

First Initiative



Cambodia English Education Initiative

Project Proposal

By Sehye Park (Founder, Organizer, Coordinator) & Heesoo Song (Co-founder and Co-Organizer)

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Project Summary:

Title	Cambodia English Education Initiative
Objectives	Expanding English Education across underprivileged areas of Cambodia
Period	1 month, every Saturday for each initiative
Budget	\$520
Location	<p>First Initiative : Koh Oknha Tei Island @Koh Oknha Tei Church</p> 
Beneficiaries	7-10 year old children/students
Main Activities	English Camp consisting of creative, group and physical activity
Point(s) of Contact	<p>Founder: Sehye Park</p> <ul style="list-style-type: none"> - sehye.park@students.hope.edu.kh - Whatsapp: (+855)96 434 6074 <p>Co-founder: Heesoo Song</p> <ul style="list-style-type: none"> - 26songh@ispp.edu.kh - Telegram: (+855)76 6617 637

Objective Overview:

We are aware that the English language is a critical tool that opens up opportunities for the future as a global language, yet, many Cambodian public schools have no English curriculum and are limited from accessing the necessary English education.

To face this issue, Cambodia English Education Initiative (CEEI) is a project planned in hopes of expanding English education across primary students of Cambodia in rural areas. This project aims to ease the difficulties of families struggling financially with the current average wage of a Cambodian farmer is \$208 making it incredibly difficult to provide a proficient English education. With English-speaking organizers and teachers, who've attended English-speaking International and Public schools throughout our education, we hope to share our privilege to our communities with well-structured lessons and new activities that they have not experienced before in Cambodian public schools.

Project Overview:

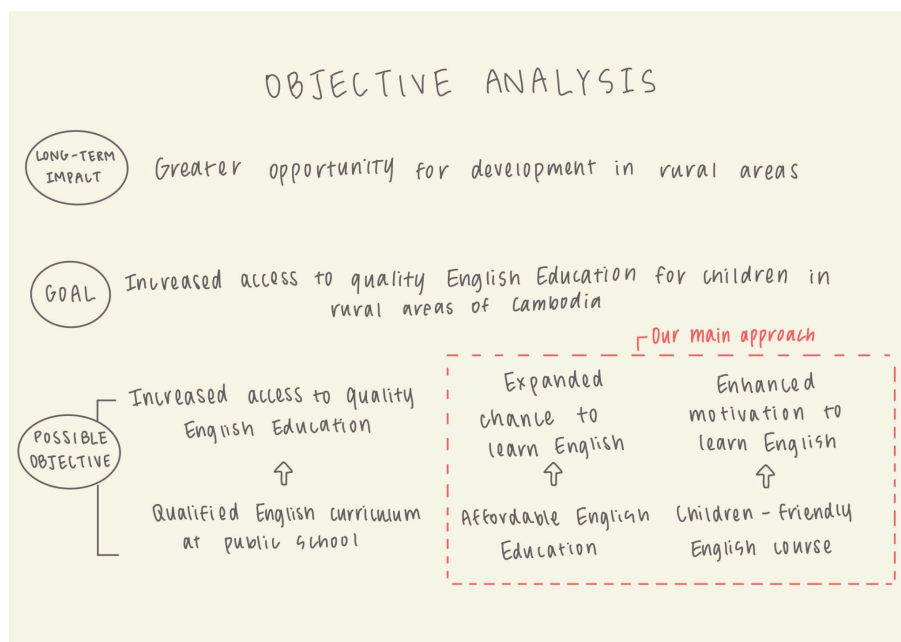
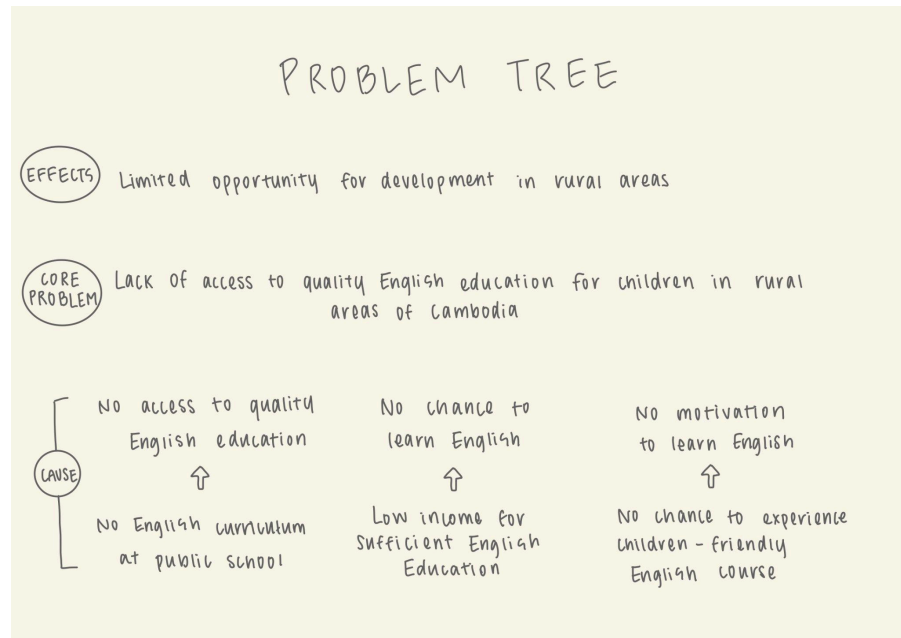
CEEI is held every Saturday in a month starting from the first week to fourth week of November at Koh Oknha Tei. The activities are planned to fit young aged students with interactive play-type education ranging from creative, physical and group activities. Each area takes a different approach in learning English while having a common purpose of building communication, thinking, and social skills. With this base, each week consists of different topics that help students to engage in learning. We also consider different English levels (beginner, intermediate, advanced) that the students may have, to make the learning process more efficient. We hope to continue to develop this project in the long-run, visiting various rural areas across Cambodia in the future.

