



## **Sony Creative Science Award Celebrates 25 Years of Inspiring Creativity and Innovation with 3,800 Original Toy Creations This Year**

*More than 100,000 primary schoolers have participated in the toy-making challenge over the years, designed to fuel a fun exploration of Science, Technology, Engineering and Mathematics*

**SINGAPORE, 8 November 2022** - Sony Creative Science Award (SCSA), the nation's largest annual toy-making competition, commemorated its silver anniversary at the awards ceremony for this year's participants. Jointly organised by Science Centre Singapore and the Sony Group of Companies in Singapore, with support from the Ministry of Education, the 25-year-long programme aims to unlock beyond-the-classroom creativity for primary schoolers through the art of toy-making, and empower the exploration of skills related to Science, Technology, Engineering and Mathematics (STEM).

In the past 25 years, the competition has garnered over 80,000 original toy entries, with 2022's edition contributing 3,861 submissions. This year's iteration rallied more than 4,700 students from 97 primary schools in Singapore, with 33 students between the ages of 7 and 12 being awarded today for outstanding toys in two categories – Junior Whizkid for lower primary students, and Whizkid for upper primary students.

Their creations were assessed based on four criteria - implementation of scientific principles, design and conceptualisation, contribution to the toy-making process, and level of active participation. Special awards were also presented to students with toys demonstrating exceptional merit such as a clear engineering grasp, precision, and teamwork. After a pandemic induced hiatus of more than two years, students were finally able to have the full experience of SCSA with in-person workshops and on-site judging.

In addition to students, 61 exemplary teachers were also conferred the Diamond and Blue Ribbon awards, in recognition of their dedicated guidance to nurture the young toy-makers, and for being SCSA advocates in the schools where they teach.

Year-on-year, SCSA has evolved in scale and rigour. The initiative was first launched in 1998 as a platform to break down the barriers of STEM concepts for primary schoolers, where participants mainly used household material such as cardboard or aluminium to create simple toys like see-saws or spinning tops. Two and a half decades later, today's participants continue to incorporate recycled materials in their toy creations but are aided by technology in the form of motors, electrical circuits and lights.

Some inventions include copper wire roller coasters that convey the principles of magnetism, and sorting systems that teach the concept of recycling and sustainability. Notably, a number of entries in recent years were created in response to COVID-19, with toys designed to give fellow children tips on guarding themselves against the virus.

Associate Professor Lim Tit Meng, Chief Executive, Science Centre Board, said, "Over the decades we have received thousands of toy entries from students representing all walks of life. While the children come from different backgrounds and the materials they use vary, what is constant is they all persevere through technical difficulties to reach their own personal "aha!" moments. I have also observed our students are





creating toys that are more durable, creative, and even more beautiful. It is fascinating to see how these young minds have the ability to conjure up STEM-based inventions that even us adults may not be capable of. This, to me, speaks volumes on the growing spirit of innovation that we are witnessing with every run of the competition.”

Takakiyo Fujita, Managing Director, Sony Electronics Asia Pacific and Sony Electronics (Singapore), said, “Sony is very happy to partner Science Centre Singapore and Ministry of Education for the Sony Creative Science Award, reaching out to more than 100,000 students in the past 25 years. Guided by our company purpose to “fill the world with emotion, through the power of creativity and technology”, we aim to inspire and deliver new experiences to people and get closer to them, while contributing to a sustainable society. “For the Next Generation” is the key theme of Sony’s global corporate social responsibility initiatives and here in Singapore, we are committed to engaging and empowering students who are our next generation, through activities such as Sony Creative Science Award.”

For more information on SCSA 2022, please view the appendix below or visit <https://www.science.edu.sg/for-schools/competitions/sony-creative-science-award>.

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**About Science Centre Singapore**

Science Centre Singapore, a non-formal educational institution and leading regional Science Centre, along with its group of attractions, brings out the wonders of science, technology, engineering and mathematics through its unique blend of exhibitions, educational programmes and events. A custodian of creativity and innovation, Science Centre Singapore has captured the evolution of scientific developments for more than four decades.

