BLMCSS STEM Plan 1819

Major objective of STEM in Hong Kong:

Major objectives to achieve include developing a solid knowledge base among students and enhancing their interests in Science, Technology and Mathematics, strengthening students' ability to integrate and apply knowledge and skills, nurturing creativity, collaboration and problem solving skills of students, and also strengthening the partnerships with community stakeholders, and developing talents/experts in STEM-related areas to foster the development of Hong Kong.

主要目標包括:在科學、科技及數學範疇讓學生建立穩固的知識基礎和提升他們的學習興趣,增強學生綜合和應用知識與技能的能力,培養學生的 創造、協作和解決問題的能力,加強與社區持份者的夥伴協作關係,以及培養與STEM 相關的人才/ 專才,以促進本港的發展。

Holistic approach to promote STEM through six strategies as follows:

(1) Renewing the curricula of the Science, Technology and Mathematics Education KLAs;

(2) Enriching learning activities for students;

(3) Providing learning and teaching resources;

(4) Enhancing the professional development of schools and teachers;

(5) Strengthening partnerships with community key stakeholders; and

(6) Conducting review and disseminating good practices.

(1)更新科學、科技及數學教育學習領域的課程;

(2) 增潤學生的學習活動;

(3)提供學與教資源;

(4)加強學校和教師的專業發展;

(5)加強與社區持份者的協作;以及

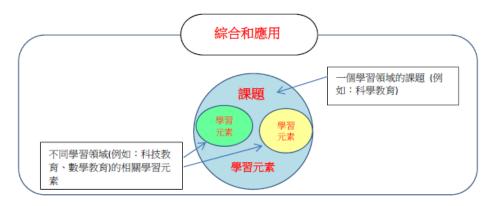
(6)進行檢視及分享良好示例。

School Plan:

School Major	STEM Strategies to Address	Major Program	Implementation	Resources and	Evaluation Method
Concern	Relevant School's Major Concern		Schedule	Support	
1.2 (2)	Strengthen the STEM element of	Refer to "Approach One" on p.3 for	9/2018-8/2019	STEM one-off grant	The targets in
Enhance	the existing subject-base	detail			Approach One are
computing &	curriculum and develop new				completed with
ICT Skills in	strategies – Enhance integration				STEM elements
learning and	across KLA				
research in	Form pull-out gifted STEM	Form STEM Group (ECA) for in-depth	9/2018-8/2019	STEM one-off grant	Join at least 3
subjects	programme	training through joining STEM			competitions
		competitions			
		Refer to "Approach Two" on p.5 for			
		detail			
	Use external resources to	Join University-school support	9/2018 -	Professional	Report fro EdU
	promote STEM education	programme (Edu U)	12/2018	Development	
				Programme provided	
				by Edu U	

Approach One :

Learning activities based on topics of a KLA for students to integrate relevant learning elements from other KLAs.

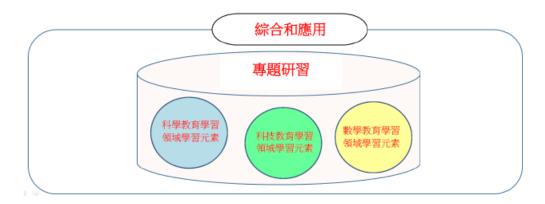


Project	Subject	Brief description of the content	Form level		STEN	l eler	nent	s
	involved			S	Т	Е	М	А
VR related STEM	CL	Create VR interactive activity	2		\checkmark			
activities	VA	Design the VR cardboard	2					✓
	Science	Using VR cardboard to understand 3D vision	2	✓				
Jelly Fish	Bio	Students have to design a sustainable ecosystem to	4 – 5					
		culture jelly fish. They also use different equipment to	(some	✓	\checkmark	\checkmark		
		monitor the sustainability of an ecosystem.	students)					
Making use of mobile	Phy,	Different experiments and projects will make use of	1-5					
data-logging system to	Chem,	the mobile data-logging system for investigation.		~	~		~	
enhance scientific	Bio, Sci			v	v		v	
investigation								
Straw-tower ball-rolling	Science	Make a straw-tower and let a plastic roll from it. Try to	1					
competition		make the ball roll as far as possible. Students are						
		required to use Google site to record their		✓	\checkmark	\checkmark		✓
		investigation progress.						
		This project is supported by EdU under the						

		University-school support programme						
Capacitor Car	Science	Students have to make a capacitor car. The car has to	2					
		carry as heavy load and light as many LED bulbs as						
		possible. They have to calculate the power input and						
		output. Students also need to use Google site to record		\checkmark	\checkmark	\checkmark	\checkmark	
		the progress.						
		This project is supported by EdU under the						
		University-school support programme						
Robot making	CL	Teach coding through scratch	2		\checkmark			
	DT	Use scratch to write program to control robot	2		✓	\checkmark		

Approach Two (Pull-out gifted STEM program) :

Projects for students to integrate relevant learning elements from different KLAs.



STEM Group activities:

Internal activity	Content	Time
Using 3D printer to make	Provide basic STEM skills:	10 - 11/2018
self-designed object	Train students to make self-designed objects.	
Introduction of coding by using	Provide basic STEM skills:	1 – 3/2019
Audrino	Basic coding training to use Audrino as central controller.	
External competition		
Smart City Project Programme	Competition organized by EDB	Through the whole year
智能都會創新能源比賽	Competition organized by CLP	Through the whole year

END