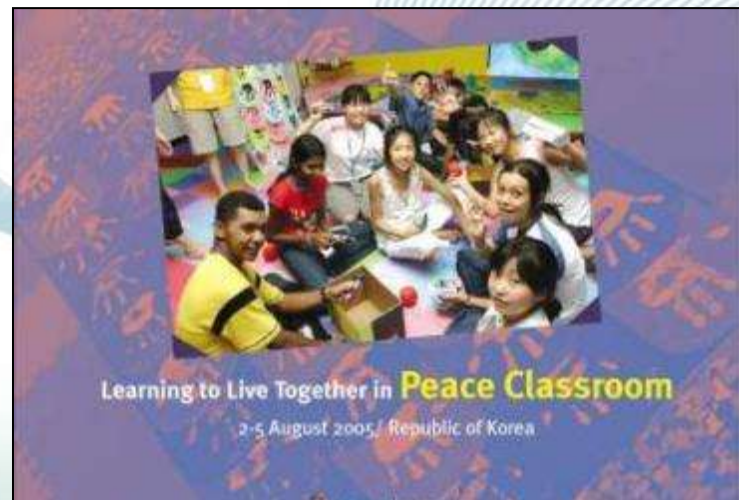
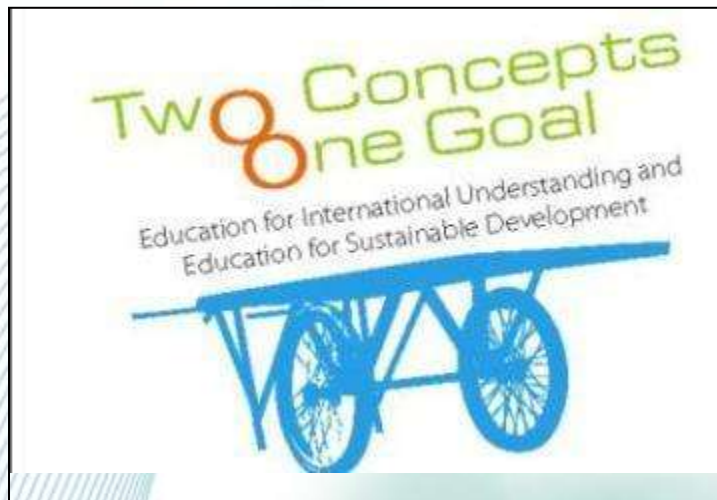
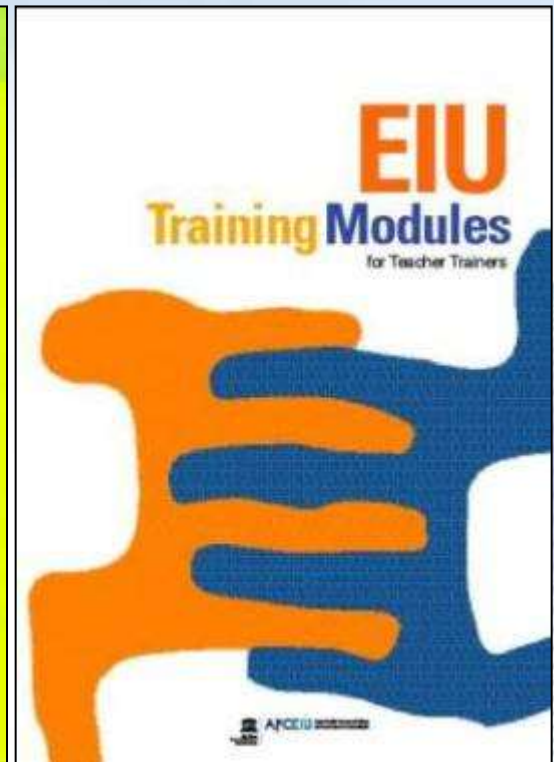
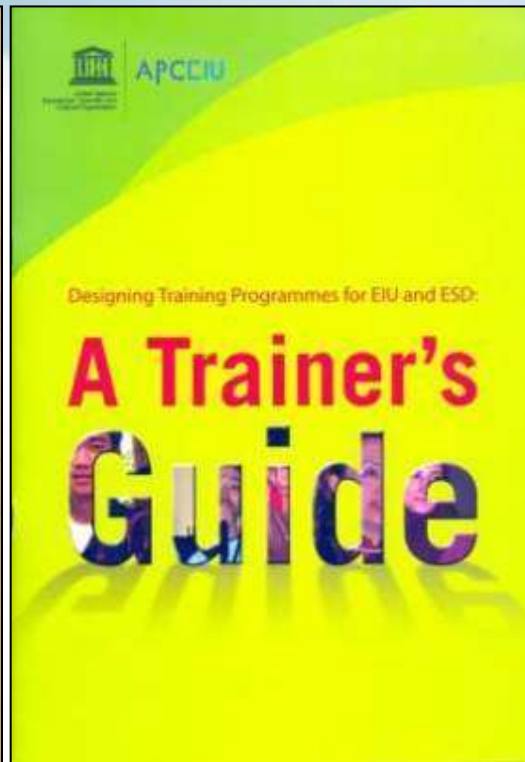
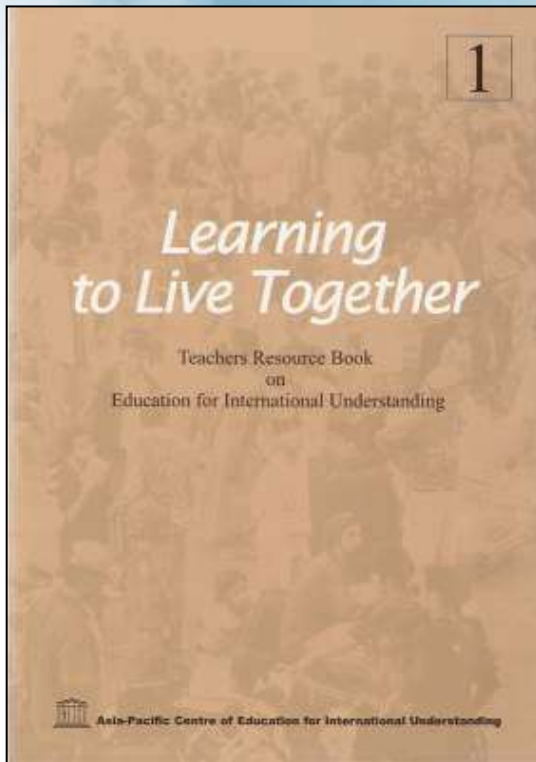