The Centre and its partners have played a pivotal role in transforming the way students and the public interact with and learn about science, technology, engineering and mathematics. Since 1977, the Centre has welcomed over 30 million visitors and inspired them with more than 1,000 exhibits spread across 14 exhibition galleries and outdoor exhibition spaces.





The Centre's group of attractions include Omni-Theatre, Snow City and KidsSTOP™. The Omni-Theatre, Southeast Asia's first 8K 3D digital theatre with a 23m wide seamless dome screen, is an immersive destination like no other. Snow City is Singapore's only permanent indoor snow centre offering an Arctic inspired experience at Singapore's first ice gallery and snow chamber. KidsSTOP™ - Where every child gets to Imagine, Experience, Discover and Dream - is Singapore's first children's science centre offering an enriching experience through purposeful play for children aged 18 months to 8 years old. For more information, please visit [www.science.edu.sg](http://www.science.edu.sg).

### **About Sony**

Sony Corporation is a wholly owned subsidiary of Sony Group Corporation and responsible for the Electronics Products & Solutions (EP&S) business. With the vision of "continuing to deliver Kando and Anshin to people and society across the world through the pursuit of technology and new challenges", Sony will create products and services in areas such as home entertainment & sound, imaging and mobile communications.

Since establishing its presence in Singapore in 1973, Sony has grown steadily over the years to become a leader in the electronics market. Today, its Singapore operations include regional headquarters' functions, sales and marketing, and customer service, and they work to deliver Sony's purpose to "fill the world with emotion through the power of creativity and technology". Sony is strongly committed to enhancing operations and contributing to the local economy and community. For more information on Sony's products and services, please visit [www.sony.com.sg](http://www.sony.com.sg).





## APPENDIX

### **About Sony Creative Science Award (SCSA)**

Started in 1998, the Sony Creative Science Award (SCSA) aims to develop and promote interest as well as creativity in science among primary school students in Singapore. It also provides an opportunity to learn science beyond the classrooms, in a fun and enjoyable way.

In this competition, primary school students are invited to use their imagination and creativity to make toys that demonstrate scientific principles. Workshops covering communications, creativity and hands-on sessions for both students and teachers are also provided as part of the SCSA programme.

Since its inception, more than 80,000 toys had been submitted, making this competition the largest toy-making competition in Singapore. SCSA is jointly organised by Science Centre Singapore and Sony Group of Companies in Singapore, with support from the Ministry of Education.

### **Award Categories**

#### **Junior WhizKid Category – Primary 1 & 2**

In this category, Primary 1 & 2 participants must incorporate “Twist and Turns” theme in their toy. The awards for this category are as follows:

- Special Award – Sony product voucher worth S\$150 each
- Merit Award – Sony product voucher worth S\$100 each

#### **WhizKid Category – Primary 3 to 6**

In this category, Primary 3 to 6 participants can submit any toy creation that demonstrates scientific concepts creatively and submit a journal of the toy-making process together with the toy. The awards for this category are as follows:

- First Prize – Sony product voucher worth S\$1,000
- Second Prize – Sony product voucher worth S\$1,000
- Third Prize – Sony product voucher worth S\$1,000
- Commendation Award – Sony product voucher worth S\$150 each
- Merit Award – Sony product voucher worth S\$100 each

### **2022 Panel of Judges**

<b>Dr Fannon Lim</b>	Deputy Director, Industry Development Office Singapore Institute of Manufacturing Technology (SIMTech), A*STAR Chairman, Sony Creative Science Award 2022 Organising Committee
<b>Dr Chew Soon Hoe</b>	Assistant Professor Supervisor, Department of Civil and Environmental Engineering Director, Safety Studies Initiative (SS), National University of Singapore
<b>Dr Wee Keng Hoong</b>	Distinguished Member of Technical Staff, DSO National Laboratories
<b>Dr Lee Song Choon</b>	Director, Events & Engagement and KidsSTOP™, Science Centre Board
<b>Mrs Ong Me Lan</b>	Director, STEM Inc, Science Centre Board
<b>Ms Reena Devi</b>	Curriculum Resource Development Officer Curriculum Planning and Development Division, Ministry of Education

