# 🔥 JNY Creativity Week

Proposal by Unbreakable When United

JNY Student Council Campaign 24-25

# Introduction

The goal of the programme, Creativity Week, is to identify and enhance students' abilities in a range of education (humanities, sciences, and arts). The Student Council is organising events during this week with the goal of inspiring students to discover and showcase their interests.

The main event of this programme is Creativity Day, which will be held on the last day of the week. Creativity Day will be a full day event filled with workshops, exhibitions, and performances.

Prior to Creativity Day students will be instructed to create passion projects (in groups or individually), based on preference (humanities, sciences, and arts). Students will be given time to work on their projects during lesson periods. Each grade group (Lower Secondary, Upper Secondary, and JC) will then nominate 2 projects per stream, then during Creativity Day all students will nominate 1 project per stream to receive a "best overall" prize.

Through this program our party aims to unleash 🔥students' potential and skill. Encouraging them to fully develop and show-off their skills; giving them a space where they can proudly express their talents.

# Events

## Main Event 1: Creativity Day

### Description

Creativity Day is a full-day event held on Day 5 of Creativity Week featuring exhibitions, performances, and workshops. Creativity Day starts at 8:00 p.m. for all

students (following a short recap of the day's activities), while reporting time is 7:30.

Workshops begin first for a total of 2 hours (1 hour each). Each student gets 2 choices between 7 workshops (2 from each stream and 1 miscellaneous). All workshops are designed to be hands-on, mostly practical, and require critical thinking and creativity.

Then, the talent show will begin. Students from all grades volunteer to show off their hidden talents (be it music, arts, dance, comedy, etc.) in front of the school. This will last for a total of 1 hour.

After that, passion project exhibitions start for a total of 45 minutes (see Main Event 2: Passion Project > Timeline > D5).

Finally, teachers are asked in advance to prepare for 5-7 minute performances (either live or recorded) on Creativity Day. Each department (Science; Mathematics; English and GP; Humanities; Arts, Music, and PE; Chinese Language and Culture; Bahasa Indonesia, PP, Agama) performs once for a total of 60 minutes (inclusive of MC time). In between performances, volunteering students will also perform (presentations, songs, dances) for a total of 30 minutes. Students will then take 5 minutes to vote for the best department's performance. In total, performances will take up 95 minutes.

## Information Cheatsheet

Premise: Creativity Day is a full-day event held on Day 5 of Creativity Week featuring exhibitions, performances, tournaments, and workshops.
Time scope: D5, full day.
Activities: Exhibitions, workshops, performances

## Timeline

07:00

- Reporting time for Student Council and Working Committee members.
- Preparing for workshops.

07:30

- Reporting time for students.
- Students gather in MPSH for a briefing.

08:00 - 09:00

- Workshop session 1.
- There are 7 different workshops to choose from: 2 about science, 2 about humanities, 2 about arts, and 1 miscellaneous.
- Each workshop is designed around practical, guided, collaborative experiences, not merely lectures. For example, the humanities workshop could be about developing a business idea from scratch, while the science workshop could be about following the scientific process.
- Workshops can be held by teachers, teachers and students, or outside vendors.
- The Student Council will hold the miscellaneous workshop.
- At the end of the workshop, students are able to immediately give feedback via an online link or QR code posted on the walls of the room.

09:00 - 10:00

- Workshop session 2.

10:00 - 10:30

- Break time for all students.
- Student Council and Working Committee members and finalists prepare for the passion project exhibition.

10:30 - 11:15

- Passion project exhibition.
- Refer to Main Event 2: Passion Project > Timeline > D5.

11:15 - 12:15

- Talent show.
- Introductions by MC, HoS, and Principal.
- Students are informed of the Talent Show 1 month in advance. Interested students can register on a FCFS basis. A maximum duration of 10 minutes is imposed per performance, and the talent show will last for a total of 1 hour.

12:15 - 12:30

- JNY Game Show: Live.
- Refer to Sub-Event 1: JNY Game Show

12:30 - 13:30

- Lunch time for all students.
- Student Council and Working Committee members prepare for performances.

13:30 - 14:35

- Performances by teachers.
- Each of the 7 departments performs a 5-7 minute performance. Teachers have been informed in due course (1 month prior to CW) about the performance.
- Students take 5 minutes to vote for the best teachers' performance.

# Main Event 2: Passion Project

## Description

Students produce a short passion project from their preferred stream (Sciences, Humanities, or Arts) over the course of 3 days during lesson periods. Students may choose to submit as an individual or as a (maximum of) group of 3. Students will then showcase their work in their grade and in front of the school during Days 4 and 5, respectively.

