



A New Generation of Young Toy Makers Emerge at the Sony Creative Science Awards 2020

Over 3,000 primary school students participated in the 23rd edition of the annual toy-making competition aimed at inspiring creativity and innovation

Singapore, 12 November 2020 – Singapore’s largest toy-making competition, Sony Creative Science Awards (SCSA), celebrated its 23rd run this year with 2,390 original toy submissions from over 3,000 students across 67 schools. Jointly organised by the Science Centre Singapore and the Sony Group of Companies in Singapore, with the support of the Ministry of Education, the initiative is designed to empower primary school students to explore skills in Science, Technology, Engineering and Mathematics (STEM), and unlock beyond-the-classroom creativity.

This year’s award ceremony was held virtually, with 29 students between the ages of six and 12 being awarded for outstanding toys in two categories – Junior Whizkid for lower primary students, and Whizkid for upper primary students. The creations were assessed based on four-tier criteria spanning the 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 educational or engineering grasp.

In addition to students, 41 exemplary teachers were also commended with the Diamond and Blue Ribbon awards, to recognise their immense contributions in mentoring and nurturing the young toy-makers, as well as promoting SCSA in their schools.

Each year, SCSA bears witness to legions of students and their innovative creations. Despite the limitations on team-based creations and joint school collaborations due to safety guidelines, the entries for the 23rd edition of the competition continued to exhibit an ingenious mix of hardware and software, of science and art. From a wobble board incorporating the principles of torque to a magnetic electro machine inspired by claw cranes, participants pushed the envelope by searching for the extraordinary in ordinary, everyday items like chopsticks, plastic cups and paper clips. A notable number of entries were also developed in response to the Covid-19 pandemic, with students inspired to create educational toys to teach fellow children to guard themselves against the virus.

Associate Professor Lim Tit Meng, Chief Executive of Science Centre Board, said, “While toys may appear to be mini models created for fun, they are in fact instruments of interdisciplinary education and development. The process of toy-making empowers young learners to engage in experiential learning, cultivate creativity, persist in problem-solving and take thoughtful risks. These are skills that are undeniably critical for our future generation to not just navigate but thrive in the 21st century. Science Centre Singapore is proud to be a part of this journey that has helped inspire young thinkers and tinkerers for 23 years and counting.”

Commenting on Sony’s involvement in SCSA, Kenichi Shiraishi, Director of Sony Electronics Asia Pacific said, “Over the years, SCSA has engaged many bright young minds, encouraging them to use their creativity and knowledge to come up with new ideas and inventions. Sony is very happy to contribute to the development of our future generation in Singapore and we hope to continue to sow the seeds and instil in



students the joy of learning beyond the classroom and ignite their passion to contribute to society through their inventions.”

Dr Wee Keng Hoong, Chairman, SCSA 2020 Organising Committee added, “We are very heartened and encouraged by the toy submissions despite challenges confronting schools and participants amid the pandemic. An important takeaway for our young participants from their SCSA journey of exploration and discovery is to take heart and press on after encountering setbacks, as success comes about by learning from failures without losing enthusiasm. I hope SCSA continues to be a significant and meaningful platform for students to learn, grow and overcome challenges through toy-making.”

For more information on SCSA 2020, visit <https://www.science.edu.sg/for-schools/competitions/sony-creative-science-award>.

- End -

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 nearly 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 1997, 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 is an immersive dual-technology edutainment destination fitted with Southeast Asia’s largest seamless dome screen and featuring the latest and brightest 8k digital fulldome system in the world. 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.

About Sony

Sony Corporation is a creative entertainment company with a solid foundation of technology. From game and network services to music, pictures, electronics, image sensors and financial services - Sony’s purpose is to fill the world with emotion through the power of creativity and technology.

Since establishing our presence in Singapore in 1973, we have grown steadily over the years to become a leader in the consumer electronics and broadcast markets. Today, our Singapore operations include regional headquarters' functions, sales and marketing, and entertainment. We are strongly committed to enhancing our operations and contributing to the local economy and community. For more information on Sony’s products and services, please visit www.sony.com.sg.



