



ASTI FEYNMAN CHALLENGE

The Objective

The Objective of this presentation is to give you an overview of the ASTI Feynman Challenge

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1) INTRODUCTION AND TIMELINE

ASTI Feynman Challenge is a project designed in the times of the **COVID Lockdown**.

We are running this competition **on-line** for all communities which includes teachers, families, refugees, orphanages, etc.

We believe that the learning process should never stop no matter what the circumstances. In fact some learning is best done in seclusion.

As Eric Hoffer “In a time of drastic change it is the learners who inherit the future. The learned usually find themselves equipped to live in a world that no longer exist”.

This is an important time for us as a Nation that we differentiate ourselves from the rest by finding innovative ways to keep learning.

2) WHAT IS FEYNMAN TECHNIQUE?

Who is Richard Feynman?

This challenge is named after one of the most prominent physicist in recent times.

Richard Phillips Feynman was an American theoretical physicist, known for his work in quantum mechanics and particle physics.

Feynman received the Nobel Prize in Physics in 1965 jointly with Julian Schwinger and Shin'ichirō Tomonaga.

In a 1999 poll of 130 leading physicists worldwide by the British journal Physics World, he was ranked as one of the ten greatest physicists of all time.

The Feynman Technique

The Feynman Technique is one of the best ways to learn anything. This is the method Richard Feynman used to learn himself. He also used this method to teach his students.

There are four simple steps to the Feynman Learning Technique with small modification for AFC:

- 1) Choose a concept you want to learn about
- 2) Pretend you are teaching it to a young student (with the teaching tool you have invented)
- 3) Identify gaps in your explanation and go back to the source material to understand it
- 4) Review and simplify your explanation – and then produce a video with your explanations

3) WHO CAN PARTICIPATE?

The Teams

The teams can be made up of

- parent and children,
- brothers and sisters,
- friends and study buddies
- Teachers and Students
- Teachers and Teachers
- Students and Students
- Any other combinations.

And falls into these categories :

The Categories are based on the age group and are as follows:

Category 1:

Average Age of 10-12

Category 2:

Average Age of 13-17

Category 3:

Above 18

The categories are determined by the oldest person that appears in the video. So for example if your team is made up of 3 person, aged 10, 15 and 56 years old, **BUT** only the participants aged 10 and 15 appears in the video you sent us – then you would be classified as Category 2.

The teams does not need to be living together and so may communicate via online platforms such as zoom etc.

4) HOW TO PARTICIPATE?

Form a team of 2-5 people and register your team in the link below:

<https://forms.gle/1PsufzNwrj8BB7q27>

OR

Scan the QR Code Below



5) WHAT NEED TO BE DONE?

Your Task

STEP 1: REGISTER and go through our terms and conditions and also our modules which are given in the following slides. There are 7 modules

STEP 2: USE THE FEYNMAN TECHNIQUE: The team is to invent something with a scientific principle that they have learned in school. The invention should be with day to day objects they would find at home. For example, they can design a catapult with clips and rubber bands. Then write the script to explain these principles in a simple and easy to understand manner.

STEP 3: The team must then video tape their explanation of the scientific concept with the invention they had developed. Each video can be no more than 5 minutes long which is uploaded into your own YouTube channel. The video can be recorded using their mobile phones. We are not concerned with the quality of the videos as long as the voices are clear and the quality of the images are discernible

6) WHAT ARE THE PRIZES?

The Prizes

The prizes of the categories are

Category 1

First prize	: RM 700
Second Prize	: RM 500
Third Prize	: RM 300
Fourth Prize	: RM 200
Fifth Prize	: RM 100

Category 2

First prize	: RM 700
Second Prize	: RM 500
Third Prize	: RM 300
Fourth Prize	: RM 200
Fifth Prize	: RM 100

Category 3

First prize	: RM 700
Second Prize	: RM 500
Third Prize	: RM 300
Fourth Prize	: RM 200
Fifth Prize	: RM 100

Up to 3 **Special Inclusivity Award** can be awarded to teams that have managed to do their video against overwhelming odds, each can be about RM500.

7) THE TERMS AND CONDITIONS

ASTI Feynman Challenge Terms and Conditions:

Please read and understand the terms and conditions in the link below:

<https://www.asti.org.my/wp-content/uploads/2022/03/ASTI-Feynman-Challenge-2022-Terms-and-Conditions.pdf>

8) THE MODULES

ALL INFORMATION ARE AVAILABLE AT:

<https://www.asti.org.my/afc2022/>

FOR MORE INFORMATION

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Produced By

