

Final Report of Project

M:FR/E

Project No.: 2013/0850

Part A	1									
Proje Name	ct Title: An e-learning approa of Organization/School: S	ch of differentiation strategy in Eng .K.H. Good Shepherd Primary Scho	lish language for P1-6 ool							
Projec	et Period: From 06/2015	<i>(month/year)</i> to 05/2016	(month/year)							
Part I										
	e read the Guidelines to Comp report.	eletion of Final Report of Quality L	Education Fund Projects before completing this							
Please	use separate A4-size sheets to	provide an overall report with rega	ard to the following aspects:							
1.	Attainment of objectives									
2. Project impact on learning effectiveness, professional development and school development										
3.	Cost-effectiveness – a self-e	valuation against clear indicators ar	nd measures							
4.	Deliverables and modes of	lissemination; responses to dissemination	nation							
5.	Activity list									
6.	Difficulties encountered and	solutions adopted								
Nar	ne of Project Leader:	Name o	f Grantee*:							
	Signature:		Signature:							
	Date:		Date:							
		the S. Join								

^{*} Final Report of Project should be submitted via "Electronic Project Management System" (EPMS). Once submitted these reports are regarded as already endorsed by the supervisor of the school/the head of the organization or the one who signed the Quality Education Fund Agreement for allocation of grant on behalf of the organization.



Guidelines to Completion of Final Report of Quality Education Fund Projects

Please elaborate the following items in your evaluation of the project. It is expected that the guide would provide reference to the project leader/team in reflecting on the effectiveness of the project.

1. Attainment of Objectives

- 1. To arouse effective learning in English through cater learner differences in terms of the English learning abilities, learning motivation and interest with the gifted education strategy in an interactive English curriculum.
 - We believe e-learning is the way to effectively arouse learning motivation and interest. And this interactive English curriculum is designed to serve these purposes. From both our observation and survey founding, it proved that the results are positively improved.
- 2. To maximize students learning exposure, strengthen their confidence in English.
 - Students have more chances to be exposed to the authentic English environment, especially outside of the classroom. And thus, they had shown more comfortable in using English.
- 3. To foster the gifted students' self study skills
 - As e-learning is an upcoming trend for effective learning model, we observed that students are more engaged with the input of the e-learning elements with the differentiation strategy. Gifted students especially tend to be more self-directed in their daily learning.
- 4. To promote e-learning in school utilizing the existing mobile devices while and after lessons.
 - Students are more enjoyable and responsive in class with the utilizing of the e-learning way of teaching and learning, it also promotes them to be more motivated in doing interactive homework after school.
- 5. To improve teacher professionalism on using e-learning approach in English teaching with gifted education strategy.
 - The sharing workshop, the professional development workshop and the co-planning meetings help a lot in understanding and carrying out the e-learning model in our daily teaching.

Table 1: Attainment of Objectives

Objective statement	Activities related to the objective	Extent of attainment of the objective	Evidence or indicators of having achieved the objective	Reasons for not being able to achieve the objective, if applicable
To arouse effective learning in English through cater learner differences in terms of the English learning abilities, learning motivation and interest with the gifted education strategy in an interactive English curriculum.	We developed the interactive English curriculum to help promote learning motivation and interest.	Mostly attained	This interactive English curriculum is designed to serve these purposes and from both our observation and survey founding, it proved that the results are positively improved.	
To maximize students learning exposure,	Though the interactive English curriculum, students	Mostly attained	Students have more chances to be exposed to	



strengthen their confidence in English.	can access to authentic English anytime anywhere outside classroom, provide them more chances to practice English and build confident.	Other equalitation of the control of	the authentic English environment, especially outside of the classroom. And thus, they had shown more comfortable in using English.	G-9701
To foster the gifted students' self study skills.	We assigned homework online with the interactive English curriculum, train students to have a positive attitude toward self-directed learning in a regular basis.	Mostly attained	As e-learning is an upcoming trend for effective learning model, we observed that students are more engaged with the input of the e-learning elements with the differentiation strategy even after class on their own. Gifted students especially tend to be more self-directed in their daily learning.	Long of services of the servic
To promote e-learning in school utilizing the existing mobile devices while and after lessons.	We adopted e-learning model with the interactive English curriculum in classroom teaching with our mobile devices, alongside with the design of the lesson activities.	Mostly attained	Students are more enjoyable and responsive in class with the utilizing of the e-learning way of teaching and learning, it also promotes them to be more motivated in doing interactive homework after school.	prio retitorales (en este l'ant este en en este en en este este en
To improve teacher professional on using e-learning approach in English teaching with gifted education strategy.	We held sharing workshop, the professional development workshop and the co-planning meetings in facilitation of the design, develop and the execution of our e-learning model with the interactive English curriculum.	Mostly attained	The sharing workshop, the professional development workshop and the co-planning meetings help a lot in understanding and carrying out the e-learning model in our daily teaching.	

