

Total Defence Programme for Uniformed Groups
Silver Badge: Facilitator's Guide

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Silver Badge



Resource Package for Facilitators

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Background of the Total Defence Programme for Uniformed Groups

The Total Defence Programme for Uniformed Groups (UGs) aims to create opportunities for Secondary school UG cadets to participate in and lead Total Defence-related activities within their UGs, schools, and/or communities.

The programme uses the Appreciation, Application, and Advocacy model, with lessons designed to help cadets gain a deeper appreciation of Total Defence, put Total Defence into action, and be advocates for Total Defence as they earn the Bronze, Silver, and Gold badges.

The refreshed 2022 edition of the programme puts greater emphasis on Emergency Preparedness skills. It also has a more flexible curriculum and incorporates new activities such as an introduction to CPR-AED (as part of PE curriculum), Total Defence lesson via Student Learning Space (SLS), N.E.mation! Story-boarding and CPR-AED certification to create a more meaningful and immersive experience for UG cadets.

The Total Defence Programme for UGs comprises three levels: (1) Bronze; (2) Silver; and (3) Gold. After the satisfactory completion of the activities in each level, cadets will be awarded the corresponding badges

In 2020, the Total Defence Achiever Badge for Community Emergency Response Team (CERT) members was launched to increase emergency preparedness and mould advocates for Total Defence in the community. To encourage meaningful contributions for cadets in the community, beyond secondary school, the People's Association Community Emergency and Engagement Committees (PA C2Es) will recognise the Total Defence Badge for Uniformed Groups (UG). Cadets who enrol as CERT members and have completed the various tiers in the TD Badge Programme for UGs, will be eligible to receive the TD Achiever Badge equivalent in the CERT programme.

The Total Defence (Bronze) Programme will also be offered to students beyond UGs. Schools may conduct this badge programme as a cohort experience for Secondary 2 students in general, as part of their Total Defence Day

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commemoration programme. Students (including non-UG) who complete this programme based on the requisites, will receive the Total Defence Bronze Badge from MINDEF/Nexus. Schools may write in directly to nexus@defence.gov.sg to request for the badges.

Learning Objectives of the Total Defence Programme for Uniformed Groups

By the end of the TD Programme for UGs, cadets should gain:

1. A deeper appreciation of Total Defence and its relevance in today's context.
2. The ability to recognise simple yet concrete Total Defence actions that can help cadets and the people around them better prepare for crises.
3. The ability to advocate for Total Defence by conducting GOTC II lesson for their junior cadets and raise awareness organising meaningful Total Defence-related Values in Action (VIA) projects or joining volunteer schemes that benefit the community.
4. Emergency prepared skills that enable cadets to aid of members of the community in critical medical emergencies.

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Overview of the Total Defence Programme for Uniformed Groups

| Level | Module | Content/Activity | Instructional Objective(s) |
|-----------------------------|-------------------------|---|--|
| Bronze <i>(120 mins)</i> | TD Awareness Module | A. Complete Lesson on Total Defence via Student Learning Space (SLS) <i>*NEW</i> <i>(30 mins)</i> | 1. To ensure that cadets have a basic level of understanding of Total Defence and its relevance in today's context. |
| | | B. Play "Guardians of the City II" (GOTC II) – the Total Defence card game <i>(60 mins)</i> | 1. To have cadets gain a deeper understanding of Total Defence and its relevance in overcoming Singapore's security threats. 2. Recognise simple, yet concrete Total Defence actions that cadets can help their family and friends be more prepared for crises. |
| | TD Advocacy Module | C. Design, present to peers, and submit a new <i>Action</i> card for the GOTC card game <i>(30 mins)</i> | 1. To have cadets reflect on how they or the community can put Total Defence into action. 2. To have cadets demonstrate their understanding of how the individual/community can put Total Defence into action. |
| | Staying Prepared Module | D. Complete introduction to CPR-AED (as part of Secondary 1 PE curriculum) <i>*NEW</i> | 1. To ensure cadets have a basic level of understanding of Emergency Preparedness (EP) skills. |
| Silver <i>(180 mins)</i> | TD Awareness Module | A. Submit N.E.mation! storyboard <i>*NEW</i> <i>(90 mins)</i> | 1. To demonstrate their understanding of Total Defence narratives and encourage collaboration among fellow cadets. |