<b>Ms Audrey Mok</b>	General Manager & Head, Corporate Communications Sony Electronics Asia Pacific
<b>Mr Jun Katsumata</b>	Producer, Design Centre Asia Sony Electronics Asia Pacific

### List of Winners

#### Junior WhizKid Category – Primary 1 & 2

Total of 11 Winners

Name	Invention	School	Level	Award
Evangeline Lim Xuan En	Randy Robot	CHIJ Kellock	P1	Special
Niraimathi	Cube Maze	GIG International School	P2	Special
Liong Ruo Yi Russell	Twisted Dragon Spin	Pasir Ris Primary School	P1	Special
Chan Yuying Sophia	Marble Launcher	Paya Lebar Methodist Girls' School (Primary)	P1	Special
Justyn Simon	Onto The Moon	Rosyth School	P2	Special
Zafyr Ezra bin Indrazahri	The Amazing Skipper	Beacon Primary School	P1	Merit
Kyi Phyu Htut Shan	Colourful Carousel	Chongzheng Primary School	P1	Merit
Chong En Tong Cherlyn	Specially For You	Chongzheng Primary School	P2	Merit
Qaseh Nafila Binti Yazid	Mini Zoo	Fernvale Primary School	P2	Merit
Mishel Shaista Bte Abdul Malik	Go Ring Go	Greenridge Primary School	P2	Merit
Liong Ruo Xuan, Rozanne	Cookies Cow Farm	Pasir Ris Primary School	P1	Merit

#### WhizKid Category – Primary 3 to 6

Total of 22 Winners

Name	Invention	School	Level	Award
Abbie Yuhan Milner	Abadu	Raffles Girls' Primary School	P4	First Prize
Dylan Christopher Lee Shing	Marble Maze	Woodlands Primary School	P5	Second Prize
Renee Lai	The Good Vibes' Band	Haig Girls' School	P3	Joint Third Prize & Winner of Onsite Hands-on Challenge
Chia Weite Ty	Magnetic Shooter	Kong Hwa School	P6	Joint Third Prize