6. Project Impact on

- 1. Learning effectiveness
 - → The design of the interactive English curriculum with the songs, videos, and games etc has successfully drawn students' attention in class and improved their participation. Though the overall school exam result might not shown a massive enhancement in terms of scores, only 2 forms among them has shown slightly improvement; we observed that most students enjoy the class more and they are mostly happy and eager to participated in class.
 - → As students are more interested in class, they tend to be more confident and comfortable in using English during lesson activities. They are less reluctant like they previously did.
 - → From our survey and observation, it showed that students like the interactive games in the interactive English curriculum. We noticed that this is the way of teaching and learning that can motivate students. Having



integrated the interactive electronic elements with our core English curriculum, students tend to do the online exercises because the games are funny and bring satisfaction. In this way, besides boosting the learning interest, this project has also fostered students' self-learning habit as they are more willing to access online exercises at home on their own.

- → From our experience, most of our students are lack of family support in getting in touch with the English learning environment. However, we learned from our survey that most parents agree the objective of this project and think it can help their children in learning. And over 90% of them wish to continue the project.
- → Overall, we appreciated the immersion of this interactive English curriculum. It has raised our students' learning motivation and interest, and these are the important seeds required to further nurture their learning.

2. Professional development

→ The professional development workshop and the co-planning meetings help us to understand more of what and how e-learning to put into our school base environment to bring out the most achievable effect. We have experience in practicing e-learning, yet these workshops still bring benefits to us as they help us to identify the right way and right degree of implementation.

3. School development

→ We have previous experience in putting e-learning elements in our school-based curriculum to bring out teaching and learning effectives. This project has levitated us in further executing these strategies in an even more effective way by understanding our strength and limitation.

7. Cost-effectiveness

We think this project has achieved the major purpose in arousing students' learning interest, nurturing their self-directed learning attitude and expanding their exposure in authentic English learning. At the same time, it also enriched our knowledge and understanding of the e-learning model in our school-base curriculum.

Table 2: Budget Checklist

Budget Items (Based on Schedule II of Agreement)	Approved Budget (a)	Actual Expense (b)	Change [(b)-(a)]/(a) +/- %
Teacher professional training	HK\$1,400	HK\$1,400	-
Learning platform development and license	HK\$40,000	HK\$42,000	TOTAL CHARGE STATE
P1-6 interactive English curriculum	HK\$80,000	HK\$78,000	<u>-</u>
Cloud service	HK\$15,000	HK\$15,000	- 1 - 1 - 1 - 1 - 1 - 1 - 1 - 1 - 1 - 1

8. Deliverables and Modes of Dissemination

We designed and developed lesson activities to align with the interactive English curriculum to do lead in and reinforcement. The experience of adopting e-learning with the differentiated strategy in teaching and learning environment is valuable and it enriched us in helping students learning in a more interactive and happy way that students enjoy.

9. Activity List



Table 4: Activity List

					•	
Types of activities	Brief description	N	No. of pa	rticipan	ts	Stavistic fills revolute cancer
(e.g. seminar, performance, etc.)	(e.g. date, theme, venue, etc.)	school	teachers	students	parents	Feedback from participants
Teacher sharing sessions & professional teacher development workshop	2015 Aug – School computer room		10			We agreed that the training help us in better understanding and implementing the interactive English curriculum with the differentiated strategy in a more effective way.
Parent sharing sessions	2015 Aug – School hall			332	332	Parents got to know what is e-learning and how it can enhance their children learning and how they can help students to foster self-directed attitude at home.
Teacher sharing session	2016 May – Classroom		10		100	We exchanged opinion and experience of launching this project in different group of students, and discussed how we can further enhance to bring fruitful outcome in future.
Classroom activities – In class: 1. Class reading 2. Vocabulary games Elite class: 1. Online learning 2. Reinforcement	2015 Jun to 2016 May – Classroom		10	332	on force	The activities stimulated pupils' learning interest and helped them overcome their learning difficulties so that they may have gained a sense of achievement and recovered their confidence and interest in learning English.
activities Remedial class: 1. Class reading 2. Vocabulary games					andic griffs	ggottak seriasolja satlivjaa ed in O tub mathorino jalighdi satanologialili 2. olimanli medielikologiaja kod vengootada 2. olimanli medielikologiaja

10. No Difficulties Encountered and Solutions Adopted

We observed that e-learning is the upcoming way of teaching and learning and we are dedicated to promote it in our school. Though the progress might not as expected sometimes, we also understood that all parties, not only us but also including students and parents, need to take times to get used to this teaching and learning model. Some students might lost track as they are not used to regulate the learning progress by themselves; some parents do not understand the importance and might prohibit their children in doing online exercises, and some of us might need to adjust the way we used to adopt to carry out a more effective outcomes.



