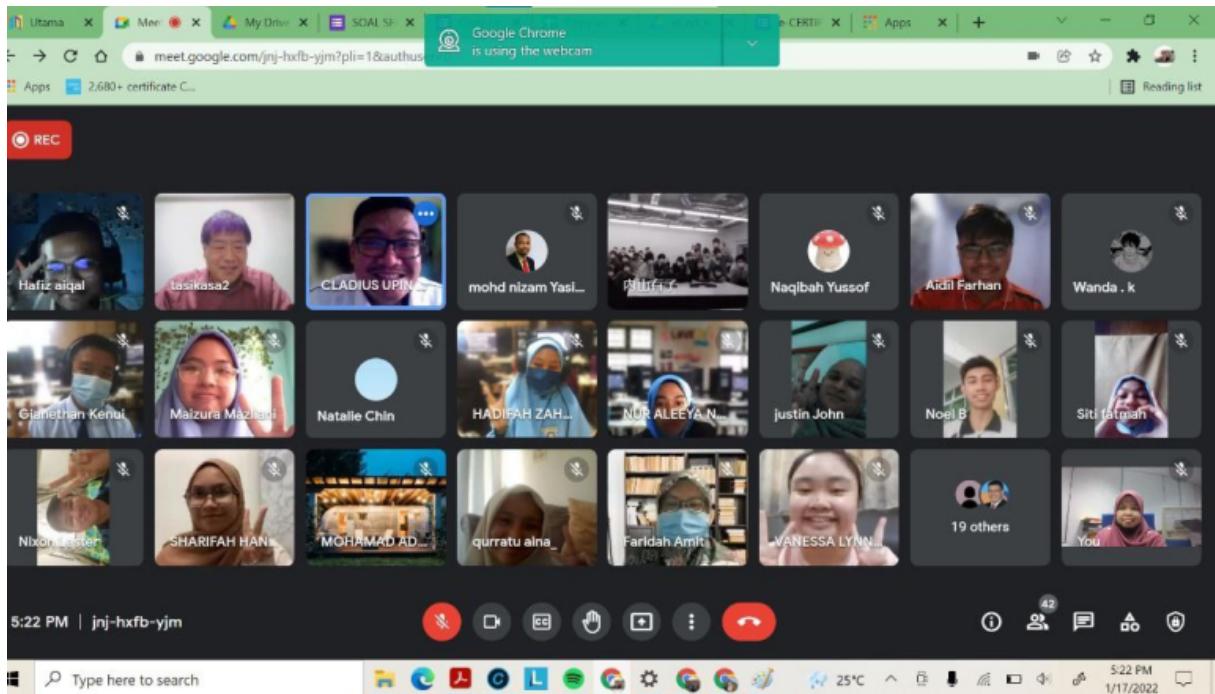


‘Kouryukai’ JPWPL Mengeratkan Jaringan Antarabangsa Bersama Jepun



Labuan, 18 Januari : Jabatan Pendidikan Wilayah Persekutuan Labuan telah berjaya menganjurkan ‘**Kouryukai**’ , program pengantarabangsaan bersama University of Toyo, Tokyo pada Isnin lalu.

Kouryukai merupakan ungkapan kata bahasa Jepun bermaksud sebagai satu pertemuan atau berhimpun untuk bertukar-tukar pandangan, idea sama ada dari segi pendidikan, budaya dan sebagainya di antara dua kumpulan orang yang mempunyai perbezaan negara, bangsa atau budaya serta bertujuan berkenal-kenal mesra.

Program anjuran Sektor Perancangan dilaksanakan secara dalam talian melibatkan 75 orang peserta.

Penyelaras program, Puan Faridah Amit berkata seramai 28 pelajar University of Toyo dan 47 murid-murid sekolah menengah di Labuan terlibat di dalam program yang

memasuki siri ke-3 sejak tahun 2021.

“Objektif utama program ini adalah untuk menyediakan peluang mengenali budaya antara dua negara kepada murid-murid di Labuan, selain memberi peluang murid-murid untuk berinteraksi walaupun berlainan bahasa” kata beliau.

Dalam sesi kali ini, murid-murid Labuan berpeluang mengenali beberapa aspek di dalam kehidupan remaja di negara matahari terbit. Antaranya ialah aktiviti-aktiviti pembelajaran, rekreasi, makanan dan permainan tradisi seperti Daruma-san ga Koronda.

Adik Mohd Aidil bin Farhan dari SMK Labuan melahirkan rasa bertuah kerana terpilih menyertai program ini.

“Saya dapat mengenali budaya Jepun dengan lebih dekat. Kebetulan pula saya memang meminati majalah Mangas dan karya kartun Jepun yang begitu popular di Malaysia”

Program turut dihadiri oleh Timbalan Pengarah Sektor Perancangan, Encik Mohd Nizam bin Yasim. Dalam ucapan penutupan program, beliau berharap agar program jaringan antarabangsa ini dapat diteruskan walaupun situasi pandemik Covid-19 masih melanda dunia.

Program telah dikendalikan oleh Cikgu Cladius Upin Lonsiong Jr. dari SMK Ranch-Rancha sebagai moderator.

Berita Oleh : Sektor Perancangan

The screenshot shows a Microsoft Teams video call interface. In the center, there is a presentation slide titled "Interesting dagashi". The slide contains text and images about Japanese snacks. On the left, there is a photo of three colorful candy bars. The text next to it says: "The picture on the left is a candy. One of the three is very sour. I enjoy eating them with my friends and family." On the right, there is a photo of several powdered juice packets. The text next to it says: "On the right is powdered juice. When the powder is dissolved in water, it becomes juice such as cola or soda. You can also easily make orange juice or melon juice." At the bottom of the slide, there is a small photo of two pink candies. The Teams interface shows a grid of participant video feeds in the top right corner. The bottom right corner shows the "You" camera feed. The bottom of the screen shows the Windows taskbar with various icons.

Antara makanan ringan di Jepun

The screenshot shows a Microsoft Teams video call interface. In the center, there is a presentation slide titled "Daruma-san ga Koronda". The slide contains a list of steps for the game and two cartoon illustrations. The list of steps is as follows:

1. Decide on one demon. The children line up in a row at the starting line, away from the demon.
2. At the demon's "first step" signal, the child takes a big step forward.
3. While the demon is saying "Daruma-san ga Koronda", the child approaches the demon.
4. When the demon turns around, the child who couldn't stay still should hold hands with the demon.
5. Touch the hand of the ogre and the captured child with the word "cut" and all the children will run towards the starting line.
6. The demon moves a predetermined number of steps (5 to 10) when it can touch the child.

Next to the text, there are two cartoon illustrations. The first illustration shows four children standing in a line at a starting line, with the text "はじめのいっっぽ！" above them. The second illustration shows the children running towards the starting line, with the text "だるまさんが..." above them. The Teams interface shows a video feed of a participant in the bottom right corner. The bottom of the screen shows the Windows taskbar with various icons.

Antara permainan tradisional di Jepun