Problem Analysis:

Currently in Cambodia, there are three main problems Cambodian students are facing. Firstly, the issue where many public schools currently don't provide an English curriculum, eventually leading to no access to quality English education. Secondly, low income of Khmer families prevents students from getting sufficient English education, and further prevents them from having access to experience children-friendly English courses. Overall, the core problem is the lack of access to quality English education for children in rural areas of Cambodia which leads to the effect of limited opportunity for development.


As a solution, the Cambodia English Education Initiative (CEEI) has come up with three ideas that will improve the problems mentioned previously. The three main objectives of CEEI is to reach a qualified English curriculum in Cambodian public schools, affordable English education,

and children-friendly English courses. However, due to limitations as a student and considering this is our first initiative, it is challenging to bring the first solution to reality. Therefore, we will be mainly focusing on the last two initiatives which can be further elaborated into expanded chances to learn English and enhanced motivation to learn English. Our goal is to increase access to quality English education for children and when viewing it as a long-term impact, we hope to build greater opportunities for development in rural areas.



Program Schedule:

(click to access the full activity description and details)

	Week 1 - Nov 2 <i>ABCDEFGH I!</i>	Week 2 - Nov 9 <i>Moo Woof Who? Animals!</i>	Week 3 - Nov 16 <i>This is ME!</i>	Week 4 - Nov 23 <i>(Thanksgiving)</i> <i>I'm thankful for...</i>
Attendance 9:00 - 10:00	Registration: - Distribute custom CEEI t-shirts - Allocate name stickers	9:00 - 9:20 Attendance English song sing along 9:20 - 10:00 Revision in previous groups	9:00 - 9:20 Attendance English song sing-along (Head, shoulders, knees and toes)	9:00-9:20 Thanksgiving song sing-along Introducing the idea of thanksgiving (in Khmer)
Session 1 (Creative Activities) 10:00 - 12:00	Introduction to basics : <i>Beginner:</i> - Alphabet Introduction - Alphabet worksheets <i>Intermediate:</i> - Capital and lowercase letters - Alphabet sounds <i>Advanced: Phonics</i> - Connecting alphabets to create words (ie. d-o-g, bed, sat, bell)	Playdoh animal sculptures In the groups of 5, a worksheet will be distributed in each group with a picture of an animal with it's name labeled below.	10:00~11:00 Facial Features (eyes, nose, lips) Each student will have a cut out of facial features and will glue them at a correct spot which has english words written on it. 11:00-12:00 Body parts (Head, shoulders, knees and toes) Students will match the correct word written on a mini flashcard with the features drawn/printed on the paper.	Water Color Turkey <i>Reference photo:</i>  Interactive craft activity with word of things students are grateful for written in the feather areas of the turkey.
Lunch 12:00 - 1:00				