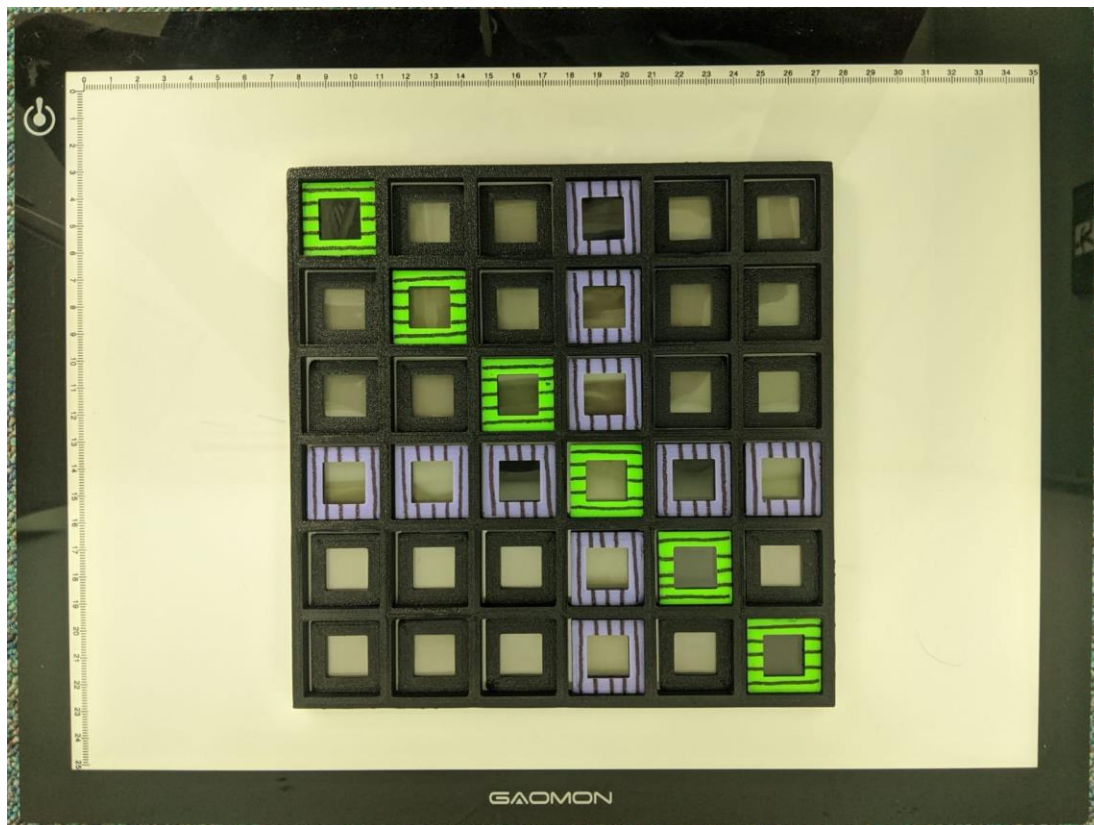
Elijah Tan Xin Yue	Rescue Operation	Kong Hwa School	P4	Commendation
Li Yuansan	The Ball Fisher	Raffles Girls' Primary School	P4	Commendation
Leow Yong Jun	Balancing Creatures Sculpture	Bukit Panjang Primary School	P4	Commendation & Winner of Onsite Hands-on Challenge
Choo Zhi Xuan Megan, Boon Yun Ying Khloe	Planting Seeds	Pei Chun Public School	P5	Commendation & Winner of Onsite Hands-on Challenge
Lee Ying Hui	Scientific Ball Roller	Kheng Cheng School	P4	Commendation
Poh Wen Yue	Car Rush	Cedar Primary School	P5	Commendation & Winner of Onsite Hands-on Challenge
Alvaro Lee, Akiro Lee	A-Ro Toy	Rosyth School	P4 , P1	Commendation & Winner of Onsite Hands-on Challenge
Yap Shee Yinn Melody	Coffee's Museum	Fernvale Primary School	P3	Merit
Emilynn Yen Hui Xian	My Dancing Balls	Paya Lebar Methodist Girls' School (Primary)	P3	Merit
Chloe Tan Jia En	Score Hoop	Concord Primary School	P4	Merit & Winner of Onsite Hands-on Challenge
Freda Chong Kyen	Magnetic Noise Maker	Pei Chun Public School	P6	Merit
Bhaskari Yadvi Deepak	Magnetic Music Player	De La Salle School	P4	Merit
De Jesus Angela Jairyll Delos Santos	Escape Room in a Box	Haig Girls' School	P4	Merit
Nixie Chaitra	Pick & Go	St Andrew's Junior School	P4	Merit
Jervin Tan, Jerome Chua	National Football Game	Maha Bodhi School	P3	Merit

### Description of Top Three WhizKid Inventions

**First Prize Winner:** Abbie Yuhan Milner  
**Invention:** Abadu  
**School:** Raffles Girls' Primary School

Abadu is a two-player game that uses polarising filters to add luck and strategy to noughts and crosses. The game leverages the principle of the speed of light, which we know travels in waves. These waves can vibrate up-and-down at right angles to the light beam. They can also vibrate sideways and at any angle in between. A polarising filter only lets light through if the vibrations are in the same direction as the filter. Thus, a filter lined-up vertically will block light that vibrates horizontally.

In Abadu, each tile has a window inside it with a polarising filter. The background tiles are all mixed up, so that some of the filters line up N-S, and the others E-W. You can't tell just by looking. When you place a tile on top, it will either match the tile underneath and the window will stay clear, or it will be crossed, in which the window will turn black. If the window turns black, then the player has captured that square. If the window stays clear, the square remains uncaptured. Unlike the background tiles, the coloured player tiles have markings to show the direction of the filter. If a player places a tile, but the window stays clear, the other player can capture it by placing his/her tile on top with the filter in the opposite direction. This part of the game is down to strategy, and science.



