

Show and Share Session by 2025 PMCA Recipients

22 October 2026

Time: 8:30-10:00 a.m.

1. Bangladesh, Md. Shafiul Islam

Room: Sapphire 201

Title: Improvement of students: Empowering Students for Tomorrow

This workshop aims to demonstrate effective strategies for improving student learning and preparing students for future challenges while building foundational learning skills. Participants will discuss approaches to strengthening subject-specific knowledge, including language skills, mathematical proficiency, and scientific thinking. The workshop will also focus on developing students' social, mental, and physical well-being, alongside effective classroom management and engaging teaching techniques adaptable to different circumstances. In addition, participants will explore the potential of artificial intelligence (AI) in education and exchange experiences and share innovative practices.

2. Bhutan, Ms. Chimi Dema

Room: Sapphire 202

Title: The Art of Innovative Teaching

This workshop offers an experiential professional learning session where participants explore learner-centred pedagogies through a practical report-writing task. Participants experience learner-centred pedagogies as learners rather than just hearing about them. Activities move through reflection, collaboration, analysis, creation and sharing to experience the learning process from the learner's perspective. Many pedagogies such as scaffolding, inclusive pedagogy, multimodal learning, differentiation, digital learning and reflective/metacognitive learning are demonstrated. Participants then identify the pedagogies they experienced and connect them to their own classrooms, showing that teachers learn best by experiencing pedagogy before discussing it.

3. Brunei Darussalam, Mrs. Shahrifah binti Haji Mohd Shahlan **Room: Sapphire 203**

Title: Beyond AI Answers: Designing Future-Ready Learners through Blended Experiential Learning (BEL)

The session explores how blended experiential learning (BEL) turns students from passive receivers of knowledge into active participants by combining digital tools, including AI, with hands-on experiences and real-world challenges to engage students in project-based STEM/STEAM prototype development. Participants will learn practical ideas to help students become independent, creative and confident problem-solvers.

4. Indonesia, Mrs. Ade Putri Sarwendah

Room: Sapphire 204

Title: From Digital Learning to Real Life Skills

This workshop will demonstrate educational games and interactive multimedia for students with disabilities. "Abekha Farm," a project-based learning initiative where students plan, plant, tend, observe growth, harvest and learn the economic value of their produce. The practice cultivates creativity, teamwork, problem-solving, motor skills, as well as practical abilities, helping students become more confident and independent. This practice demonstrates that when digital technology is integrated with adaptive, student-potential-oriented project-based learning, the classroom becomes a space that enables students not only to learn but also to create, gain meaningful experiences, and prepare for a more independent life.

5. Lao PDR, Mrs. Bounma Phothilath

Room: Sapphire 205

Title: How to make herbal shampoo

This session demonstrates how to make herbal shampoo from local plants such as bilimbi, neem, yanang leaves, ginger, pandan, lemongrass and rice water. She explains the shampoo's benefits for cleansing hair, reducing dandruff and cutting chemical use, then walks through the equipment, the step-by-step boiling and bottling process, and how to use it correctly. She also shares how she has led teachers and students in making biofertilizers, natural insecticides, photosynthetic microorganisms and dishwashing liquid, with some products sold to students.

6. Malaysia, Ts. Mohd Rosnizam bin Mohd Yusoff

Room: Sapphire 206

Title: Think Without the Box: AI-Powered Food Innovation through the Innovation Model Canvas

The workshop introduces a practical learning framework developed to guide students from identifying community needs to designing innovative food products with clear social, environmental, and commercial value. Participants will experience a complete innovation journey based on the philosophy of "**Think Without the Box**", where food innovation is connected with Sustainable Development Goals (SDGs), Environmental, Social and Governance (ESG) principles, entrepreneurship, and AI-assisted learning. The workshop demonstrates how the Innovation Model Canvas encourages learners to transform local agricultural resources into meaningful food innovations while strengthening critical thinking, collaboration, and problem-solving skills.

Time:10:30-12:00 a.m.

7. Mongolia, Mrs. Uyanga Adiyasuren

Room: Sapphire 201

Title: Assessing students with disabilities: Who and How?

The session covers two parts. The first introduces developmental psychology as a foundation for understanding how learners grow and differ. The second focuses on assessing people with disabilities and addresses three key questions: who is considered a disabled person, how they can be prepared for work, and how their skills can be assessed. A practical activity follows, in which participants apply the theory by assessing people with disabilities, linking knowledge directly to vocational practice.

