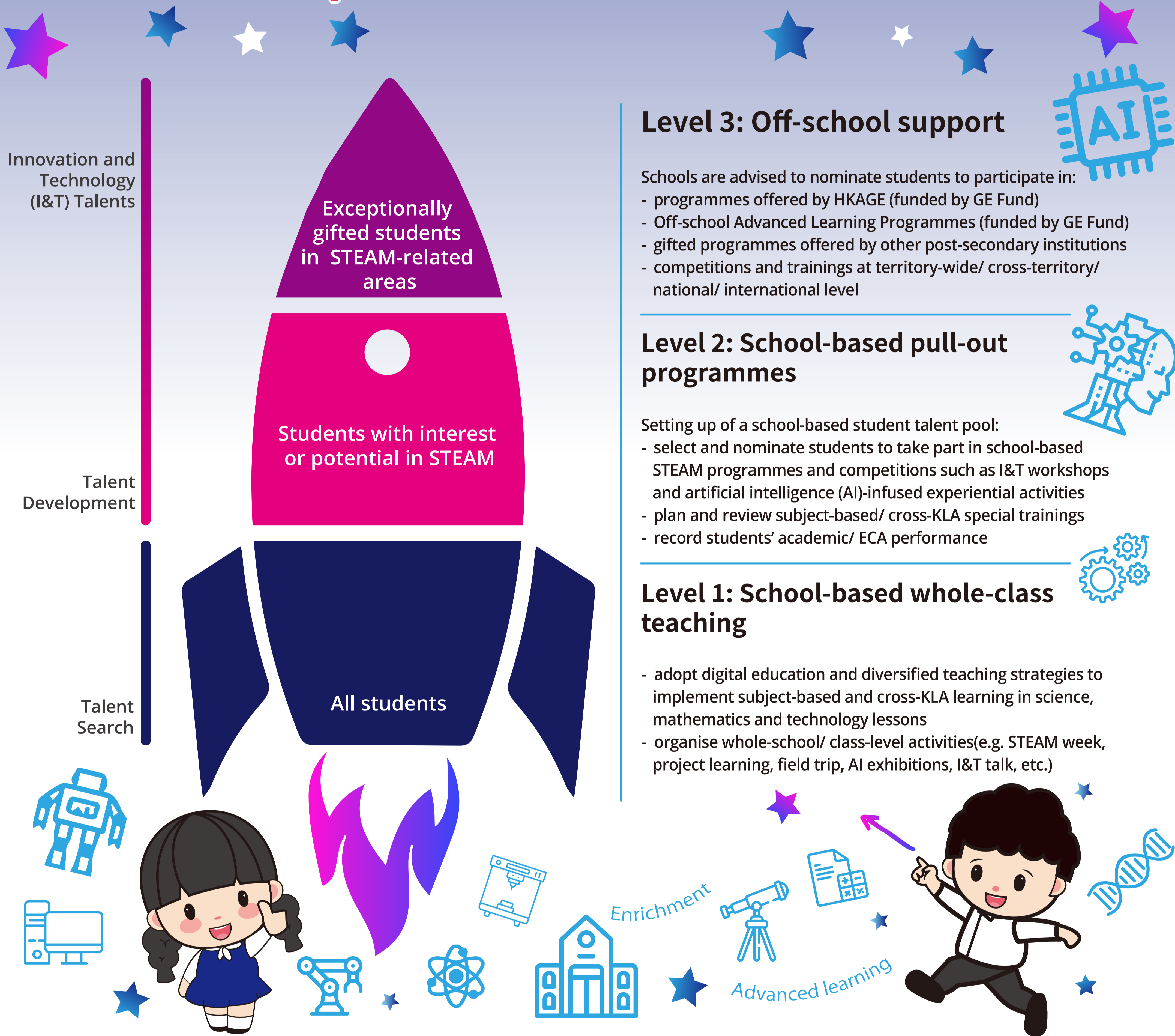


# Nurturing Students with Potential in STEAM

## "Three-tier Implementation Model for Gifted Education"



### Level 3: Off-school support

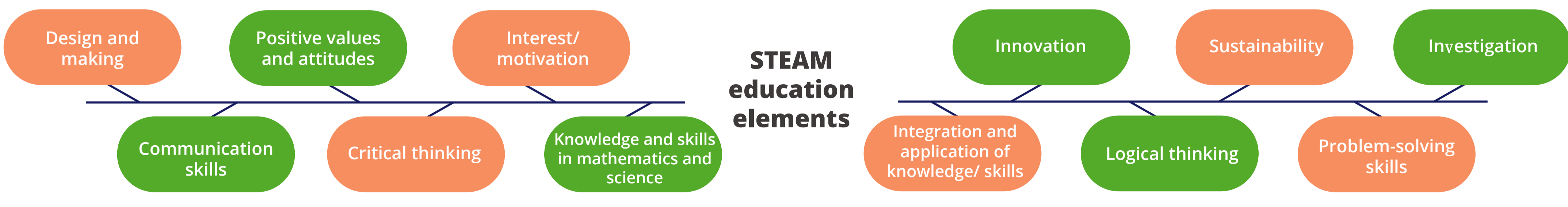
- Schools are advised to nominate students to participate in:
- programmes offered by HKAGE (funded by GE Fund)
  - Off-school Advanced Learning Programmes (funded by GE Fund)
  - gifted programmes offered by other post-secondary institutions
  - competitions and trainings at territory-wide/ cross-territory/ national/ international level

### Level 2: School-based pull-out programmes

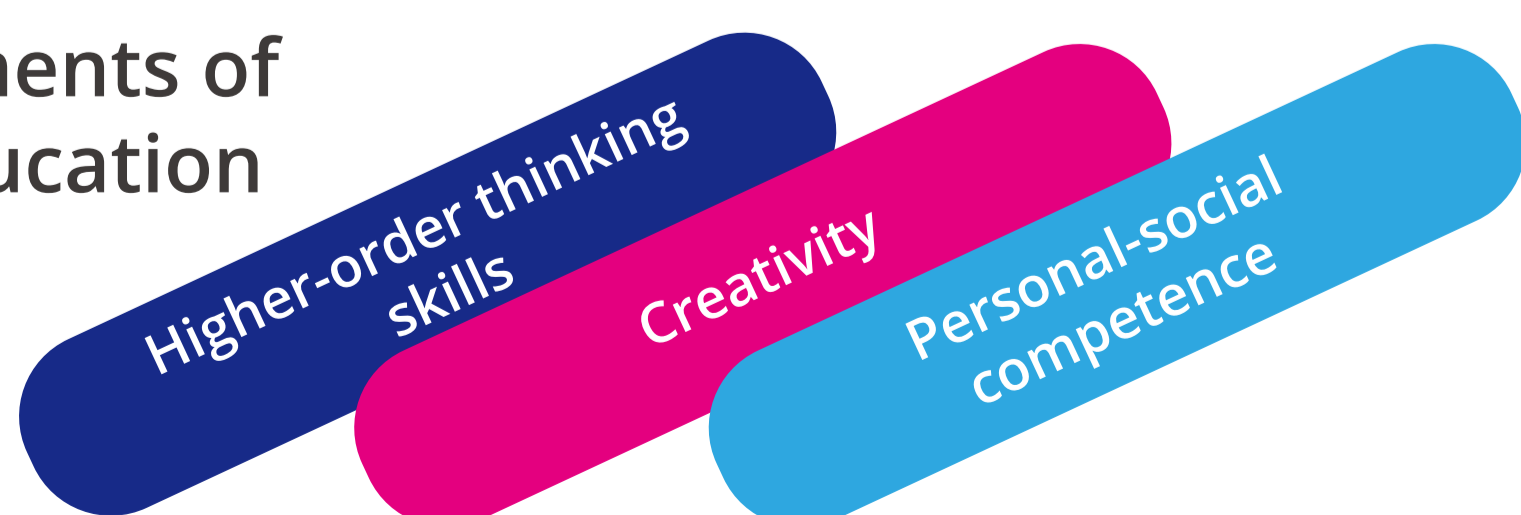
- Setting up of a school-based student talent pool:
- select and nominate students to take part in school-based STEAM programmes and competitions such as I&T workshops and artificial intelligence (AI)-infused experiential activities
  - plan and review subject-based/ cross-KLA special trainings
  - record students' academic/ ECA performance

### Level 1: School-based whole-class teaching

- adopt digital education and diversified teaching strategies to implement subject-based and cross-KLA learning in science, mathematics and technology lessons
- organise whole-school/ class-level activities(e.g. STEAM week, project learning, field trip, AI exhibitions, I&T talk, etc.)



### Core elements of Gifted Education



HKAGE



Gifted Education Section