**Second Prize Winner:** Dylan Christopher Lee Shing  
**Invention:** Marble Maze  
**School:** Woodlands Primary School

Marble Maze uses a first-class lever system to control the movement of the marble. The maze is the lever, the marble is the load, while the player's finger used to tilt the maze, is the effort. When the marble is released at one end of the maze, it tilts as the force of gravity acting on the marble upsets the balance of the lever. The tilt causes the marble's potential energy to turn into kinetic energy, thus making it move. To maintain the balance in the maze, the player uses his/her finger to counteract the weight of the marble. The inner and middle boxes are two lever systems that can move the marble on two planes – up and down, and left and right.





**Joint Third Prize Winner:** Renee Lai  
**Invention:** The Good Vibes' Band  
**School:** Haig Girls' School

The Good 'Vibes' Band is a set of three sound-making character toys. They are made with different recycled materials that can cause vibration to create different sounds. There are features to control the sound it produces and to make it fun to play with.

On the left is Mr Amp who is the lead singer and loud hailer. Players can amplify any sound they make from the narrow end. Mr Amp also doubles-up as a juggling toy, where players can attempt juggling the ball onto Mr Amp's feet, hat, and amplifier. In the middle is Miss String, the guitarist. Players can pluck the string and squeeze the bottle for different sound. They can also unscrew the bottle cap to tighten the guitar string to increase its pitch. The tighter the string, the higher the pitch of the sound. On the right is Wheelie, the whistler. Players can create whistle sounds by blowing into the mouthpiece. Opening and closing his hat also allows players to adjust the amount of sound energy coming out of the hole, thus creating different whistle sounds.

The scientific concepts demonstrated in this toy is that vibration causes sound energy. Sound energy can travel through solid and gas. Sound energy can be amplified when we add more vibration to it. Lastly, sound can carry different pitches.



**Joint Third Prize Winner:** Chia Weite Ty  
**Invention:** Magnetic Shooter  
**School:** Kong Hwa School

Magnetic Shooter contains a shooter, a score board, a firing ball and some bullets. When the player places the firing ball at the start point of the shooter, the firing ball will propel along the shooter track and hit a bullet placed at the end point of the shooter. The bullet will then fire off and hit the score board. Players score points for the targets that they hit and the player with the highest points will be the winner.

Neodymium magnets are arranged in two parallel rows and at equal intervals along a track made of non-magnetic material. The magnets are placed at the same polarity along each of the rows but placed at opposing polarity across the rows. This forms the magnetic field over and along the track.

When a magnetic ball (“firing ball”) is placed at the start of the track (labelled as “BALL”), the magnetic field will attract the ball and the magnetic force moves and accelerates the ball along the track. Once the ball reaches the end of track (labelled as “BULLET”), there is a pull force pulling the ball back to stop it. The last set of magnets have a stronger magnetic force of attraction, and it creates a magnetic trap which stops the ball in place, thus preventing it from flying off the track. The non-magnetic ball (“Bullet”) which is placed at the end of the track (labelled as “BULLET”), will be hit by the magnetic ball and fired off the track which in turn will hit the Score Board.



### School Awards

Schools with the Highest Number of Shortlisted Toys		
Category	School	No. of Toys
Junior WhizKid	Chonzheng Primary School	2 out of 12
Junior WhizKid	Pasir Ris Primary School	2 out of 12
WhizKid	Haig Girls' School	2 out of 19
WhizKid	Kong Hwa School	2 out of 19
WhizKid	Pei Chun Public School	2 out of 19
WhizKid	Raffles Girls' Primary School	2 out of 19

Schools with the Top 3 Prize Winners in WhizKid Category	
Category	School
First	Raffles Girls' Primary School
Second	Woodlands Primary School
Third	Haig Girls' School
	Kong Hwa School