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| Level | Module | Content/Activity | Instructional Objective(s) |
|-------|-------------------------|---|---|
| | TD Advocacy Module | <p>B. Teach at least a pair of classmates how to play the GOTC II card game (or equivalent) + Reflection</p> <p style="text-align: center;">Or</p> <p>Assist in the facilitation of gameplay of at least a pair of classmates at a GOTC II gameplay session (or equivalent) + Reflection</p> | <p>2. Through instruction, internalise learning points from the GOTC II game, so that cadets can better appreciate the complexity of threats that Singapore faces, the need for trade-offs, and the impact of everyday decisions on the fight against terrorism.</p> |
| Gold | TD Advocacy Module | <p>A. Initiate, plan, and execute a Total Defence-related VIA project that benefits the community at large (individually or in groups) + Reflection</p> <p style="text-align: center;">Or</p> <p>Join Volunteer Schemes approved by Nexus*^{NEW}</p> | <p>1. To demonstrate an appreciation of Total Defence by initiating, planning, and executing a meaningful project that either puts Total Defence into action or provides a platform for others to put Total Defence into action.</p> <p>2. To put Total Defence into action and contribute to the community through volunteerism.</p> |
| | Staying Prepared Module | <p>B. Complete and obtain CPR-AED certification*^{NEW}</p> <p>[Optional - Offered to cadets who volunteer with PA CERT] Complete and Obtain Psychological First Aid certification*^{NEW}</p> | <p>1. Through practical experience, strengthen Emergency Preparedness skills among cadets and build their confidence in reacting to critical medical emergencies in the community.</p> |

Teachers are encouraged to customise the activities to meet the needs of your cadets. The activities are meant as suggestions, and may be taken as starting points for creating your own activities.

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Overview of the Silver Level

| | |
|-------------------------------|--|
| Title | Silver |
| Profile of Cadets | Cadets attempting the Silver level should have completed the Bronze level of the TD Programme for UGs. |
| Key Understanding | <ol style="list-style-type: none"> 1. Singapore faces increasingly diverse and complex threats and challenges and the whole of society (government, communities, and individuals) needs to overcome these together by putting TD into action. 2. Everyone can play a part in TD; UG cadets can do more by encouraging others to keep Singapore strong, secure, and cohesive. |
| Recommended Duration | 180 mins |
| Overview of Activities | <ol style="list-style-type: none"> A. Submit N.E.mation! Storyboard B. Teach/Facilitate the “<i>Guardians of the City</i>”II (GOTC) Total Defence strategy card game <ol style="list-style-type: none"> i. Game Facilitation ii. Post-Facilitation Reflection |

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Awarding the Silver Badge

Upon the cadet's completion of Activities A and B of the Silver level of the TD Programme for UGs, teachers may award the Silver badge. Following which, cadets are strongly encouraged to attempt the Gold level.

TD Awareness Module:
Activity A – Submit N.E.mation! Storyboard

[Estimated time required: 90 minutes]

Note: Before executing Activity A, teachers should print sufficient physical copies of the Story Board Template for cadets to draw on. Each group can be provided with 1 storyboard Template.

| Time | Activity | Rationale | Resource(s) |
|---------------------|--|---|---|
| <i>Introduction</i> | | | |
| 10 mins | <ol style="list-style-type: none"> 1. [Slide 1 and 2] Introduce the activity and inform cadets that they will be working in teams of three or four to design a storyboard for N.E.mation! 2. Ask cadets to get into groups of three or four. | <ul style="list-style-type: none"> • To allow the cadets to understand the activity. | <ul style="list-style-type: none"> • N.E.mation! Storyboard Template: Teachers and students can access the lesson via this link: https://go.gov.sg/nemationstoryboardtemplate. • Silver Activity A, “N.E.mation! Storyboard”, PPT slides |

