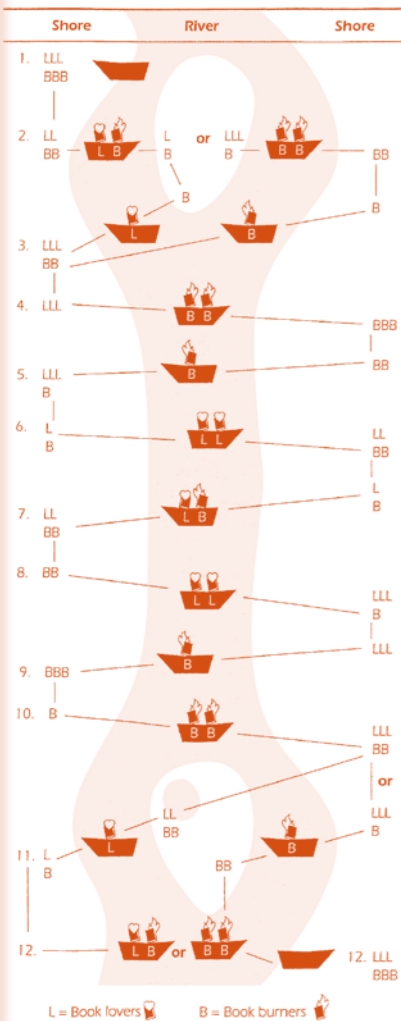


ANSWER TO THE MOVE PROBLEM (amuse 19)

Unfortunately, no one managed to work out the answer to the Move Problem in aMuse 19. So here's the answer!

What can you learn about your own methods of solving problems by seeing how you approached this particular problem?



great WRITING FOCUS

"Creating a Plot Climax" was the focus of one of the lessons in the Storywriter P4 course, held during the End-of-Year Holiday course. There were many interesting stories that were developed after that lesson. One story that stood out was written by Ajay Pillay, P4 2008. Enjoy reading his story!

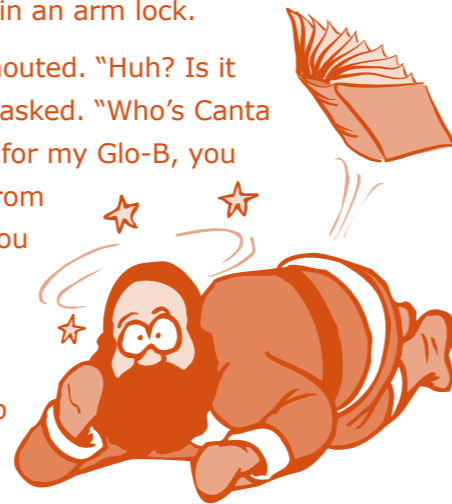
The sun's scorching rays burned Joe's skin. His feet were as heavy as rocks. Basketball training had been so tiring. He had a lot of homework to do. Joe unlocked the front door and strolled through, eyes half shut. He stood in the doorway, eyes wide-open now, hands on his cheeks. His house had been ransacked!

His things in the living room were all scattered around the floor. "Someone is in here with me and I don't think it is someone very nice," Joe thought to himself. "If he's not nice, I'm not nice," Joe muttered to himself in rage. He tiptoed to the sofa and then crouched behind it. He listened for any suspicious sounds. After a few seconds, he heard some rifling sounds in the kitchen and then sounds of things being thrown onto the floor. "Once I get hold of this intruder, I'll give him an extremely good pounding," Joe thought to himself.

He crept up to the kitchen doorway and peeked in to see who was in the kitchen. There was a big-sized figure behind the counter. He looked like Santa Claus but his clothes were not red and white. They were navy blue and black. His beard and hair were all black, not white. Joe thought, "He is the total opposite of Santa Claus. He does not give things but steals things. He must be Canta Slaus."

Joe tapped Canta Slaus on the shoulder and he got up at lightning speed and ran towards the staircase. Joe had to run after him. They ran and ran around the whole house until Canta Slaus tripped over a book in the living room. Joe held him in an arm lock.

"Joe! It's me, Brandon," the person shouted. "Huh? Is it really you? It's not Canta Slaus?" Joe asked. "Who's Canta Slaus? All I was trying to do was look for my Glo-B, you know, the slimy thing you borrowed from me?" Brandon explained. "Brandon, you could just have asked me for it," Joe said. "Well... I thought you would not give it back," Brandon replied. "Now, I'll only give it back when you clear up this whole mess!" Joe screamed. "Oh well..." Brandon's voice trailed off.



WISHING EVERYONE A GREAT NEW YEAR!

CONGRATULATIONS! The 2008 Primary 6 students did very well in the PSLE examinations. Thank you to the students and their parents who called in to tell us their results. It was great to share in the good news.

Issue No. 20 Term 1 2009

MITA (P) 024/05/2008

aMuse

A CreativeHorizons™ Newsletter



APPRECIATION

We would like to record our appreciation to the Secondary 4 graduating class students who have been with us for 5 years or more.

