

3 win board games challenge

BRAINY: A team of best friends easily beats other contestants in puzzles competition

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GIRL power may be a thing of the 1990s, but for three young girls — Michelle, 12; Samantha and Wendy, both 13; — it meant getting four different board games completed in the quickest time possible.

Their will power guaranteed them the winning spot in the Board Games Challenge *a la Amazing Race* organised by Ireka's flagship corporate social responsibility programme (CSR), Ireka Cares, which is in its third year.

The trio, who are best friends, are among the 12 children at Rumah Kanak-Kanak Angels, a children's home which places importance on education and social skills. The year-long CSR programme is designed to achieve these objectives.

There were four game stations, Jigsaw Puzzle, Crossword Puzzle, Boggle and Scattergories. The children, guided by their Ireka Cares volunteers, had to complete each game within 15 minutes.

The crossword puzzle required the children to answer a set of questions that tested their general knowledge.

The jigsaw puzzle challenge was no easy feat as the children struggled to assemble the 100 odd-shaped pieces in the shortest time possible.

Samantha, Wendy and Michelle, who are jigsaw enthusiasts, said the

trick to completing jigsaw puzzles quickly is to sort out pieces according to colours, patterns, knobs and holes.

Having completed two games without breaking much sweat, the trio proceeded to put their brains to the test in the word game, Boggle. They had to make as many words as possible in English and Bahasa Malaysia from small cubes with letters on them.

Another interesting game the children enjoyed was Scattergories as they put on their thinking caps to name objects within a set of given categories, starting with a specific letter.

Just when the children thought they had completed the games, they were surprised by the Sausage Eating challenge.

They tucked into steamed sausages for energy to face the final challenge of finding clues to earn a bonus points.

While the judges added up the winning scores, it was a good opportunity for the volunteers to mingle with the children as they savoured some light snacks. Each team was then rewarded with gifts for their attempts.

Ireka Corporation Bhd deputy managing director Datuk Lai Foot Kong said: "We arranged a plethora of recreational and educational activities for the Rumah Kanak-Kanak Angels.

"Our volunteers are also planning to refurbish the premises to improve



(From left) Wendy, Michelle, and Samantha receiving gifts from Ireka Cares volunteer Nor Fathiyyah Abdullah.

the children's living conditions.

"For our volunteers, this is an extension of their expertise from the company's core activities, which are infrastructure, real estate and technologies, and it is all for a worthy cause."

Ireka Cares kicked off its third year with a get-together event at Rumah Kanak-Kanak Angels in August, where the volunteers and children introduced themselves to one another.

The home was set up in 2004 to provide shelter to underprivileged or abandoned children, aged between 5 and 16 years old.

Ireka Cares accomplished similar programmes with Lighthouse Children's Home in 2010, and Rumah Hope last year.



A team of children doing a jigsaw puzzle together.