

Collaborative Research & Development (“Seed”) Project for 2022/23

Section	Native-speaking English Teacher Section
Title of the Project (Project Code)	Developing Students’ Creativity, Collaboration and Problem Solving Skills through Creating the Makerspace in the Junior Secondary English Language Classroom (NT0822)
Class Level (Please check and ✓ the appropriate box.)	<input type="checkbox"/> Kindergarten <input type="checkbox"/> Primary <input checked="" type="checkbox"/> Secondary <input type="checkbox"/> Primary and Secondary Please specify levels: <u> S1-S4 </u>
Brief Description (e.g. Objectives, expected outcomes)	<p>Makerspace is a concept that stresses the importance of providing students with a place where they can explore their own interests, learn to use tools and materials, both physical and virtual, and develop creative responses to a real-world problem or issue through the very act of making. A makerspace is defined by the mindset of agency, the practice of design thinking (which involves discovery, creation, creativity, tinkering, experimentation, collaboration, problem-solving) and learning from participation in the process.</p> <p>Though originating from STEAM (Science, Technology, Engineering, Arts and Mathematics) education, makerspace has wide application beyond the STEAM context and English language learning has increasingly become a viable entry point into the makerspace spirit.</p> <p>The objectives of this project are to:</p> <ul style="list-style-type: none"> • explore the place of makerspace and related skills in English language learning; • develop teachers’ capacity to identify opportunities in and outside of the classroom where the maker mindset can be cultivated; • develop teachers’ capacity to design language learning activities that support the development of a range of language skills and design thinking, which involves discovery, creation, creativity, tinkering, experimentation, and problem solving; • identify effective learning and teaching strategies that empower students to discover, create, tinker, experiment and solve problems in English language learning; and • develop teachers’ ability to assess students’ English language learning and maker-related skills and attitude in the makerspace context. <p>In this project, the school project team will, under the guidance of one or two NET Section support officers, develop one or two units of work which culminate in the creation of an object in response to a real-world problem, a text (which can be multimedia and multimodal, e.g. a webpage, a stop-motion animated film, a drama performance) or an actionable project that addresses an issue (e.g. a project that will benefit the school community). Cross-curricular collaboration is encouraged, but not essential.</p> <p>This project is suitable for schools that are looking for ways to expand their students’ English language learning repertoire beyond what is offered in the textbooks.</p> <p>The project, which began in the 2019/20 school year, is open to new applications.</p>

	<p>Existing project schools will need to submit an application form to continue participation in the project in the 2022/23 school year. To reinforce and consolidate the project objectives, these schools could choose to (a) refine and implement the developed unit(s) in the same year level; or (b) develop a new unit/units for another year level.</p> <p>A half-time (50%) secondment position is open to application from suitably qualified teachers of project schools, current or prospective.</p>	
Key Emphases (Please check and ✓ the appropriate box(es). You can choose more than one box.)	Dimension	<input checked="" type="checkbox"/> Curriculum planning <input checked="" type="checkbox"/> Learning and Teaching <input checked="" type="checkbox"/> Assessment
	Focus	<input checked="" type="checkbox"/> Values Education (including MCE, NSE & BLE) <input type="checkbox"/> Chinese history & Chinese culture <input checked="" type="checkbox"/> Reading / Language across the Curriculum <input checked="" type="checkbox"/> STEM & IT Education <input type="checkbox"/> Entrepreneurial Spirit <input type="checkbox"/> Life-wide Learning <input type="checkbox"/> Gifted Education <input type="checkbox"/> L&T of Chinese as a second language <input checked="" type="checkbox"/> Catering for Learner Diversity <input checked="" type="checkbox"/> Self-directed Learning <input type="checkbox"/> Whole-person Development <input checked="" type="checkbox"/> Others (please specify *) <u>Interdisciplinary and generic skills</u>
Deliverables (Please check and ✓ the appropriate box(es). You can choose more than one box.)	<input type="checkbox"/> Exemplars to be used for curriculum documents <input checked="" type="checkbox"/> Learning & teaching packages, self-learning packages for teachers <input checked="" type="checkbox"/> Workshops and seminars <input type="checkbox"/> Others (please specify) : _____	
Duration and Nature of the Project	From <u>09</u> mm <u>22</u> yy to <u>08</u> mm <u>23</u> yy <input type="checkbox"/> New <input checked="" type="checkbox"/> Ongoing (started from <u>09</u> mm <u>19</u> yy)	
Name of Advisor(s) / Consultant(s) to be invited	Jockey Club Design Institute for Social Innovation, Hong Kong Polytechnic University	
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Please use a separate sheet for each project.