Students are divided into 3 level groups: Lower Secondary, Upper Secondary, and JC. Each class will nominate one best work per stream. Then, each level group will nominate 2 best works per stream. Finally, all students will vote on 1 best work per stream to win this event. Out of the 3 final best works, the one receiving most votes out of the 3 receives the "best overall" prize.

## Information Cheatsheet

Premise: Producing an extended project based on each student's own passion.

Collaboration: Up to a maximum of 3 people per group

Time scope: D1 to D5, during lesson periods.

Divisions: Lower Secondary (Sec1-Sec2), Upper Secondary (Sec3-Sec4), Junior College (JC1-JC2).

Streams: Sciences, Humanities, Arts

# Timeline

## D-7

- Passion project mechanics are announced during assembly. Students are encouraged to begin finding ideas and doing preliminary background research for their passion projects.
- All school facilities will be open for booking for 10 minutes at a time on a FCFS basis. Students may book up to 3 total (and consecutive) sessions per day.

## D1

- FTCT and 2 periods of class time (1h25m) is allocated per day for passion projects during creativity week.
- The periods during which grades are exempted from class time are staggered.
  - Periods 1-2: Secondary 1
  - Periods 1 & 3: Secondary 2
  - Periods 1 & 4: Secondary 3
  - Periods 1 & 6: Secondary 4
  - Periods 1 & 7: Junior College 1 & 2
- Students are encouraged to use time during break and lunch time to work on their projects.

## D2

- Periods 1-2: Junior College 1 & 2
- Periods 3-4: Secondary 4
- Periods 6-7: Secondary 3
- Periods 8 & 10: Secondary 2
- Periods 11 & 12: Secondary 1

## D3

- Periods 1-2: Secondary 2

- Periods 3-4: Secondary 1
- Periods 6-7: Junior College 1 & 2
- Periods 8 & 10: Secondary 4
- Periods 11 & 12: Secondary 3

D4

- Class presentation and exhibition of work.
- FTCT is allocated to allow each student to present their finished product on their desk in the classroom and vote for one another's works. This is done simply by placing 1 token on the desk of the work that you vote for. Each class nominates one best work from each stream.
- Then, period 1 is allocated for each class in 1 level group (LS, US, and JC) to convene, view, and vote on the nominated works for the 2 best works from each stream.

D5

- Day of main event (full-day event; parents welcome to join).
- 15 minutes of the main event is allocated for the exhibition and voting of finalists' works.
- Each student must vote for one best work from each stream.
- Voting will open in the last 10 minutes of the session. Vote counts will be streamed live.
- Right after voting ends, 5 minutes is allocated for the awarding ceremony to the 3 winners.

## Sub-Event 1: JNY Game Show

### Description

JNY Game Show is a recorded video series which will be released in tandem with Creativity Week. It is recorded 2 months prior to Creativity Week, with registrations and auditions taking place at 3 months before CW.

The PRO will be PiC of the Game Show Working Committee, consisting only of StuCo and StuVo (Pub.) members. The Game Show emulates Taskmaster UK, where 5 final contestants are recorded doing absurd tasks, which are then scored by the Taskmaster. However, every episode, the Taskmaster changes with the theme.

All students from Secondary 1 to JC2 are eligible to register and audition. The Working Committee will then decide who will star in the gameshow. During Creativity Week, 1 episode is premiered on the Student Council YouTube channel at 4pm, with clips and highlight reels posted to StuCo Instagram and TikTok accounts every day at 6pm. On Day 5, a live round takes place to determine the champion of the JNY Game Show.

## Information Cheatsheet

Premise: JNY Game Show is a recorded video series which will be released in tandem with Creativity Week.
Time scope: Recorded at D-60, premiere 1 episode every day during CW at 4pm. Live rounds at D5.
Participants: Volunteer basis, 5 finalists selected from group stage.
Working Committee: PRO (PiC), StuVo (Pub.)
Length: 5 episodes, 15 minutes each.

## Timeline

D-100

- The proposal is finalised and sent off for approval.

D-90

- Registration begins.

- Set design, and tasks are finalised.

D-75

- Registrants audition to be part of the final 5 contestants.
- Final 5 are decided by the Working Committee.
- Final briefing for all Working Committee members.

D-60

- Recording all episodes.
- Recording confessionals after every day.

D-50

- The taskmaster for each episode works with the VT & Editing division to record narration after each task.

D-30

- First edit of the episodes are sent off for approval to the Student Council Advisor.

D-20

- Final version ready for upload.

