Gifted Education Fund: Off-school Advanced Learning Programmes

Programme No. 2023-09 (For secondary students)

Title of programme	The Scientist-entrepreneur: Nurturing Gifted Students' STEAM, Entrepreneurship, and Socio-emotional Skills
Programme provider	Department of Curriculum and Instruction, The Chinese University of Hong Kong
	Supporting organisation(s): MIT Hong Kong Innovation Node
Theme(s)	 STEAM-related mentorship programme Humanities and social science research programme Apprenticeship and entrepreneurship programme
Intake	50 students (Secondary 1-3 in the 2023/24 school year)
Prerequisite	 demonstrate good academic performance especially in the key learning areas of mathematics and science; and possess good presentation skills and writing proficiency in both Chinese and English
Programme delivery period	from May 2024 to Jan 2025 (around 9 months)
Medium of instruction	Course material: English Class teaching/ discussion: English supplemented with Cantonese if necessary
Objectives	 to develop gifted students' socio-emotional skills (Phase 1); to develop gifted students' STEAM knowledge and skills (Phase 2); and to develop gifted students' positive attitudes and values about STEAM entrepreneurship and apply STEAM knowledge and skills. (Phase 3)
Programme outline	This programme aims to develop gifted students' socio-emotional skills, STEAM knowledge and skills, positive attitudes and values towards STEAM entrepreneurship. After a series of lectures and field trips, students will work in groups to develop a business plan and use rapid prototyping techniques to design a STEAM business prototype that will be presented to a panel of judges. This programme consists of 3 phases.
	 Phase 1 (4 months) 12 sessions in total (3 hours each, 36 hours in total), in which 2 sessions will be delivered roughly once a week and 10 sessions will be combined into 4 whole day intensive sessions in summer holiday. Each session corresponds to 1 face-to-face lecture on socioemotional skills training, including task performance skills,

	 open mindedness skills, social engagement skills, collaboration skills, emotion regulation skills, and entrepreneurial mind-sets and skills. Targeted experiential activities are integrated into each session to allow student participants to practise and demonstrate, and receive prompt feedback on the skills being taught. Phase 2 (4 months)
	 14 sessions in total (48 hours in total) Each session will be delivered roughly once a week. 12 sessions (3 hours each, 36 hours in total) on STEAM entrepreneurship training through face-to-face lectures. 2 sessions (6 hours each, 12 hours in total) on 2 whole day field trips to Hong Kong Science Park and Hong Kong Cyberport respectively.
	 Phase 3 (1 month) Intensive 4 days Bootcamp (32 hours in total) & a closing ceremony (3 hours) In the Intensive Bootcamp, student participants will design and build prototypes, and develop strategies for launching their STEAM business venture. In the closing ceremony, student participants will present their STEAM business ventures to a panel of judges.
Admission fee	Free of charge
Application method	Application form can be downloaded from the following webpage: https://www.edb.gov.hk/en/curriculum-development/curriculum-area/gifted/ge_fund/gef/osalp.html
	Please complete the application form and send it by post on or before 19 April 2024 to the following address:
	Room 214, Ho Tim Building, The Chinese University of Hong Kong, Shatin, Hong Kong
	(Attn: Prof Ronnel Bornasal King)
Document(s) to be submitted	 A completed application form; A copy of applicant's report cards (the first and second term of the 2022/23 school year); and Evidence of applicant's other learning experience (if any)
Enquiry	If you have any questions about this programme, please contact: Prof Ronnel Bornasal King Associate Professor, Department of Curriculum and Instruction, The Chinese University of Hong Kong

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Announcement of results	by late May 2024