

## Collaborative Research & Development (“Seed”) Project for 2019/20

<b>Section</b>	Life-wide Learning Section
<b>Title of the Project</b>	Design “Learning Through Play” Life-wide Learning Experiences
<b>Class Level</b> (Please check and ✓ the appropriate box.)	<input type="checkbox"/> Kindergarten <input checked="" type="checkbox"/> Primary <input type="checkbox"/> Secondary <input type="checkbox"/> Primary and Secondary Please specify levels: _____
<b>Brief Description</b> (e.g. Objectives, expected outcomes)	<p><b>Project Background</b></p> <p>“Play” is a booster of creativity, and creativity, in turn, is the key not only to thriving in this fast-changing world but also for continuing the sustainable development of our world.</p> <p>At present, strategies to implement “learning through play” are multifarious. Some schools establish new or transform existing counselling rooms into game rooms in the school, purchase board games and toys to be used in after-class activities as well as classroom learning. Some schools also collaborate with outside organisations to design innovative learning experiences for students to learn through play. In general, schools hold positive views on “learning through play” and find it worthwhile to promote the strategy as it is useful in enhancing learning effectiveness and fostering students’ whole-person development.</p> <p><b>Project Objectives</b></p> <p>This “Seed” Project aims to enhance the development of life-wide learning activities by learning through play in primary schools, and to explore:</p> <ol style="list-style-type: none"> <li>(1) how learning through play can help release space for learning;</li> <li>(2) how learning through play can help enhance learning effectiveness.</li> </ol> <p><b>Project Content</b></p> <ol style="list-style-type: none"> <li>1. To introduce games to support the delivery of the primary curriculum;</li> <li>2. To build a learning community and organise professional development programmes;</li> <li>3. CDI officers and the consultant team will discuss with Seed schools (direct participation) how the games could be deployed to promote school-based life-wide learning strategies and provide advice during the project period.</li> </ol> <p><b>Examples of Topics for Collaborative Research and Development</b> (Schools can decide on their own topics in accordance with their school contexts and development emphases)</p> <ul style="list-style-type: none"> <li>● Environmental education through board games</li> <li>● Job hunting taster for primary students</li> </ul>

	<ul style="list-style-type: none"> <li>● Encountering the best of oneself in the cinematic world</li> <li>● Interschool life education film camp</li> <li>● My entrepreneurial dream: I Want a Tuck Shop</li> <li>● The beauty of failure: Failure Week</li> </ul> <p><b>Expected Outcomes</b></p> <ol style="list-style-type: none"> <li>1. Learning and teaching materials (teaching plans, PowerPoint slides, self-designed toys, handbooks of learning, etc.)</li> <li>2. Establishment of a professional learning community, with members including schools, representative from the Curriculum Development Institute, and the project consultant team; and</li> <li>3. Organising sharing session(s) to promote the development of learning through play life-wide learning activities in schools.</li> </ol>
<p><b>Key Emphases</b> (Please check and ✓ the appropriate box(es). You can choose more than one box.)</p>	<p><input checked="" type="checkbox"/> Curriculum planning, learning, teaching and assessment strategies</p> <p><input type="checkbox"/> Development of generic skills in an integrative approach through learning activities</p> <p><input type="checkbox"/> Four key tasks (project learning, reading to learn, moral and civic education, and information technology for interactive learning)</p> <p><input checked="" type="checkbox"/> Major Renewed Emphases (strengthening values education (including moral and civic education, and Basic Law education), reinforcing the learning of Chinese history and Chinese culture, extending “Reading to Learn” to “Language across the Curriculum”, promoting STEM education and ITE, fostering an entrepreneurial spirit, diversifying life-wide learning experiences (including those for VPET), stepping up gifted education, enhancing the learning and teaching of Chinese as a second language)</p> <p><input checked="" type="checkbox"/> Others, please specify* : <u>Experiential Learning</u></p>
<p><b>Deliverables</b> (Please check and ✓ the appropriate box(es). You can choose more than one box.)</p>	<p><input type="checkbox"/> Exemplars to be used for curriculum documents</p> <p><input checked="" type="checkbox"/> Learning &amp; teaching packages, self-learning packages for teachers</p> <p><input checked="" type="checkbox"/> Workshops and seminars</p> <p><input type="checkbox"/> Others (please specify) : _____</p>
<p><b>Duration and Nature of the Project</b></p>	<p>From <u>July</u> <b>mm</b> 2019 <b>yy</b> to <u>July</u> <b>mm</b> 2020 <b>yy</b></p> <p><input checked="" type="checkbox"/> <b>New</b>      <input type="checkbox"/> <b>Ongoing</b> (started from _____ <b>mm</b> _____ <b>yy</b>)</p>
<p><b>Name of Advisor(s) / Consultant(s) to be invited</b></p>	<p>(in arbitrary order)</p> <ul style="list-style-type: none"> <li>● Dr CHENG Nga-ye, Irene, Department of Science and Environmental Studies, The Education University of Hong Kong</li> <li>● Dr Xoni MA, Member of Environmental Campaign Committee Education Working Group &amp; Member of the Endangered Species Advisory Committee</li> <li>● Ms CHAN Sui, General Secretary of the Methodist Centre for Quality Life Education</li> </ul>

	● Ms LAM Chau-ha, Creative Curriculum and Activities Development Officer of the Methodist Centre for Quality Life Education	
<b>Officer i/c</b>	<b>Name:</b> Ms Christy NG	<b>Post:</b> Curriculum Development Officer (Life-wide Learning) <sup>12</sup>
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# Please use a separate sheet for each project.

\* e.g. catering for learner diversity, experiential learning, self-directed learning, whole-person development, interdisciplinary learning, etc.