Learning to Live Together

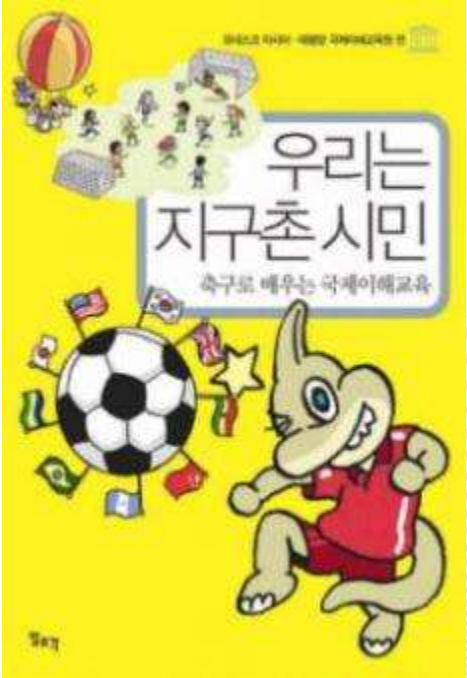
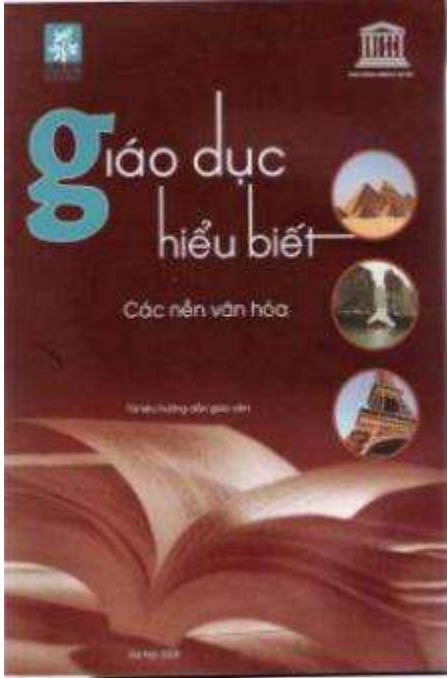
Enhancing International Understanding through Innovative Educational Resources

PARK So-Youn

(Asia-Pacific Centre of Education for International Understanding)