Session 2 (Physical Activities) 1:00 - 2:30	Name Placards: Each student will fold paper placards, decorate them with stickers and craft supplies, and learn how to write their name in English! Then, students will introduce themselves to their peers with their decorated placards.	Treasure Hunt: Finding hidden animals (words) and matching them with animal pictures.	Simon Says: Playing the game of Simon Says limited to face features+body features with everyone together. 'Twister' - Board game board game 4 randomly assigned groups and 2 teams from the 4 will compete with each other in the game of Twisters.	Thanksgiving Turkey Tail Feather Tag English words are written in the tails, and players must return the tails they caught and recite the word for their points to count.
Break 2:30 - 2:45	Distribute snacks	Distribute snacks	Distribute snacks	Distribute snacks
Session 3 (Group Activities) 2:45 - 4:00pm	Introduction to phonics: The 3 different level groups, beginner, intermediate and advanced will work on phonics focused activities.	Team building game: Rhyme Race - team that matches words rhyming with the animal the fastest Extra games: Infinite rock paper scissors	Animal Hand paper crafting Reviewing animals learnt before with paper animals made with the hand shape Learning about names of each finger. (Thumb, index, middle, pinky, ring)	'Gratitude Farm' By using the previously made turkey during session 1, students will create a gratitude farm that includes vocabularies of their drawings as well as things that their grateful for within the farm. Each group will be asked to come up and present their 'Gratitude Farm'



Modification was made throughout the process and can be seen in the full activity description

Link to access to the full activity description and details: <https://shorturl.at/JmkAh>

Project Design Matrix (PDM)

Part I. Project Design Matrix(PDM) Template			
□ Project Name: Cambodia English Education Initiative		□ Duration: Nov 2, 9, 16, 23, 2024	
□ Target Group: 30 children aged 7-10 in Koh Oknha Tei (Silk Island)		□ Date: July 27, 2024	
Narrative Summary	Indicators	Means of Verification	Assumption and Risks
Goal			
Increased access to quality English education for children in Koh Oknha Tei			
Outcomes			
1 Creative Activities - Students who build their confidence by visual representations of their own work			
2 Physical Activities - Students learn English in ways that are not limited to just paperwork and listening but with physical involvement, making contents more memorable			
3 Group Activities - Evoke teamwork, to ensure that students support each other with no student feeling left behind and enhancing the team's overall English skills as a result.			
Outputs			
Session 1: Creative Activities			
1.1 Introduction to basics	# of students who complete Alphabet worksheet	Alphabet worksheet	Active participation of students
1.2 Playdoh animal sculptures	# of students who learn animals in English whilst applying phonics	Voice recordings of correct pronunciations	Interactive tactile play
1.3 Facial Features	# of students who can recite their own facial features	Facial feature matching worksheet	Active participation of students
1.4 Water Color Turkey	# of students who're able to use and spell words that they're thankful for	Water Color Turkey product	Student's creativity and understanding of words
Session 2: Physical Activities			
2.1 Name Placard	# of students who can confidently introduce themselves to others	Video recording (W/ permission)	Students confidence in speaking English
2.2 Treasure Hunt	# of students who can correctly match English words and pictures	Correctly organized and displayed results from the game.	Student's ability to match correct words and images
2.3 Simon Says	# of students who can understand the rules and key words (body features)	Video recording (W/ permission)	A smooth process with the understanding to the game
2.4 Thanksgiving Turkey Tail Feather Tag	students can recite the words on the tail correctly	Group photo of the students with the tails they caught	Student's ability to recall previously learnt content
Session 3: Group Activities			
3.1 Basic Phonics Revision	# of students who can solve the interactive puzzles/questions in each level group	Photos of correctly answered results of students	Active participation of students
3.2 Rhyme Race	# of students who can correctly math the randomly distributed word cards to the rhymes	Whiteboard that contains the word cards students organized	Student's ability to associate similar sounds of word together
3.3 Animal Hand Paper Craft	# of students who can identify different parts of the finger	Products of the craft with correct names of each finger part	Active participation of students
3.4 Gratitude Farm	# of students who can present their group work in English	The 'Gratitude Farm' poster	Student's developed skills of speaking in English
Activities	Inputs	Pre-condition	
Session 1: Creative Activities	1. Project budget: 2. Project Period: 4 times in 4 weeks 3. Project Site: Children Center in Koh Oknha Tei 4. Facilitators: Sehye, Heesoo 5. Materials: school supplies, craft supplies 6. Sponsors: 7. Partnering Organizations: 8. Supporting Organizations:	1. Securing financial support 2. Active participation of local children	
1.1.1 Introduction to basics			
1.1.2 Playdoh animal sculptures			
1.1.3 Facial Features			
1.1.4 Water Color Turkey			
Session 2: Physical Activities			
2.1.1 Name Placard			
2.1.2 Treasure Hunt			
2.1.3 Simon Says			
2.1.4 Thanksgiving Turkey Tail Feather Tag			
Session 3: Group Activities			
3.1.1 Basic Phonics Revision			
3.1.2 Rhyme Race			
3.1.3 Animal Hand Paper Craft			
3.1.4 Gratitude Farm			