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| Time | Activity | Rationale | Resource(s) |
|-------------------------------|---|--|---|
| <i>Shortlisting TD Pillar</i> | | | |
| 20 mins | <p>3. [Slide 3] To instruct cadets in their groups to take <u>10 minutes</u> to identify the Total Defence pillar they would like to focus on for the storyboard.</p> <p>4. [Slide 4] To instruct cadets to take an additional 10 minutes to brainstorm about they can tell a story about their selected Total Defence pillar, in a way that will provide an educational message about Total Defence. Some story examples include:</p> <ul style="list-style-type: none"> • Social Defence: Being kind to your neighbours during a pandemic. • Military Defence: Ways of showing support for soldiers who safeguard Singapore's peace. • Civil Defence: Learning Emergency Preparedness skills to help the community during crisis. | <ul style="list-style-type: none"> • To encourage collaborative thinking among peers. • To have cadets reflect about Total Defence actions and how they can translate it into a story. | <ul style="list-style-type: none"> • Silver Activity A, "N.E.mation! Storyboard", PPT slides |

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| Time | Activity | Rationale | Resource(s) |
|----------------------------------|--|----------------------------|---|
| | 8. [Slide 10] [If no extra time is needed for drawing] To identify <u>one team member</u> to represent the group to share about their story board. If more time is needed, cadets can use the full allocated timeslot for drawing. | Total Defence into action. | |
| <i>Submission of Story-Board</i> | | | |
| 10 mins | To have cadets submit their completed Storyboards via the submission link. | | N.E.mation! Story Board Submission Link: https://www.sdc.com.sg/n-e-mation/ <u>OR</u> https://forms.gle/Ltu5JkWkiZ7Hc1Hj9 (for N.E.mation! 2023's submissions only) |

TD Advocacy Module:
Activity B – Teach/Facilitate the “*Guardians of the City*” II Total Defence Strategy Card Game

[Estimated time required: 90 minutes (with the pre-GOTC II Facilitation Teacher's Brief)]

Before cadets attempt the activity, they should be briefed (20 minutes) and given time to familiarise themselves with the suggested facilitation plan and slides developed for cadets. At this pre-GOTC II game facilitation by teachers for cadets, teachers/facilitators should provide cadets with the provided reflection worksheet.

Pre-GOTC Game Facilitation Brief by Teachers:

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| Time | Activity | Rationale | Resource(s) |
|---------|--|--|---|
| 20 mins | 1. Introduce and explain the Activity: <ol style="list-style-type: none"> a. What the learning objectives are; and b. What cadets need to do to successfully complete it. 2. Hand out the <u>GOTC II Facilitation Plan for Cadets</u> and the <u>Post-Facilitation Reflections Worksheet</u> . 3. Answer cadets’ questions relating to gameplay, if any. | <ul style="list-style-type: none"> • To ensure that cadets are aware of what they need to do to complete this activity. | <ul style="list-style-type: none"> • Resource Package for Cadets (“GOTC Facilitation Plan for Cadets”, Game Resource Kit and Slides)¹ • Silver Activity B Worksheet: Post-“Guardians of the City” II Game Facilitation Reflections Sheet² |

After the brief by teachers, there are two parts to this activity for cadets:

- I. **The cadet’s facilitation of the GOTC II Total Defence strategy card game.** Cadets can opt to either: (a) teach and facilitate at least a pair of schoolmates, friends, or family to play the GOTC II card game; or (b) assist in the facilitation of gameplay of at least a pair of schoolmates at a GOTC II gameplay session. The game should last minimally **60 minutes**.

- II. **A post-facilitation reflection.** Following the facilitation of the GOTC II card game, cadets should take about **10 minutes** to complete the suggested reflection questions in the provided worksheet.

¹ See **Silver_ActB_GOTC Facilitation Plan for Cadets.docx**, **Silver_ActB_Game Resource Kit.pdf** and **Silver_ActB_GOTC Debrief Slides.pptx**.

² See **Silver_ActB_Post-GOTC Facilitation Reflections.docx**.

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