

DIGITAL TALENT DEVELOPMENT FOR SCHOOL STUDENTS

**SESSION WITH SARAWAK
ECONOMIC DEVELOPMENT
CORPORATION**

2 OCTOBER 2020



Digital Talent Lifecycle



#mydigitalmaker: Creating a Nation of Digital Makers via Public-Private-Academia Partnership

HOW ARE WE DOING THIS?

1 Supporting MoE to integrate computational thinking (CT) and computer science (CS) into the national school curriculum, ready for rollout in 2017

2 Partnering industry and academia to nurture and groom talented young Malaysian to become future digital innovators

The movement aims to:

- Cultivate interests and skills in digital innovation and creativity among Malaysian youth
- Encourage students to study STEM subjects in upper secondary schools and Premier Digital Tech University undergraduate courses
- Transform Malaysian youth from being consumers (users) to producers and innovators (makers) of digital technology
- Strengthen talent readiness for connected economy job opportunities



Impact to-date >1.3 Mil students impacted



EXPOSURE TO ALL

Revising the ICT curriculum in schools

MoE: BPK, BPG, IPGM, IAB, Buku Teks

FROM USER...

ALL schools integrated with CT & CS

88,000 teachers trained in CT & CS

39 Continuous Professional Development Centers established



NURTURING THE INTERESTED

Introducing co-curricular clubs

MoE: BKK, BTP

>100 Industry Partners collaborated

24 Champion Schools established



GROOMING THE TALENTED

National level competitions

MoE: BTP, BPSH, JPN

... TO INNOVATOR

84 Digital Maker Hubs established

487 Digital Ninjas groomed

- Enhance students' **cognitive skills** i.e. critical thinking, problem-solving, creative thinking
- Measure **students' outcomes** via Digital Competency Score (DCS) assessment & **tracking of students skills** via Digital Maker Hero



+



Collaborations To-date 1/3

SMK Lanang, Sibu recognized as Champion School

Champion schools are public schools that act as nucleus to support neighbouring schools in cultivating digital creativity and innovation.



Hosting of visit from SMK Mukah to benchmark and learn best practices in hosting a Digital Maker Hub



Robotics outreach programme with primary school students from surrounding areas. Participated by SJKC Thai Kwang, SJKC Kiew Nang, SK SEDC, SK Nanga Assan dan SK Tanjung Latap

17 Digital Ninjas groomed

Digital Ninja is a leadership and digital making skills enhancement program targeted at Malaysia's best and brightest young digital innovators aged 11-17.



Digital Ninja from SMK Bau won 2nd Runner up at Battle of Digital Ninja 2019

Collaborations To-date 2/3

300
Teachers
trained in CT
and CS

200
RBT Primary
teachers
trained



- In collaboration with
1. Universiti Malaysia Sarawak (UNIMAS)
 2. University College Technology Sarawak (UCTS)
 3. IPG Rajang
 4. IPG Batu Lintang
 5. IPG Tun Abdul Razak
 6. IPG Sarawak, Miri

Reka Bentuk dan Teknologi Teacher Training in IPG Sarawak

Top 16 of #Cikgu
Juara Digital



HIRAWATI BT ABDUL
RAHMAN

SK Lutong, Sarawak

Nurturing &
Outreach
Programmes

In collaboration with
ecosystem partners



Outreach Programmes: Hour of Code Campaign, Beyond the Moon 2019



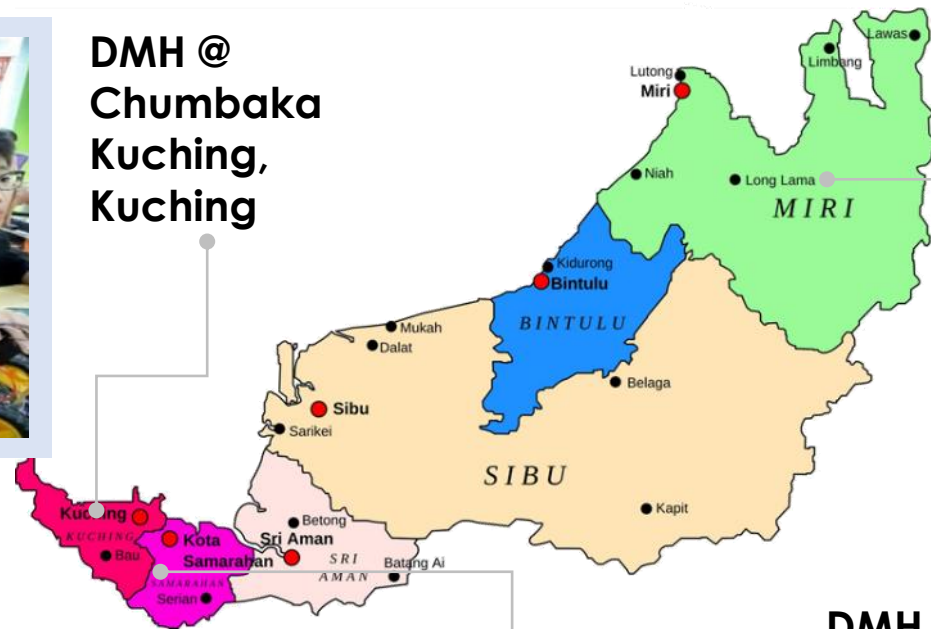
Competitions: Shell #MyGeekMovement (SMK Lutong, Miri as national Champion in 2020), Junior & Young Innovators Challenge

Collaborations To-date 3/3

3 Digital Maker Hubs + **1** CPD Center activated



DMH @
Chumbaka
Kuching,
Kuching



DMH @
Curtin
University,
Miri



DMH & CPD Center
@ Universiti
Malaysia Sarawak
(UNIMAS), Kota
Samarahan



Strengthening our Collaboration 1/2



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1 EXPAND DIGITAL MAKER HUB NETWORK IN SARAWAK

Especially in sub urban / rural areas

Digital Maker Hub (DMH) is a **physical space in the community to bring the school and community members – kids, educators, parents, industry experts together to encourage the activity of digital making**

DMH is equipped with diverse tools, materials and learning resources which are made available for the public to embark on digital making projects. For more info and access to DMH Playbook, visit

www.mydigitalmaker.com/dmh



Hub hosts may submit application to get their space endorsed as DMH

Criteria for DMH:

1. Offers digital-making based activities for students / teachers
2. Proven partnership with industry players
3. Possess sustainability strategy
4. Added advantage includes being in rural areas

Strengthening our Collaboration 2/2



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2 OUTREACH AND AWARENESS IN SARAWAK

Participate in #mydigitalmaker Virtual Fair 2020 from 5th to 11th October



<https://mydigitalmakerfair.com/>



#MYDIGITALMAKER
VIRTUAL FAIR 2020

- The flagship event of the #mydigitalmaker Movement since 2017 celebrating the movement's accomplishment
- Encourages Malaysian youths to grow from digital users to digital innovators



WHO IS #MYDIGITALMAKER VIRTUAL FAIR 2020 FOR?



PRIMARY SCHOOL STUDENTS



SECONDARY SCHOOL STUDENTS



TERTIARY SCHOOL STUDENTS



TEACHERS & EDUCATORS/
PARENTS



TECHNOLOGY PROVIDERS/
EXHIBITORS

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THANK YOU

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