Estimated Budget

Resource	Costs (\$)
Stationary	$56 + 8(A4) + 13(\text{color}) + 6(\text{poster})$ =75
Crafts	129
Games / Learning materials	44
First-aid-kit	10
T-shirt - 30 students, 6 teachers, (\$4.5 per shirt)	162
Snacks for 30 students for 4 weeks (\$1/student)	120
Total	\$540

Second Initiative



Cambodia English Education Initiative


2nd Initiative Project Proposal

By Sehye Park (Founder, Organizer, Coordinator) & Heesoo Song (Co-founder and Co-Organizer)

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Project Summary:

Title	Cambodia English Education Initiative
Objective	Expanding English Education across underprivileged areas of Cambodia
Period	5 weeks, 3 hours every Saturday (2:30 - 5:30pm)
Budget	\$564.16
Location	<p>Dail Community of Cambodia</p> 
Beneficiaries	7-10 year old children/students
Main Activities	English Camp consisting of creative, group and physical activity
Point(s) of Contact	<p>Founder: Sehye Park</p> <ul style="list-style-type: none"> - sehye.park@students.hope.edu.kh - Whatsapp: (+855)96 434 6074 <p>Co-founder: Heesoo Song</p> <ul style="list-style-type: none"> - 26songh@ispp.edu.kh - Telegram: (+855)76 6617 637

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Project Overview:

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Problem Analysis:

Currently in Cambodia, there are three main problems Cambodian students are facing. Firstly, the issue where no public schools currently provide any English curriculum, this eventually leads to no access to quality English education. Secondly, low income of Khmer families prevents students from getting sufficient English education, and further prevents them from having access to experience children-friendly English courses. Overall, the core problem is the lack of access to quality English education for children in rural areas of Cambodia which leads to the effect of limited opportunity for development.

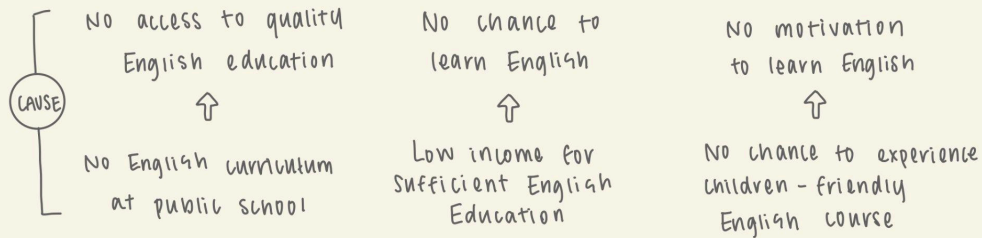
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to bring the first objective to reality. Therefore, we will be mainly focusing on the last two objectives which can be further elaborated into expanded chances to learn English and enhanced motivation to learn English. Our goal is to increase access to quality English education for children and when viewing it as a long-term impact, we hope to build greater opportunities for development in rural areas.

