

by Faith Ngui Jing Rou, Serene Gan Suk Fen, Lim Hui Yi, Abel Chin, Ceeon Chung

1 | WHAT IS MALAYSIAN CARE?

A Christian organisation that focuses on showing love, compassion, and care to people in need.

MISSION / GOALS:

- Make a positive impact on individuals and communities, and their physical, emotional, and social well being, across Malaysia
- To be a visible example of care and service for the underprivileged and vulnerable and support their overall wellbeing

2 | CORE ACTIVITIES

- **Community-focused service:** Helping people in need through programs, aid, or support
- **Partnerships:** Collaborating with other organisations to maximise impact
- **Capacity building:** Training and equipping people to serve others and sustain support initiatives
- **Play Learning Sessions (PLS):** Provides a safe, inclusive, and nurturing environment where children can play, learn, and grow together.



3 | OUR EXPERIENCE

TEAM BUILDING

- **Aim:** Promote cooperation, problem-solving, and positive interaction
- **Observations / Preparation process:**
 - Site visits & online planning
 - Observed preference for unstructured environments
 - Gradual introduction of structure



DECEMBER 2025

16 December

- Structured arts & reflection games
- Group rotations (3 stations)
- Participation certificates)

18 December

- Mass active games
- Reward-based system (coupons → prizes)



