

Project Title: EXPERIENTIAL LEARNING CURRICULUM IN GENERAL STUDIES: LIFE GAME FOR GROWTH 小學常識教育之經驗學習課程: 生命成長遊戲	Project Number 2011/0229 (Revised)
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Name of Organization: PLK Fong Wong Kam Chuen Primary School (保良局方王錦全小學)

(1) Goals: To raise the quality of General Studies through development of experiential learning curriculum
Objectives

- (i) To develop a school-based GS experiential learning curriculum in the areas of “Personal Growth”, “Interpersonal Relationship”, “Today’s Hong Kong” and “National Education”
- (ii) To develop student’s knowledge, attitude, skills and habits to manage life in secondary and college education that will lead to their personal goals in the today’s Hong Kong context
- (iii) To facilitate student’s personal growth through awareness of life/career purpose and planning
- (iv) To develop student’s awareness and skills in interpersonal relationship
- (v) To develop student’s civic responsibility by participate in a broad range of social activities
- (vi) To develop student’s concepts and skills in financial management
- (vii) To develop teacher’s skills to facilitate student’s personal growth in terms of GS abilities

(2) Targets: Expected number of beneficiaries (Hong Kong, funded by QEF):
Primary schools: 4; Primary teachers: 24; Primary students: 600
Project outcomes will be sent to all primary schools in Hong Kong.

(3) Implementation Plan

- (i) Duration: 12 months (11/2012-10/2013)
- (ii) Process / Schedule in 2 stages

Stage 1: Development and delivery of curriculum (11/2012-8/2013): 10 months

This includes school briefing, gathering of GS requirements, developing of lessons and learning activities and teaching materials, teacher’s training, development of student handbook and assessment strategies. The developed curriculum will be tested. Teachers will facilitate student’s learning and growth.

Stage 2: Project evaluation (9/2013 –10/2013): 2 months

Collect and evaluate the feedbacks from teachers and students about the curriculum lessons. Cases of student’s reflection and sharing will be collected to evaluate their growth with respect to the project objectives.

- (iii) Collaboration with other parties / partners: external education consultant

(4) Products:

- (i) **Deliverables/outcomes:** Ready-to-use high-quality experiential learning GS curriculum with lesson materials and assessment methods. A proven experiential learning model, assessment criteria, and evaluation report to enrich the GS curriculum. A group of competent teachers to facilitate experiential learning
- (ii) **Dissemination of deliverables/outcomes:** They will be disseminated to public through press release, conference promotion and seminars, official news.
- (iii) **Commercialization potential of deliverables/outcomes:** (Not at this moment)

(5) Budget:

1	Staff Cost (Project Assistant)	\$72,000
2	Services (Consultation, curriculum development etc)	\$194,000
3	General Expenses (Student’s handbook, printing, reports, Audit Fee etc)	\$55,000
	Total expenditure	\$321,000

(6) Evaluation: A survey and interview among students and teachers.

- (i) **Performance indicators:** Knowledge, attitude and higher-order skills according to the GS requirements.
- (i) **Outcome measurements:** Data collection from the interview, and survey questionnaires from teachers and students.