.21 Bubble Game:

- One person has to hold a hula hoop standing on a mark on the floor (not moving at all)
- One person will be blowing bubbles
- The rest will have to "guide" the bubbles into the hula hoop
- Some props will be given to them eg. paper plate, table tennis racket
- Points will be given to how many bubbles that successfully pass through the hoop

Objective: Work as a team, collaborating to complete the mission, Enable others to act; Foster collaboration.

Logistics: 15 bubble blower, 20 paper plates, hula hoops x4 table tennis racket x 4

1.22 Minesweeper:

- A picnic mat with grids on it
- Some squares will be safe, some will be mines
- Each person takes turn to reach the end point from the start point
- Step on mines and next person must start from the start
- Remember where is the mine and finish the minesweeper maze
- Points will be according to how fast they finish it

Objective: Having good communication skills with the group, Teamwork, Enable Others To Act

Logistics : masking tape, picnic mat, paper and pen (for discussion/planning)

1.23 Build the tower:

- Everyone's hands has to hold a trash bag
- Only one person can remove their hands to place one plastic cup or adjust the cups on the trash bag
- Building must be at least 5 paper cups tall
- If building topples, restart again
- Upon finishing, All hands must be holding the trash bag and 5 seconds of the building not toppling over
- Points will be given according to the amount of time they need to finish the building

Objective: Resilient as we meet with challenges, Foster Collaboration

Logistics: 25 Plastic cups, 2 Trash bag

1.24 Link the bridge:

- Everyone is given a sheet of newspaper
- Marble has to start at a point and students will have to bring the marble into a cup
- Moving legs with marble is not allowed
- If marble touches the ground, Restart

- No touching the marbles
- 7 minutes
- Points will be given according to how many marbles are put in

Objective: Work as a team, collaborating to complete our mission, opportunities for innovation

Logistics: 50+ Sheets of newspapers, masking tape, 2 Plastic cup

1.25 Bob the builder:

- 2 Lookers
- 2 Conveyors
- The rest will be builders
- Lookers will look at a picture and describe it to conveyors
- Conveyors will then convey the message to builders
- Builders will form the picture/shape according to the conveyors
- Lookers are not allowed to communicate with anybody but the conveyors
- Conveyors cannot build
- Lookers cannot go near the builders
- Time limit of 12 mins
- Points given according to whether they finish the shape/picture
- Builders will be blindfolded

Objective: Self determination and developing competence, work as a team, collaborating to complete our mission

Logistics: Cut-out shapes, printed shape on a paper. Blindfold x20

1.26 Copycat:

- Start by getting everyone in a circle facing inwards
- Then pick one person and send him out of the room. Whilst they are out of the room, appoint a 'leader'.
- This person is the one who (in a minute) will lead the room in various movements. Everyone else in the circle must mimic the leader, without giving away who the leader is.
- Bring the person back into the room, and commence the game.
- The aim of the game is for the person who was sent out of the room to guess who the leader is. They get three chances to guess it right.
- The leader then becomes the 'guesser' and the game continues

Objective: Working together as a class, build friendship and master cooperation between classmates

1.27 Pail of Promises:

- Transfer the water from bucket A to bucket B
- Only can use legs to touch the bucket
- Once the water drops, restart

-Promise the game IC how long they will need to finish the “quest”

Objective: When you set a goal, you have to strive for it, Teamwork

Logistics: 3 Buckets

1.28 Acid River:

- The team will be given flat pads, they can only cross the “Acid River” while stepping on it.
- Once someone’s feet touches the ground, the team will have to restart.
- 3 of the members will be blindfolded.

Objective: Blindfolded players will have to trust their team, and the people without blindfolds will have to lead them and direct them.

Logistics: Circular mats x20 (PE), Blindfolds x 3

1.29 Human Knot:

- Group will stand in a circle and reach out for each others’ hands
- Hands must be taken from the person is opposite of you
- Everyone must then try to free themselves without letting their hands go
- Special Challenge: everyone is blindfolded except for one person

Objective: To let them understand that, nothing is impossible even if it seems impossible, Communication and leadership

1.30 A.E.I.O.U:

- Game ICs will be at the front and will shout “ A,E,I,O,U”
- Tables will be placed and students will have to be out of sight by the end of “AEIOU”
- Go pass the Game ICs without them noticing to win

Objective: No specific objective.