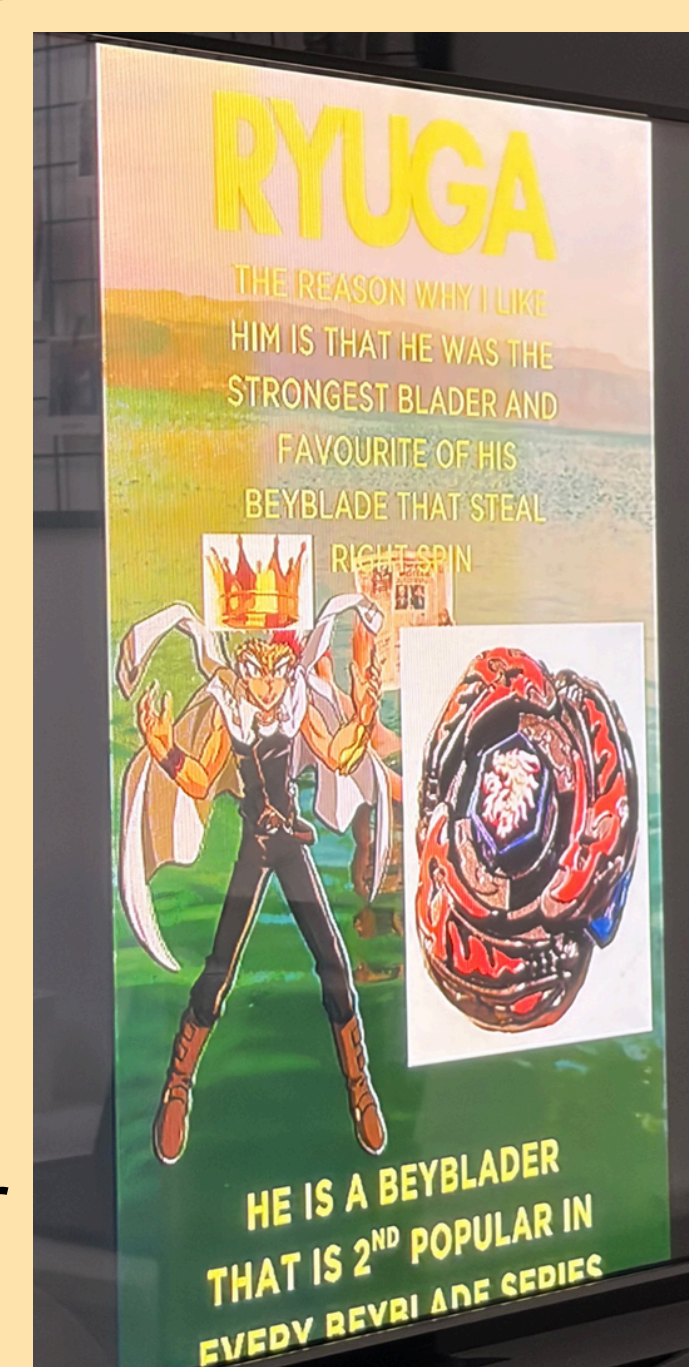
JANUARY 2026

- Large-scale cooperative games
- One main activity per session

13 January: Mass TikTok dance activities

15 January: Korean blindfold game

- Debrief and discussion



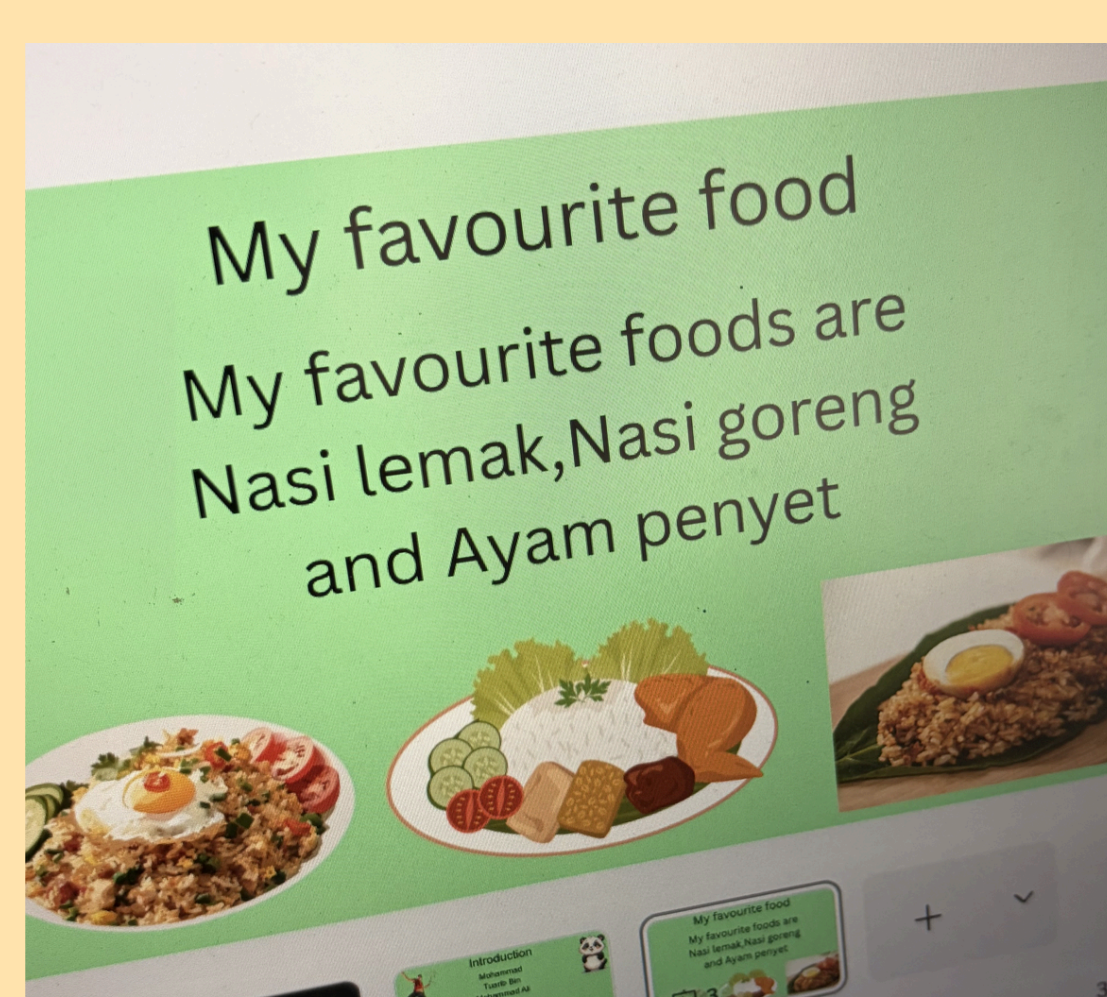
DIGITAL LITERACY - CANVA

- **Aim:** Build digital literacy, self confidence, and creativity
- **Observations / Preparation process:**
 - Demonstration first, then follow step by step
 - First day self intro, second day role model
 - Exceeded expectations, applied what was taught

Basic Canva tools that we taught



"Role Model" Poster from children



"About Me" Presentation from children

4 | REFLECTION

Goal 1: Shared development between children and volunteers

- Develop soft skills, including teamwork and critical thinking
- Develop characteristics, such as respect and empathy

Evaluation: Hard to measure and quantify within 4 sessions only, especially for the children, but activities done certainly incorporated such elements to achieve this goal, improved along the way by fostering dialogue to reflect on learning

Goal 2: Specific to children nurture their interests

Evaluation: Achieved within our capacity; provided digital design workshop and dance activity to pique the children's interests in the creative space

Goal 3: Specific to us

- understand CARE's work
- understand the situation of the underprivileged
- enhance our disciplinary knowledge
- create a kinder environment for children

Evaluation: We personally experienced the regular environment at CARE, and were able to grasp their requirements, delivering activities aligned with their expectations, putting our management skills into action, contributing to the space for children to thrive, potentially creating ripple effect for future volunteers to emulate