### Teachers' Awards

Diamond Awards		
No.	School	Recipient
1	Anchor Green Primary School	Mr Gordon Chua Koon Leng
2	Anchor Green Primary School	Ms Siti Nursyakila Binte Masli
3	Global Indian International School (GIIS) East Coast Campus	Ms Nithya Kumareswari L
4	Global Indian International School (GIIS) Smart Campus	Ms Aruna Sree Gottivedu
5	Global Indian International School (GIIS) Smart Campus	Ms Komal Agarwal
6	Greenridge Primary School	Ms Poh You Ting
7	Horizon Primary School	Mdm Nur Ainninah Noor Muhamed
8	Pei Chun Public School	Mr Benjamin Kua Li Wei
9	Pei Chun Public School	Mr Cheong Weng San Desmond
10	Rosyth School	Mdm Koh Mui Lee Evelyn
11	Rosyth School	Mdm Noor Haidah Mohamed Salleh
12	Rosyth School	Ms Lim Swee Ching
13	Yew Tee Primary School	Mr Wong Wei Xiang Darren
14	Yew Tee Primary School	Mdm Joyce Lim Ying Ying

Blue Ribbon Awards		
No.	School	Recipient
1	Anchor Green Primary School	Mrs Amelia Pepito (Ho Le Lian)
2	Anchor Green Primary School	Mr Mohamed Insani
3	Bukit Panjang Primary School	Mr Lok Chee Weng, Edward
4	Bukit Panjang Primary School	Ms Chan Pei Lai, Jody
5	CHIJ (Katong) Primary School	Mrs Josephine Kua
6	CHIJ (Katong) Primary School	Mrs Heeran Soloman
7	CHIJ (Katong) Primary School	Mrs Jaclyn Guo
8	CHIJ (Katong) Primary School	Ms Jasmine Tan
9	Chongfu School	Mrs Chong Le Geak
10	Chongfu School	Ms Sherlyn Ng Yee Theng
11	Chongfu School	Ms Lee Huoy Fen
12	Concord Primary School	Mona Lee Aiy Suan
13	Dazhong Primary School	Ms Tan Jue Ying
14	Dazhong Primary School	Mdm Ong Xuan Wan
15	GIG International School	Mrs Swati Kolachina
16	GIG International School	Ms Kaayathiri
17	GIG International School	Mrs Soniya Mirani
18	GIG International School	Mrs Prachita Goel
19	Global Indian International School (GIIS) East Coast Campus	Ms Krishna Priya
20	Global Indian International School (GIIS) Smart Campus	Ms Avni Grover
21	Haig Girls' School	Mdm Zhang Xinwen
22	Haig Girls' School	Mdm Norwiyah Balkiah
23	Haig Girls' School	Mdm Yeo Soek Leng
24	Horizon Primary School	Mdm Teo Hwee Keng Kelly
25	Kong Hwa School	Mr Phoon Kong Meng Larry
26	Kong Hwa School	Mdm Sharifah Warda
27	Nan Hua Primary School	Mr Aaron Soh Kah Kiat

28	Nan Hua Primary School	Mr Leo Chin Choon
29	Nan Hua Primary School	Mrs Chua Fang
30	Paya Lebar Methodist Girls' School (Primary)	Ms Yee Shu En
31	Pei Chun Public School	Ms Cheon Chiao Lin
32	Pei Chun Public School	Ms Kan Chia-yu
33	Punggol Green Primary School	Ms Eugenia Ong
34	Punggol Green Primary School	Mrs Sherry Ho
35	Punggol Green Primary School	Mrs Dolly Chan
36	Punggol Green Primary School	Ms Marlina Binte Abdul Shahrarum
37	Rosyth School	Mrs Angeline Ong Chong Ghee
38	Rosyth School	Mdm Faridah Rambile
39	Rosyth School	Mdm Nur Shazwani Kamsari
40	Rosyth School	Mr Balakrishna Pillai Sudheesh
41	St. Anthony's Primary School	Mdm Ms Loo Ling Ling
42	St. Anthony's Primary School	Mdm Nur Farahiya
43	St. Anthony's Primary School	Mr Edwin Ong
44	St. Anthony's Primary School	Ms Baidah Bte Ahmad
45	Yew Tee Primary School	Ms Yasmin Sultanah Syed Ahmed
46	Yumin Primary School	Mdm Cheong Oi Koan
47	Yumin Primary School	Mr Muhammad Zikri Hakim Bin Hassan