The 17 students are:

Caroline Tan	Lim Yang
Daniel Wee	Paula Tay
Debra Goei	Sanusha Sritharan
Ho Shu Yi	Samuel Tan
Joyce Lee	Samira Shah
Karen Oung	Sheena Lee
Koh Jie Zhi	Vanessa Wee
Koh Yong En	Zachary Tan
Lim Qing	

As usual, they were presented with specially selected books as tokens of appreciation.

We had a lot of fun looking for books that we hope they will like. We hope they enjoy reading them.

We are also happy that many of the Secondary 4 students will be with us for the General Paper course this year.

NEW COURSE

Our new **Language Arts** course for Secondary 1 starts in 2009.

Many of our students are enrolled in schools that have Integrated Programmes or embrace the International Baccalaureate courses. They need to have a strong foundation in literature.

The **Language Arts** course will provide that by guiding students through literary techniques, genres and styles for poetry, short story, drama and novels. The course will develop the ability to engage in detailed analysis of written text.

As usual it will have our unique blend of fun and learning so that students gain a lifelong interest in literature.

Come Meet Us

– Parent-Teacher Meeting Term 1 2009

SINGAPORE

P1, P2, P6, S1, S4, JC2

Wednesday 25 February
– Friday 27 February

Wednesday 4 March
– Friday 6 March

Email us Today!

Comments, suggestions, questions about grammar, questions about creativity ...
Or just to share creative works or ideas.
admin@creativehorizons.com.sg

Creative Horizons Language Centre

• 390 Orchard Road #04-01 Palais Renaissance Singapore 238871 Tel: 6734 4201 Fax: 6734 4202
Email: admin@creativehorizons.com.sg Website: www.creativehorizons.com.sg

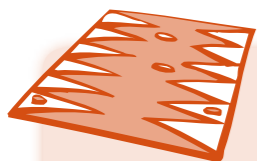
• 18-A Lorong Datuk Sulaiman Satu, Taman Tun Dr Ismail. 60000 Kuala Lumpur Tel: 603 7727 7127 Fax: 603 7727 7126 Email: cre8tive@streamyx.com

BOARD GAMES AND STUDY SKILLS

Educationists have begun to realise that the characteristics and skills that are required for playing board games are relevant for students at all levels.

The skills and habits acquired in playing games give students an extra edge in making decisions and thus improve their study skills. The skills and habits include handling changes quickly, taking calculated risks, self-discipline, improved memory, "coolness" under pressure, and determination to carry through what needs to be done.

Different games develop different distinct skills because of the nature of the games.



Backgammon increases observational skills and calls on the intuitive mathematical ability in order to quickly calculate odds and risks.



The game of cards, Bridge, develops social interaction and communication as partners have to communicate strategy.



Chess requires analytical thinking and system vision. For students this is useful as many of the subjects they learn require them to have analytical skills and a holistic understanding of the concepts.

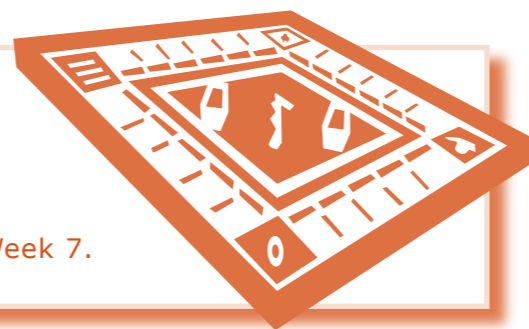
The skills needed for playing games are not only about knowledge and understanding. The basic setting of games also requires the ability to:

- operate while involved in intense competitive social interaction
- cooperate with team members
- handle confrontation from opposing teams or competitor.

So what board games do you play? Maybe it is time to pick up a game or two.

Tell us how 2 other board games can help students develop important skills and stand to **win a \$20 book voucher.**

Send your 50-60 word opinions to us by Term 1, Week 7.



FIVE TIPS FOR LISTENING WELL

"The classroom is the place to learn, and the classroom is the place to listen." -William H. Armstrong

Often we don't listen to what people are saying because we are too busy with our thoughts. We don't want to or cannot control many things running in our minds. Is she done yet? I need to go to the toilet. What shall I have for lunch? Once she's done, I'll ask her.

But listening is an important communication tool for students (and everyone else). Here are some tips for you to be a good listener.

1. Be Prepared

Be mentally and physically ready to listen. Being on time is essential so that you don't scramble mentally to catch up.

2. Shut Up

You are a far more effective listener when you're not talking. Sure, it's important to speak up, but listen attentively first. You can jot down your questions on a paper and ask them at the end of the session.

3. The Focus Factor

Be in the moment. Put other thoughts out of your mind. Make sure whoever's speaking feels you are really listening.

4. Get Rid of Distractions

Filter out distractions and concentrate on what the speaker is saying. Don't bother if someone is coughing, a pencil dropping, the door opening and closing – these are excuses to not listen.

5. Listen for Essential Phrases

It's easy to let your mind wander but you will miss what is being said. Listen for essential phrases like:

- "This is important..."
- "It is essential that you know this..."
- "You will need to know this for the test..."

