

**OER 0418 MT  
LESSON PLAN**

**Subject: Character and Citizenship Education**

**Class: IP3**

**Unit: -**

**Date: 27 February 2020**

**Topic: Poverty in Singapore (Treatment 1: VR HMD)**

**Time: 100mins [1315-1455]**

**Instructional Objectives**

By the end of the lesson, students should be able to:

1. Recognise that poverty exists in Singapore
2. Take the perspective of and empathise with those who are in poverty

<b>Time</b>	<b>Lesson Development</b>	<b>Notes</b>	<b>Resources</b>
15mins	<p><u><a href="#">Introduction OR Pre-activity</a></u></p> <p><u><a href="#">Discussion on Poverty</a></u></p> <ul style="list-style-type: none"> <li>• Evaluate if students are aware poverty exists in Singapore, and if so how does it 'look like' in Singapore given that there is no official poverty line</li> <li>• Discuss the statistics about poverty in Singapore:               <ul style="list-style-type: none"> <li>○ Wealth / inequality gap in Singapore – 2<sup>nd</sup> in advanced Asian countries</li> <li>○ One of the most expensive cities in the world</li> <li>○ Lack of government assistance</li> </ul> </li> </ul> <p><u><a href="#">OR</a></u></p> <p>Use CNA video 'Don't Call Us Poor Ep: Life in Bukit Merah'  <a href="https://www.channelnewsasia.com/news/video-on-demand/dont-call-us-poor/life-in-bukit-merah-11498448">https://www.channelnewsasia.com/news/video-on-demand/dont-call-us-poor/life-in-bukit-merah-11498448</a>            (As the clip is 20mins long, it is best to select just 5-7 minutes of it)</p>		<p>For preparation, refer to:  <a href="https://borgenproject.org/tag/poverty-in-singapore/#:~:text=Singapore%20is%20one%20of%20the%20richest%20Asian%20countries%20per%20capita.&amp;text=This%20makes%20them%20the%20second,family%20homes%2C%20or%20378%2C000%20people.">https://borgenproject.org/tag/poverty-in-singapore/#:~:text=Singapore%20is%20one%20of%20the%20richest%20Asian%20countries%20per%20capita.&amp;text=This%20makes%20them%20the%20second,family%20homes%2C%20or%20378%2C000%20people.</a></p>
5mins	<p><u><a href="#">Lesson Development OR Main Activities</a></u></p> <p>Introduce the Treatment and 'Experiment'</p> <ul style="list-style-type: none"> <li>• Overview of what will happen for the rest of the class: Pre-Test → Treatment → Post-Test</li> <li>• Hand out Pre-Test Questionnaire</li> <li>• Provide instructions for the Pre-Test Questionnaires</li> </ul>	<p><b>Headsets must already be on the students' tables so the Tech-Briefing can be done quickly.</b></p> <p><b>Pre-Post Test Questionnaires should also be on the students' tables already.</b></p>	<p>Pre-Test Questionnaire</p> <p>Post-Test Questionnaire</p> <p>Oculus Go (complete) [x30]</p>
10mins	<p>Students attempt the <b>Pre-Test</b></p> <ul style="list-style-type: none"> <li>• Students will complete the Pre-Test and then hand it up to the Researcher / Teacher</li> </ul>		
10mins	<p>Technical briefing and Set-up of HMDs</p> <ul style="list-style-type: none"> <li>• Provide instruction on the use of the HMD, Dos / Dots, Volume Control etc.</li> </ul>		
10mins	<p>Students will attempt the <b>Treatment</b></p> <ul style="list-style-type: none"> <li>• Students will view the VR video</li> </ul>		

30mins	<p>[8.35mins]</p> <p>Students will attempt the Post-Test</p> <ul style="list-style-type: none"> <li>• Teacher to distribute Post-Test questionnaire</li> <li>• The Post-Test has three sections: A) A short 100-word response B) Quantitative questions C) Qualitative Questions</li> </ul>	<p>The Post-Test should be completed after the video is screened. If the VR video cannot be controlled centrally, students may begin the Post-Test once they have finished viewing the video.</p>	
10mins	<p><u>Closure and Consolidation OR Post-Activity</u></p> <p><u>Review of Key Issues in Poverty</u></p> <ul style="list-style-type: none"> <li>• Teacher may gather generic responses of students' experience of the Treatment (Story), and if they 'felt' they were the protagonist of the story, and/or how that impacted their views on cyber/bullying.</li> </ul>	<p>All Post-Test (and Pre-Test) questionnaires must be collected before the class ends.</p>	