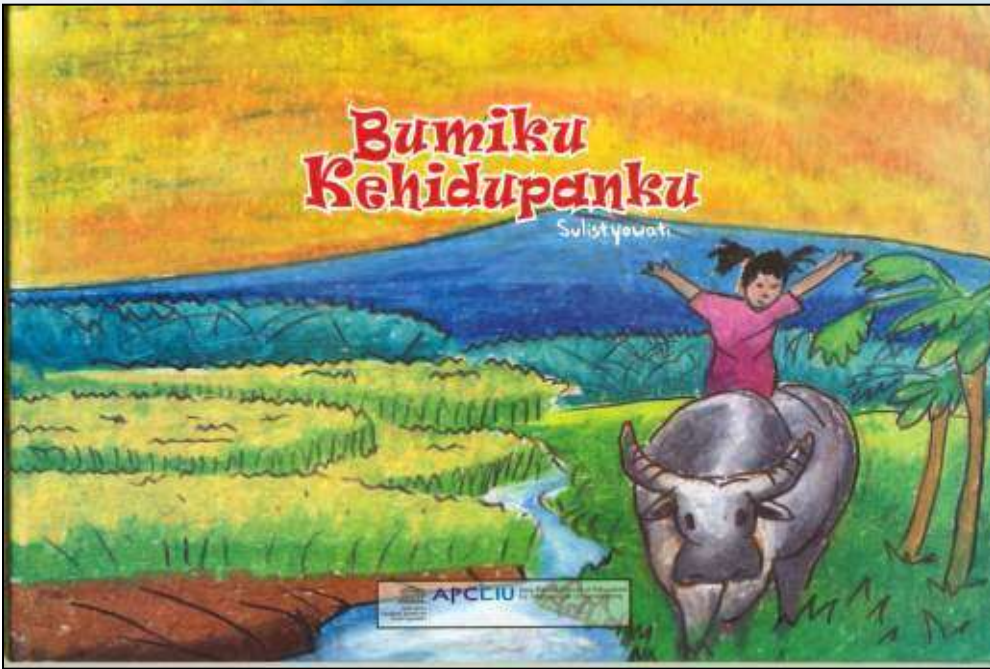
EIU Training Manuals



Teacher's Resources

Bumiku Kehidupanku

Sulistiyowati



APCEIU



മുൻ്റെ മുൻ മുൻ്റെ കലണ്ടർ

APCEIU

O'oh!!
EIU Card Game
about Southeast Asia:
Arts, Culture and General Knowledge

Age: 10 and above

Contents
64 Matching cards
1 illustrated die
Instructions sheet

Caution Hazard
This product may
only be used by
children over 3 years of age.

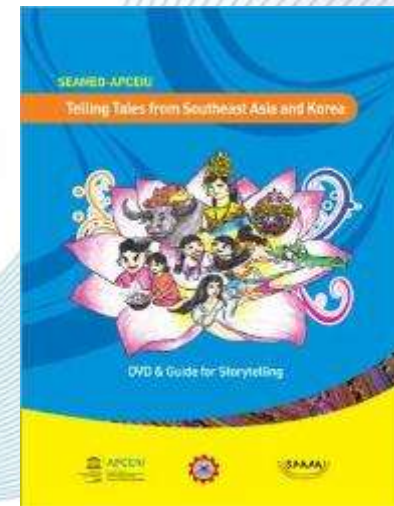
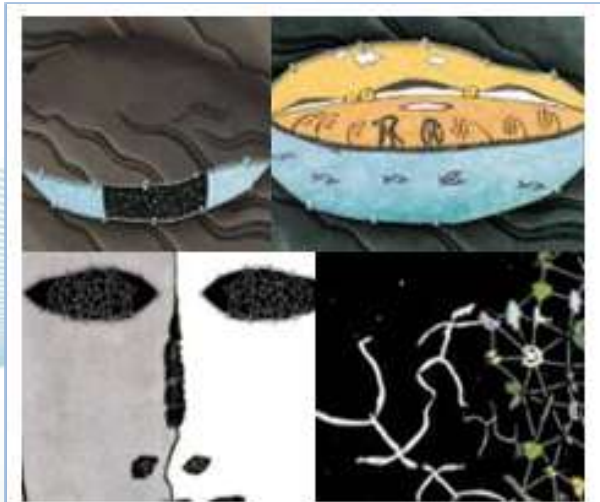
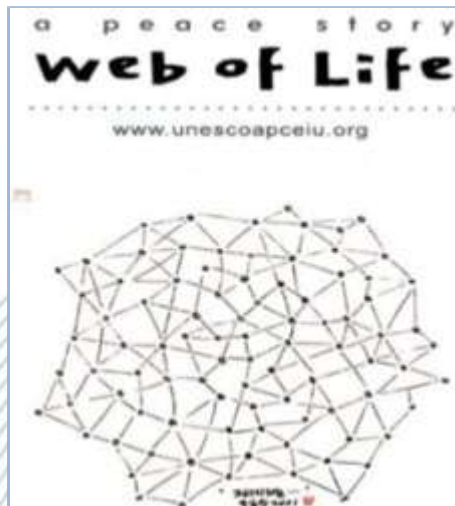
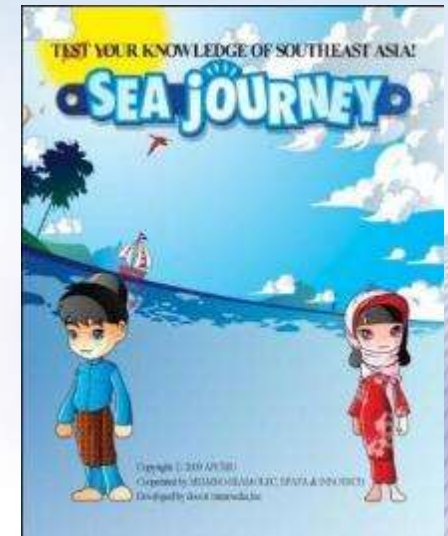
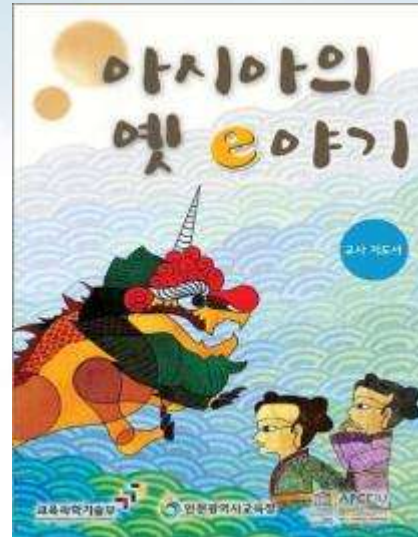
www.aseanapcciu.org
www.aseanapcciu.org