For media enquiries, please contact:

AKA Asia

Esther Subramaniam / Kahmun Leong

scb@aka-asia.com

6222 6136

Science Centre Singapore

Jyotika Thukral

Jyotika_THUKRAL@science.edu.sg

64252541

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, close to 75,000 toys have 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 springs as a functional component. 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\$600
- Third Prize – Sony product voucher worth S\$300
- Commendation Award – Sony product voucher worth S\$150 each
- Merit Award – Sony product voucher worth S\$100 each



List of Winners

Junior WhizKid Category – Primary 1 & 2

Total 11 Winners

Name	Invention	School	Level	Award
Matthias Tan Yu Kai	Dragon	Anchor Green Primary School	P2	Special Award
Wakodikar Avyan	Ultimate Striker	East Spring Primary School	P1	Special Award
Aahaan Choudhury	Springsper	Global Indian International School - East Coast	P1	Special Award
Sng Ler Xi, Rexus	Pointball	Bukit Panjang Primary School	P1	Merit Award
Akkaraveettil Nanditha Nair	Woodpecker Toy (Bird)	DPS International School	P2	Merit Award
Naisha Menon	Racy Monster Cars	DPS International School	P2	Merit Award
Kimaya Thorat	Shoot in Hoop	Global Indian International School - Smart Campus	P2	Merit Award
Isabel Ethel Larsson	Singapore Spring Powered Rocket	Haig Girls' School	P1	Merit Award
Azeem Bin Aeiziyani	Spiderman Shooter	Rosyth School	P2	Merit Award
Chow Jing En	Marble Shooting Basketball	Yew Tee Primary School	P1	Merit Award
Pang Jia Le, Rafael	Seed Race	Yew Tee Primary School	P1	Merit Award

WhizKid Category – Primary 3 to 6

Total 17 Winners

Name	Invention	School	Level	Award
Lee Chong Jin, Ian	The Wobble Topple Park	Maha Bodhi School	P5	First Prize
Ng Yi Xuan, Evan	Plinko Ball Drop	East Spring Primary School	P4	Second Prize
Yap Jyan	Tesseract	Alexandra Primary School	P5	Third Prize
Santhanraj Sai Adhithya	Crawl Bot (The Climber)	Anchor Green Primary School	P5	Commendation Award
Kwong Yi Ern, Daniel	Virus Repel!	Anglo - Chinese School (Junior)	P3	Commendation Award
Timothy Yeo	Gravity Pikachu	Greenridge Primary School	P4	Commendation Award
Kasper Lin Jie Yi	Jesper, the caterpillar	Springdale Primary School	P4	Commendation Award
Alya Adrianna Binte Sharul Hizam	Butterfly	West Spring Primary School	P3	Commendation Award
Cenzina Pezzaniti	Gear It Up	Alexandra Primary School	P5	Merit Award

The Gui Zhi, Erica	Spin & Throw	Cedar Primary School	P5	Merit Award
Pradyumna Bhat	Sphere in The Spinner	DPS International School	P4	Merit Award
Muhammad Faris Afkar Bin Mohamad Sharil	Omniscient Hipster Projector (OHP)	Dazhong Primary School	P5	Merit Award
Bhavika Kakkat	Magneto - Dancer	Global Indian International School - East Coast	P5	Merit Award
Jayden Yap Jun Yi	Marble Race	Nan Hua Primary School	P5	Merit Award
Jairus Chen Jieren & Javier Oon Kai Jie	Electro Machine	Nan Hua Primary School	P5	Merit Award
Tivon Hong Shengyao	Diamond Heist	Nan Hua Primary School	P4	Merit Award
Lee Jian Hao	Ferris Wheel Run	Pei Chun Public School	P4	Merit Award

Description of Top Three WhizKid Inventions

First Prize Winner: Lee Chong Jin, Ian
Invention: The Wobble Topple Park
School: Maha Bodhi School

The Wobble Topple Park is a board game that challenges players to move six characters into a wobble park board without toppling it over. The characters are made out of plasticine and each carry varying weights, which causes the centre of gravity of the board to shift every time a new character is introduced to the board. The invention harnesses the principle of torque, or moment of force, encouraging players to discover the rules of balance while playing the game.

Second Prize Winner: Ng Yi Xuan, Evan
Invention: Plinko Ball Drop
School: East Spring Primary School

The Plinko Ball Drop is a randomised point-based game, facilitated through a cardboard ball drop mechanism that allows players to load a funnel with marbles, and then release it to travel through a simple obstacle course to then land on a number. The higher the number, the greater the score. The invention harnesses the principles of force and gaussian distribution to allow players to achieve a fair but still randomised score.

