

Politeknik Ibrahim Sultan

PROGRAM ELFEST 2.0 2020

PERKARA	BUTIRAN
Pelaksana	English Language Unit, General Studies Department, Politeknik Ibrahim Sultan
Tarikh	13, 14 January 2020 & 3, 4, 5 February 2020
Peringkat	Departmental Level
Kumpulan Sasaran	Total number of students involved: 110 students Open categories.
Kejayaan / Pencapaian	Had maximum participation for all the 5 categories, which are: Storytelling, Newsbroadcasting, Speaker's Corner, Spelling Bee and Scrabble. The students gave their 100% commitment to come and perform their talent and skills.
Ringkasan Perjalanan Program	The programme director for ELFEST 2.0 is Mr. Yeow Chee Kheong. The main aim of this programme is to promote communicative competence among Politeknik Ibrahim Sultan (PIS) students. It was a continuous programme held at various venues around the PIS's campus. Total estimated number of 110 PIS students have benefitted from the programme. The participants were from every department. Meanwhile, a total of thirty (20) students from ELS Club were entrusted with the responsibilities to be the facilitators for this programme.
Objektif Program	<ul style="list-style-type: none"> •read news by displaying appropriate intonation and diction just like how a news anchor does. •display their ability in word spelling, particularly in English language. •display their strength in the English vocabulary through playing Scrabble. •speak confidently in the presence of a crowd. •receive necessary input on how to read news effectively like a newscaster. •receive necessary input on how to become an effective communicator.
Strategi Pelaksanaan	Ensure that the participants is following the timeline of all the activities. Ensure that the facilitators has been well informed about the programme. Ensure that all the activities are done according to the schedules.
Masalah / kekangan yang dihadapi	Some of the equipment in the certain venues are not well prepared. Too many activities held at one time.It leads to having less manpower to handle the activities.
Alatan Bantu	Video making software for the newsbroadcasting Scrabble board for the Scrabble

Kos	Cash prizes, Workshop, Food, Procurement and Miscellaneous Total : RM 7600
Impak Program	a) Students are exposed to challenging and competitive platforms in presenting their talent and skills. b) Students' interests in activities related to the English language are heightened c) Students has knowledge on how to make video. d) The students and facilitators were led to see how teamwork and leadership can complement each other to accomplish the objectives of the programme.
Dokumentasi	Pictures

Disediakan oleh / Prepared by:



(AINUN JUHARIAH BT HUSSIN)
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