T&I Project
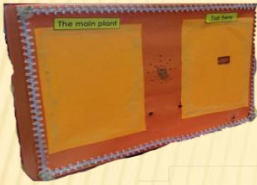# (Tap and Identify Project)

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INTRODUCTION

T&I (Tap and Identify Project) is an innovation that includes elements of PAK21, KBAT, Didik Hibur and also supported the Go Green 2020 programme. This innovation was implemented to help the students of Year 3 and Year 6 to answer about the physical characteristics efficiently and effectively. The board game a like innovation involves of circuit that players need to tab the correct cards. If the answer is correct, the LED will lights on and the sound of buzzer will appear. So that, the players identify the correct answer of physical characteristics of certain plants. Then the players will put the correct card in the I-THINK map (tree map). This project also helps teachers as teaching tools in learning. In addition, it can also produce students who are able to fulfill the country's aspirations to cultivate STEM in the era of the Industrial Revolution IR 4.0

ADVANTAGES

1. Teachers do not have to leave the classroom to teach students regarding this topic.
2. Improve of student's cognitive, psychomotor and thinking skills.
3. All teachers can handle the T&I tools easily.
4. The set of games that was are easy for teachers and students to carry out.

APPLICATIONS

1. Apply science process skills such as observing, comparing and classifying.
2. Pupils can learn the topic physical characteristics of plant in the form of a game. Apply of DIDIK HIBUR in Science.
3. The buzzer will produce sound and illuminate the LED if the Physical characteristics of the plants arranged are correct.
4. The students learn to make the correct i-Think map (tree map) of the topic.
5. Encourage students to make decisions and solving problems on science learning activities.

T&I Project
(Tap and Identify Project)

ORIGINALITY

1. There are no more games related of classifying the physicals characteristic of plant.
2. The games box is designed to combine the subject of RBT (design and technology) that use of circuits, buzzers, LED with Science subject of topic physical characteristic of plants.
3. Empowering the use of i-Think map (tree map) and make learning Science is Fun.

RECOGNITION

TITLE	TEAM LEADER	TEAM MEMBERS	INSTITUTION	AWARD	REMARKS
LET'S SPELL IT RIGHT (LESPIR) DIGITAL SPELLING APPLICATION	MOHD SAHARUDIN BIN SETAPA	1) MUHAMMAD ZULKARRAZ BIN ZULKHAIRY 2) A'ISY SOFYAN BIN MOHD SALEHUDDIN 3) MUHAMMAD FAHEEM AZFAR BIN MOHD PISOL 4) WAN NAJMI ZAFRI BIN ZAWAWI	SK PUTRAJAYA PRESINT 11(1)	GOLD	BEST OF THE BEST AWARD
TEKNIK PAYUNG	PRIYA A/P RAJENDRAN	1) PRIYADARSHINI A/P RAGUNATHAN 2) SHOBANA JANE A/P SATHIAN 3) SUGITHERRA A/P SEENIVASALU NAIDU	SJKT LABIS	GOLD	
T&I TAP AND IDENTIFY PROJECT	SARAH BINTI MOHAMAD NOOR	MOHD SABRI BIN SAHIR, DAHLINA BINTI KAMAT, NUR AINA BATRISYIA BINTI AHMAD AGUZI, NORAGLAN RIFQI, MOHD FARHAN HANIFF AB RAHMAN	SEKOLAH KEBANGSAAN PAYA JAKAS	GOLD	

CATEGORY 1: PRIMARY SCHOOL STUDENT

WAYS TO USE T&I

Prepare the T&I

Let's play T&I

Build up tree map (i-Think map)

Copy the map in exercise book

Student's Work/ANSWER

POTENTIALS

1. This product is able to engage students to learn and complete assignments happily with their friend.
2. This product also uses low cost and reuse again the old materials.
3. Simple games design and easy to carry anywhere.

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