Third Prize Winner: Yap Jyan
Invention: Tesseract
School: Alexandra Primary School

The Tesseract is a toy that creates a visual illusion of a floating whiteboard. The illusion is created through a three-point structure with the whiteboard on the top level and support by nothing but wooden sticks and fishing lines. The wooden sticks and fishing lines are connected to four sides of the whiteboard and to a stack of paper cups at the bottom level, which act as a controller for the whiteboard. Placing a hand on the controller and moving it, the whiteboard will move in a corresponding direction. The invention harnesses the design principle of tensegrity (tension and integrity), applied when a discontinuous set of compression elements is opposed and balanced by a continuous tensile force.

School Awards

Schools with the Most Number of Shortlisted Toys		
Category	School	No. of Toys
Junior WhizKid	Yew Tee Primary School	2 out of 11
Junior WhizKid	DPS International School	2 out of 11
WhizKid	Nan Hua Primary School	3 out of 17

Schools with the Top 3 Prize Winners in WhizKid Category	
Category	School
First	Maha Bodhi School
Second	East Spring Primary School
Third	Alexandra Primary School

Teachers' Awards

Diamond Awards		
No.	School	Award Winner
1	Global Indian International School, East Coast	Ms Venisha Sharad
2	Tanjong Katong Primary School	Mr Subramaniyan Senthil

Blue Ribbon Awards		
No.	School	Award Winner
1	Alexandra Primary School	Ms Ng Peck Yong
2	Alexandra Primary School	Ms Chew Ee Lin Ellene
3	Anchor Green Primary School	Mdm Siti Nursyakila
4	Anchor Green Primary School	Mr Gordon Chua
5	Bukit Panjang Primary School	Mrs Phyllis Lim
6	Bukit Panjang Primary School	Mr Kwan Siew Tung
7	Cedar Primary School	Mdm Karen Thiang Soo Cheng
8	Changkat Primary School	Mdm Tan Huaying Maybelline
9	CHIJ (Kellock)	Ms Amirinazeb Aurangzeb
10	Dazhong Primary School	Mr Benny Weng Loong Saik
11	Dazhong Primary School	Mr Syed Imran Jamaludin

12	DPS International School	Ms Vyjayanthi Srinivasan
13	DPS International School	Ms Pousali Bhattacharya
14	East Spring Primary School	Ms Nur Huda Binte Ismail
15	Global Indian International School, East Coast	Dr Nidhi Goyal
16	Global Indian International School, East Coast	Ms Vinita Menezes
17	Global Indian International School, East Coast	Ms L. Nithya Kumareswari
18	Global Indian International School, Smart Campus	Ms Anubha Mehta
19	Global Indian International School, Smart Campus	Mrs Arunasree Gottivedu
20	Global Indian International School, Smart Campus	Ms Ruchika Shabi
21	Greenridge Primary School	Mrs Ng-Poh You Ting
22	Horizon Primary School	Mdm Enn Cai Ying
23	Horizon Primary School	Mdm Nur Ainninah Binte Noor Muhamed
24	Horizon Primary School	Mr Chia Der Sheng
25	Keming Primary School	Mr Michael Sim Moh Ngiat
26	Keming Primary School	Ms Evelyn Lim Siew Hsien
27	Kong Hwa School	Mdm Sharifah Warda Bte SMA
28	Lotus Bridge International School	Ms Asvin Kaur
29	Lotus Bridge International School	Ms Faryal Jan
30	Lotus Bridge International School	Ms Wong Lai Bing
31	Madrasah Wak Tanjong Al-Islamiah	Mr Amir Irsyad Khan bin Abdul Hamid Khan
32	Madrasah Wak Tanjong Al-Islamiah	Mdm Mazda bte Mustajab
33	Pei Chun Public School	Mr Desmond Cheong Weng San
34	Pei Chun Public School	Mr Kua Li Wei Benjamin
35	Rosyth School	Mdm Noor Haidah Mohamed Sall
36	Rosyth School	Ms Lim Swee Ching
37	Rosyth School	Mdm Koh Mui Lee Evelyn
38	Springdale Primary School	Ms Shereen Seah
39	Tampines Primary School	Mr Kang Teck Beng
40	Yew Tee Primary School	Mdm Sum Wai Fun
41	Yew Tee Primary School	Mr Wong Wei Xiang Darren
42	Yew Tee Primary School	Mdm Joyce Lim Ying Ying