D-14

- Teasers on social media without revealing the JNY Game Show.
- Social media team creating highlight reels for short-form social media (i.e. Instagram, TikTok).

D-7

- Announcement of JNY Game Show during the Creativity Week announcement in assembly.
- Scheduling uploads onto YouTube.

D1 - D4

- Premiere of 1 episode at 4pm on the official StuCo YouTube channel. Highlights and reels are to be posted at 6pm on the same day.

- Live show.

## Sub-Event 2: Canteen Exhibition

### Description

Canteen Exhibition is a concurrent event during Creativity Week which allows both students and external vendors to exhibit their products, services, organisations, or more during break and lunch time. Students are given autonomy on how they want to design their exhibition, so long as it is in accordance with the Student Handbook. External vendors must pay a fee of IDR 500.000,00 per day for the exhibition.

There will be 6 exhibitions in the canteen per day: 3 for students, 2 for external vendors, and 1 for the Student Council. Students must submit a brief proposal during registration, which is subject to approval on a FCFS basis. Student Interest Groups (SIGs) are prioritised during registration.

The exhibitions should focus on creativity, whether that be relating to the sciences, arts, humanities, sports, or other fields. Students may exhibit their organisation, service, or directly sell products/goods to other students and teachers. Examples of model exhibition ideas are:

- Science - research group (org.), tutoring (serv.), homemade popping boba drinks (prod.)
- Arts - mural club (org.), commissions (serv.), artwork auctions (prod.)
- Humanities - DoE and charity groups (org.), mini-museum (serv.), fundraising stalls (prod.)

- Sports - varsity recruitment (org.), mini-games set up in Central Courtyard (serv.), sports gear and merchandise (prod.)

## Information Cheatsheet

Premise: Exhibition of both external and student organisations, products, or services during break and lunch time.

Time scope: Break and lunch time, D1 - D4

Fee: free for students to set up (FCFS, subject to approval), IDR 500.000,00 rental costs per day for external vendors.

Availability: 3 students, 2 external, 1 Student Council per day.

Floor plan: TBD

## Timeline

D-60

- The proposal is finalised and sent off for approval.

D-45 - D-30

- Registration and payment deadline for external vendors.
- PiC: PRO & Communications division

D-30 - D-15

- Registration for students.
- A short proposal must be filed during registration explaining the premise of the exhibit and preferred time slot(s) (break/lunch and day(s)).
- Proposals are reviewed by Working Committee members on a FCFS basis.
- The final schedule and floorplan is finalised by Working Committee members.

D-14

- The schedule and floorplan are sent out to participating students and all teachers.

D-7

- Announcement of Canteen Exhibits during the Creativity Week announcement in assembly.
- Brief meeting between the Working Committee and participating students.
- To discuss:
  - Logistics (tables & chairs needed, props, blackboards, etc.)
  - Payment for exhibits selling items (QRIS, EDC Machine, cash register)
  - Other questions

D1 – D4

- Canteen exhibits during break and lunch time.
- 2 working committee members deployed every day to supervise student exhibits and assist if necessary.

# Master Timeline

## Pre-event

| D-120 | <ul><li>Master proposal submission</li><li>Formation of working committee and respective divisions</li></ul> |
|---|---|
| D-100 | • SE1 proposal submission |
| D-90 | • SE1 registration |
| D-75 | • SE1 audition; final briefing for |

| | |
|---|---|
| | SE1WC members. |
| D-60 | <ul><li>ME1 teachers' performance information sent</li><li>SE1 recording</li><li>SE2 proposal submission</li></ul> |
| D-50 | <ul><li>SE1 narration</li></ul> |
| D-45 | <ul><li>SE2 ext. registration open</li></ul> |
| D-30 | <ul><li>ME1 talent show registration open</li><li>SE1 first draft submission</li><li>SE2 ext. registration deadline</li><li>SE2 student registration open</li></ul> |
| D-20 | <ul><li>SE1 final version ready</li></ul> |
| D-15 | <ul><li>ME1 talent show registration deadline</li><li>SE1 teasers on short-form SocMed</li><li>SE2 student registration deadline</li><li>SE2 announce final floorplan and schedule</li></ul> |
| D-7 | <ul><li>Announcement of Creativity Week</li><li>ME1 talent show and teachers' performance rundown finalised</li></ul> |

|  | • ME2 school facilities registration open<br>• SE2 final meeting with students |
| --- | --- |
| D-3 | • Master rundown finalised<br>• Technical briefing with all WC |