8. Myanmar, Ms. Maw Maw

Room: Sapphire 202

Title: Bridging Paper & Prompt: Teaching Matriculation English Through Ethical AI & Human-Centred Classrooms

This workshop demonstrates, teacher-led AI integration in Myanmar's government high schools, where mobile phone use is prohibited during school hours and teachers face large classes and exam-oriented Matriculation requirements. Participants will learn to use AI outside the classroom to develop leveled reading texts, structured writing prompts, and targeted English learning materials. Through practical, paper-based activities in reading comprehension, essay writing, and grammar, teachers will explore ways to promote active learning while helping students critically evaluate AI-generated content, verify facts, acknowledge sources, and improve their own writing without relying on AI shortcuts.

9. Philippines, Mrs. Lea Domingo

Room: Sapphire 203

Title: Teaching Mathematics Through Environmental Action

This Workshop demonstrates how environmental awareness can be integrated into Grade 5–6 Mathematics through hands-on collaborative learning, real-life problem-solving, responsible AI use, and community action. Participants will explore environmental issues as meaningful contexts for mathematical learning, engage in practical activities, and apply the pedagogy through collaborative tasks. By the end of the session, participants will be able to design Mathematics activities relevant to their school or community and identify simple ways AI can support engaging, environmentally responsible Mathematics learning.

10. Singapore, Madam Ang Sing Yee

Room: Sapphire 204

Title: Developing Resilient Students for Tomorrow: A Strengths-Based Approach

This session will explore how to build student resilience using the "I Am, I Can, I Have" language, which helps learners recognise their inner qualities, abilities and sources of support. The participants will practise questioning techniques that help students draw out their own strengths rather than relying on teachers to point them out to help students face tomorrow's challenges with confidence.

11. Thailand. Mr. Phaiwan Yapan

Room: Sapphire 101

Title: Community as Classroom: Learning from Life, Creating Opportunities

Mr. Phaiwan Yapan ("Kru Mod"), the 2025 Princess Maha Chakri Award recipient from Ban Kong Mong Tha School (Ban Lai Wo branch), Kanchanaburi, Thailand, leads the workshop entitled "Community as Classroom: Learning from Life, Creating Opportunities." Drawing on his work in a remote village, he shows how nature and local wisdom can teach Thai language, math, art and life skills through handmade storybooks, community products sold online, and student saving and sharing schemes. In groups, participants design a community-based lesson and build a prototype, such as an illustrated story, a product label or a cost-profit sheet.

12. Timor Leste, Mr. Francisco de Carvalho

Room: Sapphire 205

Hands-on Mathematics Teaching Aids for Multiplication and Division in Multigrade Classrooms

The session demonstrates a simple, low-cost teaching aid that helps primary students understand multiplication and division by 6. Participants will learn how to construct and use the teaching aid using recycled plastic bottles, bottle caps, wooden boards, and counting sticks. A short multigrade classroom simulation will then demonstrate how teachers can organize students into groups, manage two different learning activities simultaneously, and guide students through individual, pair, and group learning. The approach emphasizes active, inclusive, participatory, and student-centred learning.

13. Vietnam, Mrs. Nguyen Thi Thu Lan

Room: Sapphire 206

Happy Classroom – Become a Child Again

This workshop invites participants to rediscover the joy of being a five-year-old child through playful, meaningful experiences. Guided by four core values—Family, School,

Friends, and Helping Others—participants will explore how a happy classroom nurtures love, belonging, connection, creativity, and self-expression. Through four engaging games, they will experience the journey of “Love → Belong → Connect → Help,” discovering how people can communicate, cooperate, and understand one another despite language differences. Together, participants will create a shared symbolic representation of a happy classroom.

Show and Share by Country Teams

13.00-14.30

1. Brunei Darussalam

Room: Sapphire 201

Title: Collaborative Task Design for Future-Ready Classrooms: Integrating Foundational Skills, Human Values, and AI Competence

This workshop explores how collaborative task design can integrate foundational skills, human values, and AI competencies across subject areas. Through interactive strategies such as Jigsaw, Snowball, Envoy, and Fishbowl, participants will experience activities that promote critical thinking, creativity, empathy, inclusivity, and teamwork. The session demonstrates how thoughtful AI integration can support question generation, peer feedback, and differentiated learning while preserving meaningful human connections. Participants will gain practical strategies to design engaging, academically rigorous, and socially meaningful collaborative tasks, empowering teachers to create future-ready classrooms that prepare learners for the challenges of the 21st century.

2. Indonesia

Room: Sapphire 202

Title: Game On, AI On, Future Learning On!

Empowering Teachers as Human-Centered Learning Designers.

The session shows how AI can be a creative partner for teachers rather than a replacement. It introduces Indonesia's Deep Learning Approach of meaningful, mindful and joyful learning, linked with game-based learning. Participants share views on AI, see how Indonesian teachers use ChatGPT and Gemini, then work in groups to design an AI-assisted lesson plan, write prompts, and create and demonstrate a contextual educational game.