O'oh!!
This is a card game
about the cultures of
Southeast Asia. The set
contains beautiful and
informative illustrations,
the history and geography.
The questions in the cards
are asked in their own
words and they have
their cultures.

O'oh!!
Helps us to learn
about the rich heritage of
Southeast Asia and appreciate
ours and theirs.

APCEIU
SAAFA

Learning Materials



Multimedia Materials

Contents

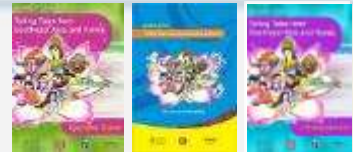
1

Game

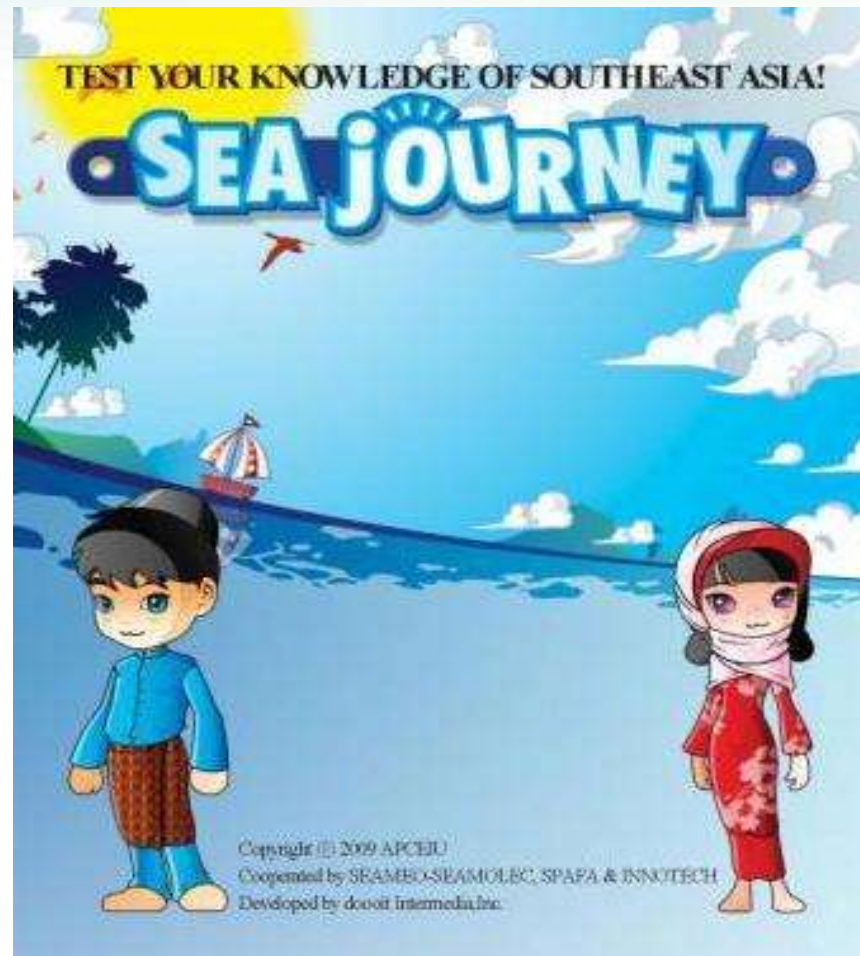


2

Story



01



Educational Game 'SEA Journey'

Background



Period: 2007–2009

- Title: APCEIU–SEAMEO Multimedia Material
- Development
for Multicultural Education
- Partner Organizations
SEAMEO INNOTECH
SEAMEO SEAMOLEC
SEAMEO SPAFA
- Type: CD Kit with Game and Guide for Teachers

Goal of the Project

Overall Objectives

- To provide Southeast Asia countries with multimedia materials for multicultural education
- To promote intercultural understanding

