









Better use of the LWL Grant to enhance school-based STEM, Leadership Training and Junior Values Education Programmes St. Clare's Girls' School

# SCGS Leadership Skills





## Enhancement of Leadership Training Program



### LAUNCH

... your development through establishing clear goals.



### **EXPLORE**

... new learnings, perspectives and opportunities.



### **APPLY**

... new learnings with activities, discussions and exercises.



### **DECIDE**

... what you will implement and what difference it will make.



### **EXECUTE**

... your new learnings in workplace and real life situations.



### REFLECT

... on your achievements and fill any gaps to move forward.

### **DURING THE EVENT**

**POST THE EVENT** 







跳出框框 Leave your comfort zone Challenge yourselves



飛索、沿繩下降、攀石 Zipline, Abseiling, rock climbing



## **Junior VALUES Education Programmes**

環保主保 - 聖方濟

聖方濟視大自然為弟兄姊妹,是一家人,彼此都是天主的創造,是一個有情有愛的關係,同時他也認為大自然反映天主的美善。

聖方濟尊敬和酷愛大自然,他帶領我們用心靈的眼睛看大自然,大自然不只是功利價值的存在,在道德品性上更能讓人學習和效法。他是以心靈來體會大自然,從大自然的美中支取生命的力量,以神愛的胸懷來關愛大自然,以靈性的角度來欣賞大自然, 是向天主的禱告。

天主教的生態靈性不是叫人與自然合一,而是在天地萬物當中體會 天主的真實,在人與自然之上,有一位崇高的創造主。這樣以神為 中心的世界觀中平等地看待自然,發現人與自然為一家,重新建立 與大自然的關係。這個關係使人對自然有多一份的尊重、欣賞和愛, 不單是感官的享受和喜好,更在心靈上與大自然一同讚美天主。







## Junior VALUES Education Programmes

相信大自然有療癒力,透過不同設計的大自然遊戲及六感體驗活動,讓同學洗滌疲憊與煩惱,**連結人與大自然、人與人**,及**人與自己的關係。** 







大自然探索、個人反思、團隊建立、重塑自己與父母(家庭成員)的關係。

認識千奇百趣的動植物朋友,從大自然中學懂尊重生命。

在放鬆身心同時,學習及實踐減壓技巧,與大自然的連結,從大自然中讓同學反思內

在個人需要,愉快成長,並認識大自然生態。

## Junior VALUES Education Programmes

自然家庭樂

在導師的領導下,一個個家庭走進樹林,跟著**同學們安排好的行程**,如尋找泥土上、樹木旁的生物,深入充滿生命力的泥灘,細數海星、海螺、小蟹的足跡。**爸媽們跟著孩子的步伐,放下**「快、狠、準」的生活節奏,以「慢、靜、欣賞」的態度去**感受**大自然,一同學習簡易生態觀察技巧。

Part 2: 活動重點:

透過親子合作從遊戲中探索大自然,透過遊戲,加強家庭凝聚力,促進家庭溝通技巧,建立更強連結,還找回與家人相處的和諧和默契。

透過有趣的親子活動,加強家庭成員之間的連結,一同創造**難忘深刻的家庭回憶**。

讓孩子成長,先要讓她們**懂得照顧父母**及為**家人服務。** 



### 20th Century Learning

- Limited access to K & I
- Facts & information are "spoon-fed" to students
- Emphasis on learning content know ledge
- Goal is to master content knowledge
- Classroom-limited learning & dissemi nation
- Textbook learning from one source, primarily print
- Conceptual learning on individual basis
- Paper-pencil, high-stake tests on facts and content knowledge

### 21st Century Learning

- Infinite access to K & I
- Teachers use discovery, inquiry-based approach
- Emphasis on process skills for lifelong learning
  - Goal is to learn skills to solve problems
- World-wide Learning & dissemination
  - Real-world, real-time learning (various sources)
- Project-based learning on team basis
- Various forms of assessments highstake tests to portfolio

### Learning to Learn 2+ — The Hong Kong School Curriculum

A broad and balanced curriculum with diversification and specialisations (choices) for academic, professional and vocational development according to students' needs

Nurturing lifelong & self-directed learning capabilities

Multiple pathways

SEVEN LEARNING GOALS

**Fostering** whole-person development

FIVE ESSENTIAL LEARNING EXPERIENCES **Physical and Aesthetic** Career-related Experiences Development Community Service Moral and Civic Education Intellectual Development Secondary 4-6 **Core Subjects Electives** Other Learning Experiences Chinese Language 20 Elective Subjects Moral and Civic Education mmunity Service SS Career-related Experiences **English Language** Applied Learning **Aesthetic Development** Mathematics Other Languages Physical Development Liberal Studies Secondary 1-3 ur Key Tasks: Towards major renewed emphases (MRE) at the US level and beyond lues education (incl. MCE & Basic Law ed cation), Language oss the Curriculum (incl. reading), etc. STEM education & ITE, JS Personal, Chinese English **Physical** Mathematics Science Technology Social & Arts Primary 1-6 Language Language Education Education Education **Humanities** Education Education Education Education Education **Key Learning Key Learning** Area Area Area Area Area Area Area **General Studies** 