3.Lao PDR

Room: Sapphire 203

Title: Teachers Professional Development toward digital era for modern education

This workshop explores strategies to empower Lao teachers to meet the challenges of rapid technological advancement, particularly Artificial Intelligence (AI). It emphasizes developing well-rounded teachers with strong foundational knowledge, compassion, and the ability to integrate technology into teaching and learning to enhance educational

quality and meet international standards. Through group discussions and experience sharing, participants will exchange ideas on strengthening teaching competencies for the present and future. The workshop also features making *Khom Dao* (star-shaped lanterns), celebrating Lao cultural heritage and the traditional Boun Ok Phansa Festival.

4. Malaysia

Room: Sapphire 204

Title: From Foundation to Future

This interactive workshop covers four engaging activities. Participants explore strategies to strengthen foundational literacy and numeracy, nurture human values, and promote future-ready education. The session encourages experiential learning, creativity, critical thinking, and the exchange of practical teaching approaches. By sharing innovative experiences and engaging in collaborative activities, participants will gain inspiration and ideas to enhance classroom practices, empower learners, and build a strong foundation for lifelong learning in a rapidly changing world.

5. Myanmar

Room: Sapphire 205

Title: Empowering Teachers in Basic Education Schools in Myanmar with Foundational Literacy, Human Values, and Smart Tech”

The workshop shares low-cost context-specific tools and strategies for early-grade reading and numeracy, such as local material kits using bamboo counters and market math problems, plus student-led reading circles. It builds empathy and socio-emotional resilience through folk-tale storytelling, empathy circles and community service projects. Teachers also learn offline digital resources and a simple-structured AI prompt formula (Role + Context + Task + Constraint) to cut lesson preparation time. Each participant leaves with a classroom-ready one-page micro-lesson plan.

15.00-16.30

Room: Sapphire 201

6. The Philippines

From Foundational Skills to Future-ready Learners: Philippines PMCA Innovations in Balancing Humanity, Innovation, and AI

The session showcases three innovations for marginalised learners. The first is a culture-based teaching approach that draws on indigenous learners' identities and community knowledge. The second, the Byaheng Kaalaman Project, brings learning, wellbeing, protection and community support directly to poor and displaced children. The third is AI-assisted Mathematics remediation that combines AI with teacher facilitation to help struggling learners master essential competencies, ensuring no learner is left behind.

7. Singapore

Room: Sapphire 202

Title: A Holistic Ecosystem: Nurturing Character, Inclusive Practices, and Digital Literacy

Education in the 21st century requires a holistic ecosystem that balances technological innovation with student-centric, values-driven practices. This session demonstrates how school-based efforts can leverage AI and digital literacy to drive inclusive learning, while keeping the "HEART and ART" of education - character, empathy, and meaningful relationships, at the centre of teaching and learning.

8. Thailand

Room: Sapphire 203

Title: Beyond One-Size-Fits-All: Designing Inclusive Classrooms Where No Student is Left Behind

The workshop moves teachers from uniform teaching toward inclusive, differentiated instruction based on the VARK (Visual, Auditory, Read/Write and Kinesthetic) learning style. In a simulation, three groups attempt the same origami task using only pictures, only audio instructions, or trial and error, then reflect on how mismatched teaching leaves students behind. Six groups then design multi-sensory lesson plans for their own subjects and rotate to experience each other's activities as learners.

9. Timor Leste

Room: Sapphire 204

Title: Enhancing practical life skills through school and community collaboration in low-resource settings.

This presentation shares the Timor-Leste team's experience in using simple, low-cost materials to improve primary school children's learning, particularly in number recognition and basic mathematics.

The team will demonstrate practical teaching activities and show how teachers and parents can work together to support children's learning at school and home.

Through demonstrations, hands-on practice, and discussion, Thai teachers will learn how to adapt these activities to their own schools and involve parents and communities in developing children's practical life skills.

10. Vietnam

Room: Sapphire 205

Title: Co-Create, Design, and Share: AI-Assisted Interactive Teaching and Learning

The session demonstrates an effective interactive teaching and learning experience. Teachers identify concepts students find hard to grasp, then design interactive experiences such as simulations, virtual experiments and educational games. Using AI-assisted "vibe coding" in Google AI Studio, they build these through natural-language prompts without advanced programming skills, test them for accuracy and pedagogical value, and publish them via GitHub and Vercel. The workshop establishes a sustainable model for co-creating and sharing AI-supported educational resources, and an open platform where teachers across ASEAN can share and adapt resources.