1. Teacher's survey and analysis:

			No. o	of the p	ick	,			
No. of the questionnaire received = 11	Stron	gly agr	ee Stro	ngly d	isagree				
	5	4	3	2	1	Yes	No	blank	total
I like the content of the interactive English									
curriculum.		10	1		Reprise (11
2. The interactive content such as songs, cartoon					, a try				
character, video and audio can enhance students' learning									
interest.	2	8	1		002				11
3. Integrating the interactive English curriculum with the									
pull out class setting can help address students' learning									
diversity.		9	2						11
4. The interactive English curriculum can foster									
students' self-learning attitude & self-study skills.	2	7	2						11
5. The interactive curriculum homework can reinforce								3143	
students' learning.	1	7	3						11
6. The interactive English curriculum can help improve									
students' English.	1	6	4						11
7. The interactive English curriculum can enhance our						agree	207	140	
school-based gifted education strategy.	1	6	4					100000	11
8. The interactive English curriculum can facilitate									
teachers to carry out differentiation teaching & learning									
strategy.	1		3						11
9. The Learning Management System can enhance the									
teaching and learning effectiveness. (e.g. teachers can	lini			Time:	(Calmi	100	-351		94
follow up students' learning progress through the weekly	94019			1 9/1	i gaina			100	lo a
report analysis.)	1	7	2	1				110	11
10. The system is easy to use.	2	6	3	10.16	June 76 E				11
11. The teacher development workshop is useful.	i spli	4	3	4					11
12. The overall customer services can serve my need		6	4	1				X 191	11
13. I wish to continue the project next year.			bo a k		Wile all	6	3	2	11

Conclusion:

¹⁾ The interactive curriculum can successfully enhance pupils' learning interest, improve their English ability as well as address pupils' learning diversity.

²⁾ Teachers are generally satisfied with the interactive curriculum and wish to continue the project.



2. Students' survey and analysis:

No.	of the questionnaire received = 325		No.	of the	pick					
		Strongly agree Strongly disagree								
		5	4	3	2	1	Yes	No	blank	total
1.	I like the content of the interactive English Curriculum.	109	79	79	30	28				325
2.	The interactive content such as songs, cartoon character,									
vide	o and audio can enhance my learning interest.	120	70	87	19	29				325
3.	I think the content of the interactive English Curriculum									
are o	of right level of difficulty.	101	83	91	27	23				325
4.	The interactive English curriculum can help to develop my									
self-	learning attitude & self-study skills.	95	74	80	42	34				325
5.	The interactive curriculum homework can help reinforce									
my l	earning.	83	94	83	30	35			M.	325
6.	The interactive English Curriculum can help improve my				TERRITO					
Engl	lish.	114	73	69	26	43				325
7.	The system is easy to use.	157	44	64	22	36			2	325
8.	I would recommend the interactive English curriculum to				100					1
a fri	end.						204	121		325
9.	I wish to continue the project next year.						192	133		325

Conclusion:

- 1) Al most 60% of students like the content of the interactive English Curriculum.
- 2) Al most 60% of students think the interactive content such as songs, cartoon character, video and audio can enhance their learning interest.
- 3) Over 50% of students think the content of the interactive English Curriculum are of right level of difficulty.
- 4) Over 50% of students think the interactive English curriculum can help to develop their self-learning attitude & self-study skills.
- 5) Over 50% of students think the interactive curriculum homework can help reinforce their learning.
- 6) Al most 60% of students think the interactive English Curriculum can help improve their English.
- 7) Over 60% of students think the system is easy to use.
- 8) Over 60% students would recommend the interactive English curriculum to a friend.
- 9) Almost 60% of students wish to continue the project.



3. Parents' survey & analysis:

No. of the questionnaire received = 284		No. of the pick							
	十分同意			十分不同意		Yes	No	blank	Total
	5	4	3	2	1				
1. 孩子喜歡互動英語課程的內容	80	94	88	14	8				284
2. 能提升孩子的學習動機	71	121	70	12	7			3	284
3. 互動英語課程練習的深淺程度合適	60	105	96	14	8			1	284
4. 有助孩子建立良好的自主學習態度	82	93	86	15	7			1	284
5. 能提升孩子的英文能力	108	84	76	10	3			3	284
6. 互動英語課程的系統方便易用	81	103	79	15	. 4			2	284
7. 對於互動英語課程整體感到滿意	75	128	67	10	4				284
8. 我支持學校繼續推行英文電子互動課程計劃						261	19	4	284

Conclusion:

- 1) Over 60% of parents think their kids like the interactive English Curriculum.
- 2) Over 60% of parents think the interactive English Curriculum can enhance their kids' learning motivation
- 3) Almost 60% of parents think the content of the interactive English Curriculum are of right level of difficulty.
- 4) Over 60% of parents think the interactive English Curriculum can help to develop their kids' self-learning attitude & self-study skills.
- 5) Over 60% of parents think the interactive English Curriculum can help improve their kids' English.
- 6) Over 60% of parents think the online system is easy to use.
- 7) Over 70% of parents are satisfied with the interactive English Curriculum.
- 8) Over 90% of parents wish to continue the project.