#### Values & attitudes Seven priority values

- Perseverance
- Respect for Others
- Responsibility
- · National Identity
- Commitment
- Integrity
- · Care for Others

#### Generic skills

#### **Basic Skills**

- Communication Skills
- · Mathematical Skills
- · IT Skills

#### **Thinking Skills**

- · Critical Thinking Skills
- Creativity
- · Problem Solving Skills

#### Personal & Social Skills

- · Self-management Skills
- · Self-learning Skills
- Collaboration Skills



Kindergarten 1-3

Language

Early Childhood Mathematics

Nature & Living

Values & attitudes, Skills and Knowledge

Self & Society

Arts & Creativity

Physical Fitness & Health

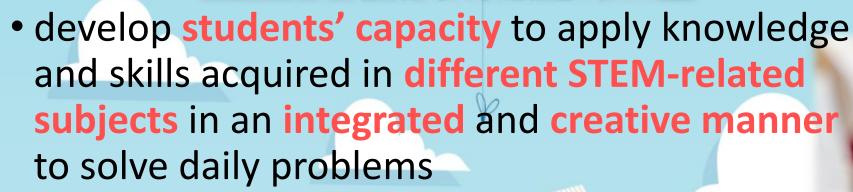




# **STEM Education in SCGS**

### Aims:

 enabling students to develop the knowledge, skills, positive values and attitudes as well as qualities essential for the 21<sup>st</sup> century and beyond







# **Artificial Intelligent**



## The future belongs to you.

Take care of it today. Tackle the clean water, poverty or inequality issues millions of people are facing. Smile, you have AI by your side.





# Learning A.I. elements

## Modules:

- Introduction to Al
- Al Applications in Real Life
- Machine Learning Classification
- Al for Good





## St. Clare's Girls' School

Learning A.I. elements

### **Key Elements:**

- Classify Images with Custom Vision
- Face & Emotion Detection, Custom Vision
- Deep learning & Neural Networks
- Data Science Literacy





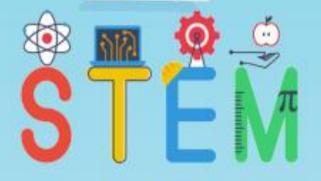






St, Clare's Girls' School

# **Summary and Consolidation**











- 1. DEEPER in meaning
- 2. WDER in range
- 3. HIGHER in quality

Secondary Education Curriculum Guide 2017

Booklet 7 Life-wide Learning and Experiential Learning

- LWL refers to student learning in real contexts and authentic settings to achieve targets that are more difficult to attain through classroom learning.
- In the process of experiential learning, students have the opportunity to make meaning of their own direct, first-hand experiences. Along with quality self-reflection, the knowledge constructed, the skills acquired and the positive values and attitudes developed through LWL can be transferred to accomplish tasks and solve problems in new contexts.
- This is genuine learning which helps students achieve the aims of whole-person development and enables them to develop the lifelong learning capabilities that are needed in our ever-changing society.

LWL can be closely linked with the curricula across different KLAs

and performs the functions of "extending", "enriching" and "enabling" student learning. e.g. leadership training programmes/camps Enabling e.g. board games, foreign languages, film making Classroom-based experience Enriching **Key Learning Areas** Extending e.g. visits to museums, Mainland exchange programme (MEP), overseas study trips

- Extending: LWL opportunities linked with different KLAs can help students deepen their understanding of a certain learning area in terms of knowledge, skills and attitudes. Enable them to gain first-hand experience and understanding of our country's development and enrich their subject knowledge from multiple perspectives
- Enriching: Associated knowledge and life experiences in LWL activities not only help develop students' potential but also broaden their horizons.
- Enabling: LWL experiences help nurture students' generic skills as well as life skills, which in turn facilitate their classroom learning and whole-person development.

- At the SS level, LWL supports student learning in core and elective subjects as well as nurtures their whole-person development and positive values, and are carried out through various learning experiences organized by schools through OLE.
- These learning experiences, combined with quality reflection, are essential for fostering students' lifelong learning capability for whole-person development, especially in preparing them for transition to post-secondary education and employment.



# The Way Forward (LWL planning, design and strategy)

- Integration of Whole Person Development & Life-wide Learning
- Design: Block out one afternoon session (regularly)
  for providing outside school learning experience
  activities (experiential learning) to students
- Advantages: 1. Better Use of Community Resources
  - 2. Create space for students' balanced development
  - 3. Cultivate in-depth and high-level quality reflection
  - 4. Enrich the content of the experiential learning



# For any enquiries

## LWL Planning, Implementation, Monitoring and Evaluation

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## **Activities Resources**

Adventure-based Leadership Training Program

Coach: Mr. William Tsang

Tel: 9336 4988 or Email address: csf.william@gmail.com

Natural Bathing Activities

Social Enterprise: 遊沐

Email address: naturebathing@gmail.com

STEM (Artificial Intelligence)

Microsoft HK Future Ready Skills Leader: Leslie Leung

Email address: v-leleun@microsoft.com