PROBLEM TREE

EFFECTS Limited opportunity for development in rural areas

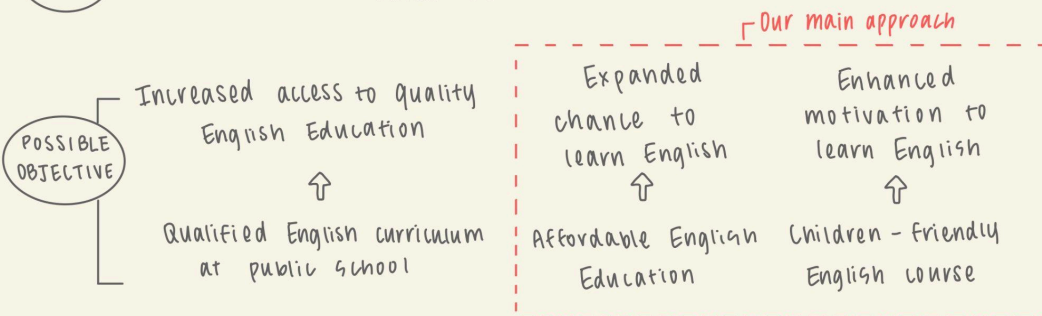
CORE PROBLEM Lack of access to quality English education for children in rural areas of Cambodia



OBJECTIVE ANALYSIS

LONG-TERM IMPACT Greater opportunity for development in rural areas

GOAL Increased access to quality English Education for children in rural areas of Cambodia


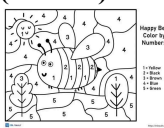




Program Schedule:

(click to access the full activity description and details)

Saturday (2:30 - 5:30)

	Week 1 - Feb 22 My name is...	Week 2 - Mar 1 (common vocab + more complex phonics) Animal - Moo, Rawr, Oink Woof, Who?	Week 3 - Mar 8 (nouns, verbs, adjective) Body Parts This is ME!	Week 4 - Mar 15 Colors & Numbers	Week 5 - Mar 22 (simple sentences, tense) 3, 2, 1, Action!
Intro (15mins)	2:30 - 3:20 Registration: - Distribute custom CEEI t-shirts - Allocate name stickers - Alphabet & number worksheets - In order to determine the level of each students → information for planning level tests for the next week	2:30 - 3:20 Attendance English song sing along - O'mcdonald had a farm Pre-knowledge test TBD (15min) <i>Beginner:</i> Malysa & Heesoo <i>Intermediate:</i> Tete, Yanin, Delight <i>Advanced:</i> Dream, Sehye Revision in previous groups (30min)	2:30 - 3:20 Attendance English song sing-along (Head, shoulders, knees and toes) (5mins) Pre-knowledge test TBD (15min) Revision in previous groups (30min)	2:30 - 3:20 Attendance English song sing-along - What's your favorite color? - someone holds up a color card as the song plays Revision in previous groups (30min) Pre-knowledge test TBD (15min)	2:30 - 3:20 Attendance English song sing-along - Walking Walking Revision in previous groups (30min) Pre-knowledge test TBD (15min)
BREAK TIME: Distribute Snacks & Materials	5 mins	5 mins	5 mins	5 mins	5 mins