Steps



Year 1 : 2007

Situational analysis
on e-Learning system

- Overview of e-Learning system in Southeast Asia
- Overview of multicultural education in Southeast Asia

Year 2 : 2008

Multimedia Material:
SEA Journey

- Game development
- Contents development

Year 3 : 2009

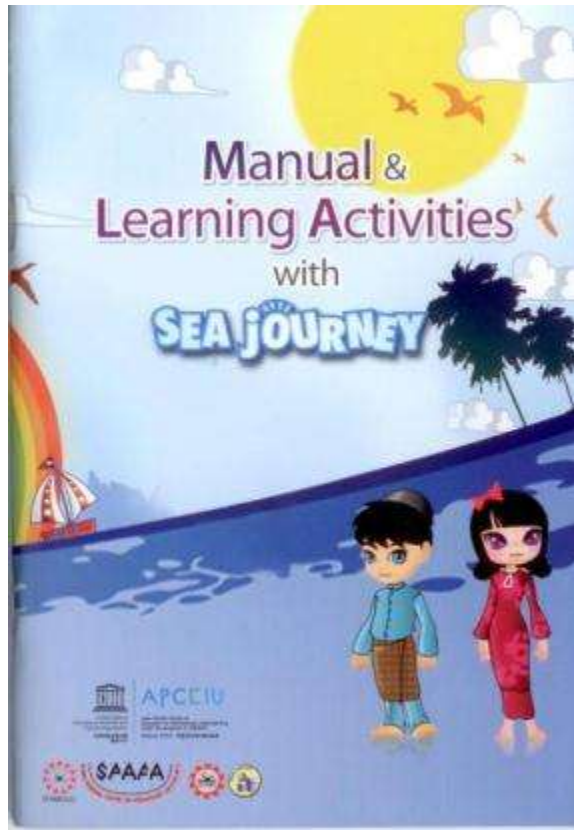
Pilot & Teacher's Guide
Development

- Revisions, and pilots
- Teacher's guide development

Why Game?

- Games can 'trick' a child to learn
 - Games serve as a medium for learning

Teacher's Manual



Activity 1

Geographical Positioning of ASEAN Countries and their Flags

Lesson Outline

Age Level : 7 - 9

Topic

Geographical Positions of ASEAN Countries and their Flags : Locate the puzzle shapes to match the geographical positions of ASEAN countries and their flags.

Learning Objectives

1. The students will be able to match the names and the location of the country on the map.
2. The students will be able to identify the flags for each ASEAN country.

Teacher's Manual

Instructional Activities

- For classes with internet
- For classes without internet
- For all classes

1 Gain Students' Attention



- Play traditional music from one of the ASEAN countries.
- Start the SEA JOURNEY game to stimulate students to anticipate the lesson.
- Show where their country is located on the SEA JOURNEY map, and ask them about the countries close to their own.

2 Inform Learners of Objectives

- Inform students about the learning objectives:
 - The students will be able to match the names and the locations of the countries on the map.
 - The students will be able to identify the flags for each ASEAN country.
 - The students will be able to learn about the different histories and meanings of the symbols on the different flags.

3 Stimulate Recall of Prior Knowledge



- Ask students to name a country they visited or learned about in other classes.
- Ask students to identify a country they would like to visit and explain why.
- Have a group of students work on SEA JOURNEY Stage 1. Students will work together to find the right puzzle pieces to be placed. Most of the students will make guesses when playing the game.
- This will give students a chance to test their level of geographical knowledge, and have fun playing the puzzle. While students play the game, teachers should assess the knowledge gap. Using the results from this pre-test, teachers can modify activities for the students.
- At this stage, students may not complete the task on time. The aim of the exercise is to expose the students to this puzzle, to stimulate their prior knowledge, and be ready for the contents to be presented next.

4 Presenting the Contents

- Learn about history and culture
 - Search information about ASEAN countries before the class.
 - Introduce and lecture about who are ASEAN member countries. Teach students about historical facts about each of the ASEAN countries.
 - Show a brief movie (about 4-5 minutes) about an ASEAN country (refer to www.youtube.com).

SEA Journey Tasks



- Serials
- Books
- Multimedia**
- Reports
- Regional Information
- United Nations Library Centre (2003-02-02)
- UN Decade of Education for Sustainable Development (2005-2014)
- International Decade for a Culture of Peace
- International Year of Earthquake (2011)
- International Year of Sustainable Energy (2012)
- All APCEU Member States in Asia and the Pacific