## Days 1-4

|  |  |
| --- | --- |
| D1 | • ME2 Day 1<br>• SE1 Episode 1<br>• SE2 Day 1 |
| D2 | • ME2 Day 2<br>• SE1 Episode 2<br>• SE2 Day 2 |
| D3 | • ME2 Day 3<br>• SE1 Episode 3<br>• SE2 Day 3 |
| D4 | • ME2 class exhib. and level group nomination<br>• SE1 Episode 4<br>• SE2 Day 4 |

## Day 5

|  |  |
| --- | --- |
| 07:00 | • Reporting time (RT) for StuCo, |

|  | StuVo, WC <br> • Preparation for commencement and workshops |
|---|---|
| 07:30 | • RT for all students <br> • Event commencement |
| 08:00 - 09:00 | • Workshop session 1 |
| 09:00 - 10:00 | • Workshop session 2 |
| 10:00 - 10:30 | • Break time <br> • Preparation for ME2 exhibition |
| 10:30 - 11:15 | • ME2 exhibition and voting <br> • ME2 awarding ceremony |
| 11:15 - 12:15 | • Talent show |
| 12:15 - 12:30 | • SE1 live show |
| 12:30 - 13:30 | • Lunch time <br> • Preparation for ME1 teachers' performance |
| 13:30 - 14:35 | • Teachers' performance <br> • Voting for best division <br> • Closing remarks |

# Human Resources

## Committees

### Executive Committee (EC)

- Student Council Advisor and President (PiC)
- All Student Council members

### Working Committee (WC)

Secretariat & Media

- Secretary-General (PiC)

Secretariat

- Vice-President (PiC)
- 3 Level Representatives
- [OVERLAP] 2 StuVo Logistics members

SE1 Production

- Level Representative (PiC)
- 5 StuVo Editorial members

SE1 VT & Editing

- 3 StuVo Media members

Communications & Documentation

- Public Relations Officer (PiC)
- 2 StuVo Media members
- 2 Masters of Ceremony

Finance & Logistics

- Finance and Logistics Officer (PiC)

Logistics

- 10 StuVo Logistics members

SE1 Props, Set, and Logistics

- [OVERLAP] 5 StuVo Logistics members
- 3 StuVo Creative members

# Scope & Job Description

| Committee | Sub-committee | Job Description |
|---|---|---|
| Executive Committee | | <ul><li>Creating proposals for all events</li><li>Overseeing all event operations</li></ul> |
| Secretariat & Media (SM) | | <ul><li>Planning of events, including rundowns, floorplans, registration forms, etc.</li><li>Organising meetings between different working committee divisions and other students, teachers, or vendors.</li><li>Creating, recording, or editing (non-promotional) media for use in the main event.</li></ul> |
| SM | Secretariat | <ul><li>ME1: creating registration forms for workshops and talent show, creating rundown and seating plan</li></ul> |

| | | |
|---|---|---|
| | | • ME2: creating voting tokens and forms for level group and public exhibitions on D4 and D5<br>• SE1: creating registration forms, setting audition times, and finalising members featured in SE1<br>• SE2: organising internal and external registration for exhibits, creating floorplan per session and day. |
| SM | SE1 Production | • Creating an overall concept, theme, and storyboard for each episode<br>• Creating and validating (playtesting) tasks for JNY Game Show<br>• Finding a taskmaster for each episode<br>• Writing a script for narration<br>• Finding and booking spots to film in<br>• Setting meeting and shoot times for competing members |
| SM | SE1 VT & Editing | • Recording tasks, confessionals, and narration<br>• Editing video according to storyboard |
| Comms. & Documentation (CD) | | • Sending emails, notices, or make announcements about Creativity Week<br>• Communicating with external vendors |

| | | |
|---|---|---|
| | | • Communicating with volunteering students for certain events<br>• Documenting Creativity Week<br>• Creating social media posts, reels, or highlights |
| Finance & Logistics (FL) | | • Making PRs and liaise with the purchasing team for props and other needed materials<br>• Setting up booths, stalls, decorations, seats, or other objects as necessary/as detailed on floorplan<br>• Managing live sound, lighting, and multimedia systems<br>• Routing people from area to another as necessary |
| FL | Logistics | • Setting up stage decor, seats, or other objects as necessary/as detailed on floorplan<br>• Setting up ME2 and SE2 exhibitions as detailed on floorplan<br>• Managing live sound, lighting, and multimedia systems<br>• Managing performers and sequencing backstage and in Dance Room |
| FL | SE1 Props | • Designing and creating physical sets based on theme |

| | | ● Procuring and arranging props needed for tasks |
| --- | --- | --- |