<p>Session 1 (Creative Activities)</p> <p>45 minutes</p>	<p>3:25 - 4:00</p> <p>Introduction to basics:</p> <p>Randomly assigned groups (1 Khmer-speaking teacher each)</p> <p>Random groups (3-4 ppl/group): Brief alphabet overview and phonics -Flashcards - Whiteboards</p> <p>Beginner: Randomly show an out alphabet and ask them to say it out</p> <p>Intermediate: Combination of consonant and vowel (ex: C-A, B-I, L-Y)</p> <p>Advanced: Sound out short/common words and spell them out</p> <p>Record the student's name and their levels</p>	<p>3:25 - 4:00</p> <p>Playdoh animal sculptures</p> <p>Sculpt alphabet shapes with playdoh - Teachers call out random alphabets and students have to shape them accordingly</p> <p>In the groups of 5, a worksheet will be distributed in each group with a picture of an animal with it's name labeled below.</p> 	<p>3:25 - 4:00</p> <p>Hand Paint (part 1): (30mins)</p> <p>Students will all imprint their hands with paint on a big poster. - Each group has different themes for their poster (ex. Farm, aquarium,) - Teaching the word 'hand'</p>	<p>3:25 - 4:10</p> <p>Number color worksheets (20mins)</p>  <p>Students color the numbers based on the color rule on the side</p> <p>Pipe cleaner number flowers (25mins)</p> 	<p>3:25 - 4:00</p> <p>Paper joint human: Cut out humans out of paper, use paper fasteners for joints to mimic action said.</p> <p>After each student has created their own human with freely moving joints, each teacher in a group will call out a random action which they need to express with their man/women</p>
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Break 15 minutes	4:00 - 4:15	4:00 - 4:15	4:00 - 4:15	4:10 - 4:20	4:00 - 4:15
Session 2 (Physical Activities) (45 min)	4:15 - 4:45 Name Placards: 4:15 - 4:30 Each student will fold paper placards, decorate them with stickers and craft supplies, and learn how to write their name in English! Then, students will introduce themselves to their peers with their decorated placards. Name tag: 4:30-4:45 The person in the middle will call a random person's name whilst attempting to tag them. The person who's name was called must call another person's name not to be tagged.	4:15 - 4:35 Treasure Hunt: 20mins Finding hidden animals (words) and matching them with animal pictures. + at least 10 animals <ul style="list-style-type: none"> - Pig - Cat - Dog - Rat - Bat - Cow - Fox - Lion - Ape - Ant 	4:15 - 5:00 Short group activity: (15min) Introduction to overall body parts (head, shoulder, knees, tummy, toes, hand) Simon Says: (10 mins) Playing the game of Simon Says limited feet, hip, head, shoulders, knees Twister team game (20mins) 4 randomly assigned groups and 2 teams from the 4 will compete with each other in the game of Twisters.	4:20 - 5:00 Grouping (10mins) Teachers call out a certain number and students will arrange themselves into a group of that number. Chalk drawings Hopscotch (30mins) number game: - Students land on the number and say the number, go back to the beginning if wrong  - One star sticker for each successful round → 3 rounds max	4:15 - 4:45 Snatch! (20 mins) Students will have a partner to compete in a game that involves their reflex. A teacher will randomly call out “run, walk, jump, hop” and students will do the following action in their spots whilst facing their partner until the teacher calls out “snatch!” The fastest person to respond and catch the prize in between claims the victory.
Session 3 Group (45 min)	4:45 - 5:05 Name bracelets: (20 mins)	4:35 - 5:15 Phonics with animals: (35min)	5:00-5:15 Body portrait In groups of 5 (total 6 groups)	5:00 - 5:15 Color flag Each student will have 5	4:45 - 5:15 Image matching (30mins)

	- Spell out their names with alphabet beads	ig Teachers pronounce “pig” to teach students that “P” makes a “peh” sound and students write down the alphabet. After all students show their whiteboard/answer, the image of the pig is revealed so that the students understand what animal it refers to.	a student will outline their full body in a big poster paper. The group together will label each body part and decorate their new friend.	different colors in front of them and when the teachers call out a certain color word, the students will hold up the correct color flag.	Students will see an image of the actions that were taught and fill in the blank that labels the image (Run, Jump, Walk, Hop)
Level Test (15min)	5:10 - 5:30 Alphabets + Phonics (in groups) Name spelling level test Clean up	5:15 - 5:30 Post-knowledge test TBD	5:15 - 5:30 Post-knowledge test TBD	5:15 - 5:30 Post-knowledge test TBD	5:15 - 5:30 Post-knowledge test TBD



Modifications may be made throughout the process and updates can be seen in the planning document

Link to access to the full activity description and details: <https://shorturl.at/S7sjl>

Estimated Budget

- ❖ Click to view google spreadsheet for specific costs
- ❖ Budget timeline: February 22nd - March 22nd
- ❖ Any remaining budgets will be conserved for our next initiative

Resource	Costs (\$)
Stationary	70
Crafts	72.66
T-shirt - 30 students, 7 teachers, (\$4.5 per shirt)	211.5
Snacks for 30 students for 4 weeks (\$1/student)	120
Transportation for 7 volunteers	50
Total	524.16

Volunteer List

Sehye
Heesoo
Delight
Yanin
Dream
Yena
Tete
Malysa
Zanzan
Haeum
Ezariah
Julia
Andrew
Norren
Jessica - Yanin's aunt