Sea Journey

List 11-02-23



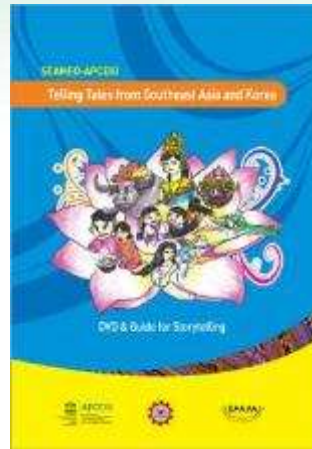
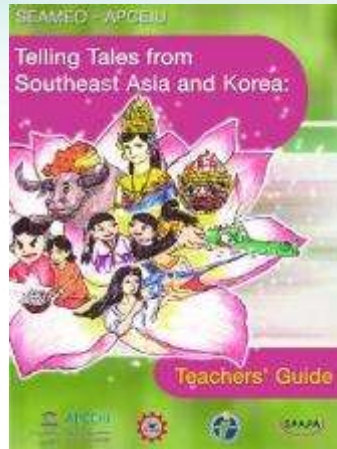
"SEA JOURNEY" is a CD game for students in the upper primary and lower secondary school level, depending on the region, aimed at enhancing intercultural understandings among students in the region towards a Culture of Peace. The game will make a useful learning material for classrooms not only in the Southeast Asia but also all other parts of the world that have interests in learning about the region.

[Play Game]

We appreciate your contribution to our survey on "SEA journey"
To participate in the survey,
please click the **SURVEY** button.

[SURVEY]

02



Telling Tales from Southeast Asia and Korea
Book, DVD, Picture Card, and Website

Background



- **Period:** 2010–2012
- **Title:** APCEIU–SEAMEO Multimedia Material Development
- **Partner Organizations**
 - SEAMEO Secretariat
 - SEAMEO SPAFA
- **Types:** Book, DVD, Picture Card, Website and Guide for Teachers (each type)

Why Folktales?

- Folktales teach children inherent values and help them rediscover their identities

Steps



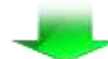
Year 1 : 2010

Situational Report of the Use of Folktales in Southeast Asia and Korea
Tales from Southeast Asia and Korea: Teacher's Guide



Year 2 : 2011

DVD on Telling Tales from Southeast Asia and Korea

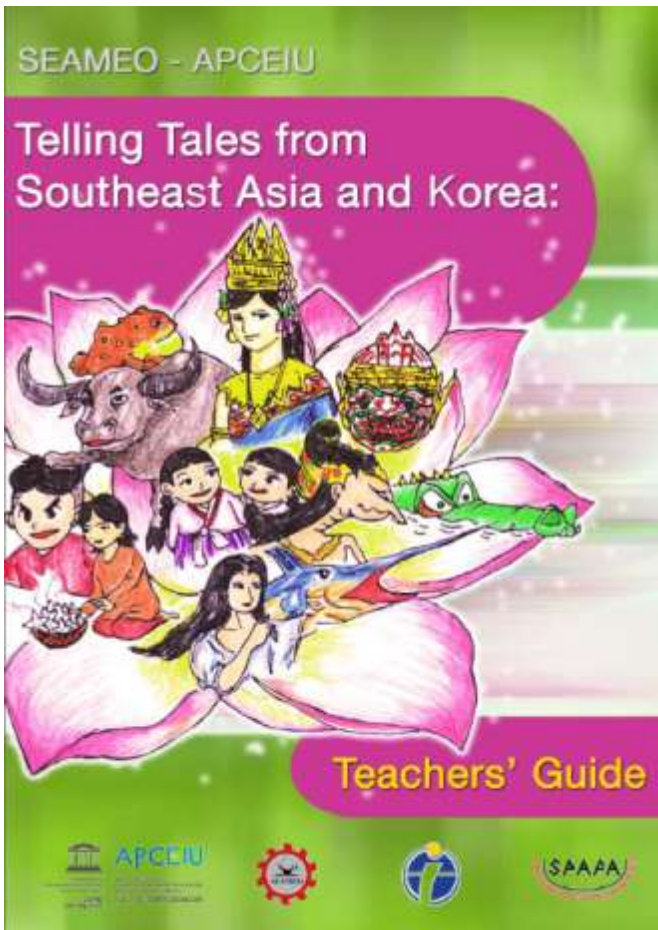


Year 3 : 2012

Picture Cards on Telling Tales from Southeast Asia and Korea
Website on Telling Tales from Southeast Asia and Korea



Telling Tales from Southeast Asia and Korea: Teacher's Guide



The Mighty Babau

(Brunei Darussalam)

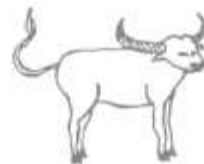
The villagers of Kampong Serai were scared and they had good reason to be! Nearly every night a tiger roamed their village. Nobody felt safe anymore and they decided something had to be done. They had to catch the tiger but how could they do this?

At the start of a working day in the fields, Babau, a buffalo, was being made to plough all day long in the searing heat. The villagers mocked him by singing:

Babau, Babau
Ploosh Babau,
Babau, Babau
Fur Babau,
Babau, Babau,
Lily Babau,
Babau, Babau
"You are a fool, Babau,
What are you going to do?"