Logistics:15 tables

2.1 Pink Panther:

- Give a murder scenario
- hide clues along with bombs throughout the school
- Only 2 pairs can go out at a time while the rest wait in their classrooms to solve the clues that are found
- If a pair find a bomb, they have to bring the bomb back to base(classrooms).
If they find a clue, they can choose to either bring the clue back to base or continue searching for clues.

- However, if you have 2 clues already and the next thing you find is a bomb, you have to take the bomb and place all clues that you collected on the place where you found the bomb. Bring the bomb back to base.
- Pairs do not have to be fixed.
- They will be given a fill in the blank kind of questions and have to solve it according to what the clues say.
- Every blank is a certain number of points.
- Limit of ---- minutes
- Have to hand in the answers before time's up.
- ---- points will be deducted for late submission(every 1 min)
- Highest points win
- One faci will follow a pair and make sure no cheating(finding out that it is a bomb but not bringing back to base etc)
- Pairs have to move around together and no running
- At least 1 faci have to stay in base at all times.

Objective: compassionate, exhibiting care, concern and empathy, **Establish a common vision**

Logistics: Small pieces of paper with clues/bomb, Question paper, School map

Icebreakers

- Blow wind Blow
- Splat
- : Kickstarts interactions, by getting students to get to know one another, and to be more familiar with one another. This way, the students will be able to bond with one another, and engage in other games, as a bonded team.

Blow Wind Blow:

- Everyone will stand in a circle
- There will be a person in the middle, that will say "Blow Wind Blow"
- Everyone around the person, has to reply as "Blow what?"
- The person in the middle will say "Blow ____". E.g, If the person wants to blow everyone that is wearing school uniform, everyone that falls under that category has to change places
- Last person to change place becomes the new "Person in the middle"

Objectives: Warm up game, to get the students to have fun and put smiles to their faces.

- **Splat:** Wacko
- Hunter Fire Earthquake
- Donut Game

Objectives

- Everyone will stand in a circle
- There will be an appointed splatter who will be standing in the middle of the circle

- When the splatter point to someone, that person who is pointed will have to squat down, while the two people beside the one who is pointed will have to 'bang' each other and say "splat"
 - If the person who is pointed fail to squat down, he/she will have to seat down or seat out of the game
 - If the two people beside the one who is pointed, the slower person who say "splat" will have to seat out, while the faster person who say "splat" will continue with the game.
 - If the game left with two people, they will backface each other, than the splatter have to say "1,2,3,splat" and both of them have to splat each other after they hear "splat", the winner will be the fastest one who bang the opponent.
- ~to change the game and up the difficulty level, the splatter can call their names instead of pointing to them*

Objectives: Get to know their classmates name better, and to stay alert since they can be called anytime in the game, to encourage participation from all the students, so they can remain active and enthusiastic.

Wacko:

- After familiarising the names of their classmates
- A person will be appointed whacker
- Before the person get whacked, the person has to say the name of the another person across the circle.
- If the person fail to recall any name and gets hit by the whacker, he or she will become the next whacker
- They cannot call someone on their left or right, must be at least 2 person apart from each other
- This way they will remember their classmates names quickly

Objectives: To further familiarise the names of their classmates who will be with them for at least 2 years

Logistics: Rolled - Newspaper(Stick)

Hunter Fire Earthquake:

- Hunter,Fire and Earthquake are three commands in this game.
- Students will form into groups of 3. 1 squirrel, and 2 trees.
- When the command is Hunter, all squirrels have to change "Houses"
- When the command is Fire, all trees have to change locations.
- When the command is Earthquake, everyone has to change locations.

Objectives: Break the ice between students that are unfamiliar with one another, as they will be automatically forming into random groups of 3.

Donut Game:

- One by one, the students has to say out their name and say something unique about them

- The next person will then have to repeat what the previous person said, afterwards say about themselves
- The third person have to repeat what the first person and second person say, and oneself.
- The cycle continues

Objectives: For students to learn names before starting on ice breaker games where names are needed