Supplementary information

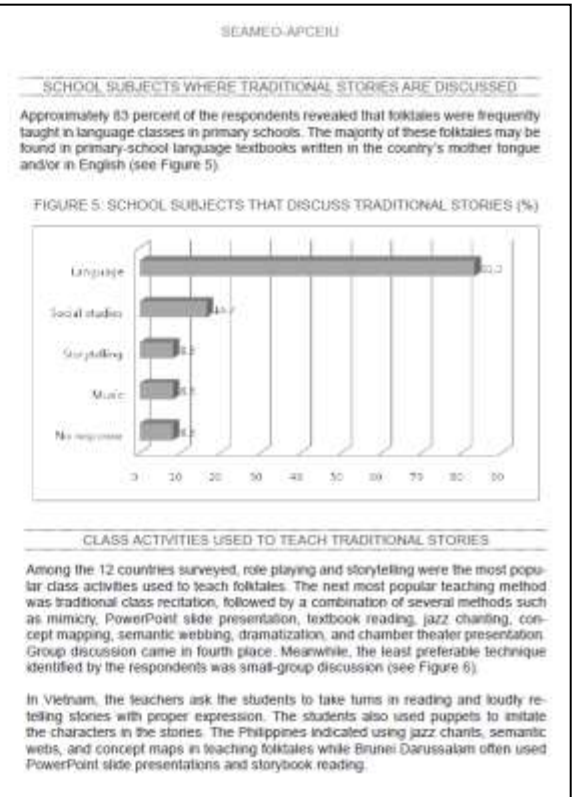
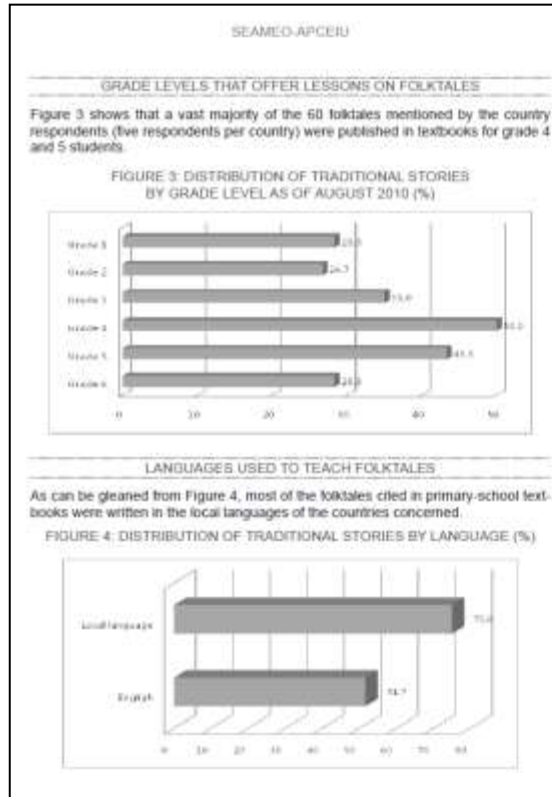
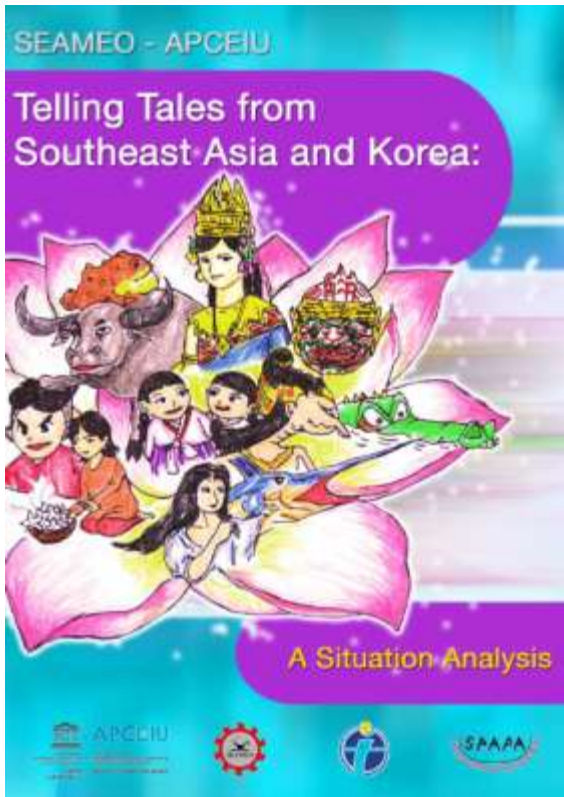
- The term **kampong** (in Kampong Serai) means village in the Malay language. Kampong is also found in Nalikhoda Manis, another story from Brunei Darussalam.
- For the terms of **buffalo** in the languages of Southeast Asia, refer to page 142.



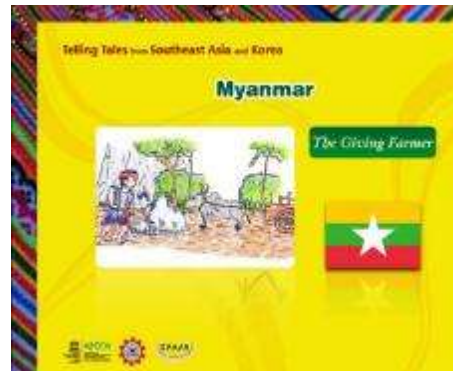
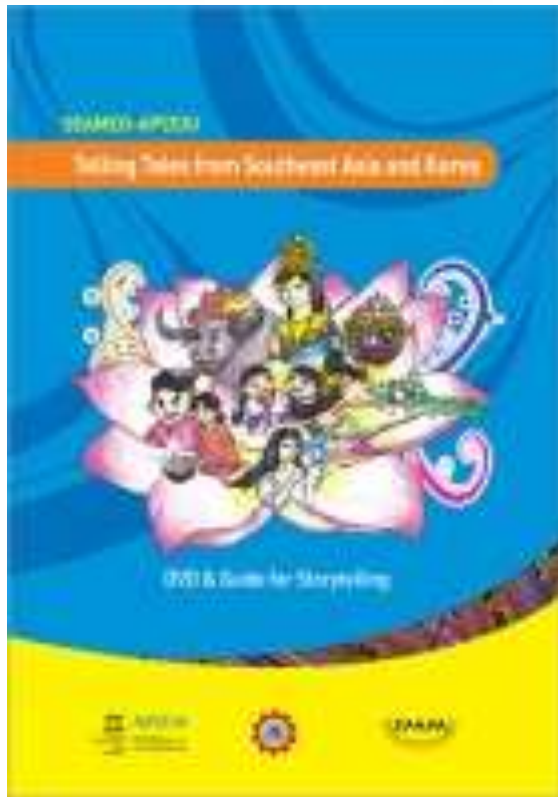
Folktales about animals



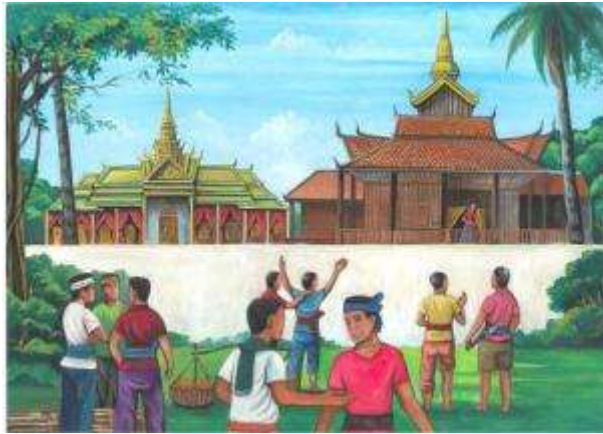
Telling Tales from Southeast Asia and Korea: Situational Analysis



DVD on Telling Tales from Southeast Asia and Korea



Picture Cards on Telling Tales from Southeast Asia and Korea



Website on Telling Tales from Southeast Asia and Korea

SEAMEO/APCEU

Telling Tales from Southeast Asia and Korea

ABOUT FOLKTALES TOOLS FOR STORYTELLING TEACHER'S GUIDE CREDITS CONTACT



Welcome

Telling Tales from Southeast Asia and Korea presents a collection of 27 prominent folktales from 11 Southeast Asian countries and Korea. It hopes to lend teachers support in instilling their students a sense of mutual respect for various cultures.

Read

Read folktales one by one in English

Watch

Watch folktales in local languages and English

Tell

Read folktales using oral storytelling

Themes

- Animals
- Food
- Nature
- People
- Places

Learn More

SEA Journey
Let's learn more about Southeast Asia through a CD game.
+ [Click here](#)

Useful Links
Let's learn more about folktales from Asia.
+ [Click here](#)

Mimic Animals


Let's watch, learn and create the sounds and motions of animals!




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ABOUT FOLKTALES TOOLS FOR STORYTELLING TEACHER'S GUIDE CREDITS CONTACT


By Country

 **Brunei Darussalam**


- Nakhoda Manis
- The Mighty Babau

 **Myanmar**


- The Giving Farmer
- The Old Wise Man

 **Cambodia**


- The Fragrant-haired Princess
- The Man Prince and the Naga Princess

 **Philippines**

- Marang Makiling, the Fairy of the Mountain
- Why the Sea is Salty

 **Indonesia**


- Malm Kundang
- The Goddess of

 **Nakhoda Manis**

Read

Watch

Tell



Brunei Darussalam

Nakhoda Manis [English](#) [Bahasa Melayu Brunei](#)

The Mighty Babau [English](#) [Bahasa Melayu Brunei](#)

Looking Ahead

- Teachers role in cultivating intercultural competency
- Enhancement of teachers' ICT competency and ICT infrastructure

Learning to Live Together



THANK YOU!