Part B Project Summary

Project Title: Developing a Community of Practice of Flipped Learning **Project Number** for ICT Teachers (建立資訊及通訊科技翻轉學習教師專業社群) 2016/0230

Name of Organization: Information Technology Discipline, the Hong Kong Institute of Vocational Education

- (1) Goals: To develop a community of practice (CoP) which promotes ICT teachers to use flipped learning approach for the delivery of the senior secondary ICT curriculum. Objectives: (i) To promote student-centered learning for the development of domain knowledge; (ii) To encourage teachers and students to adopt active and interactive learning pedagogy; (iii) To develop learning and teaching materials for supporting student-centered learning
- (2) Targets: ICT teachers from the senior secondary schools in Hong Kong Expected number of beneficiaries: (a) Direct: Around 60 ICT teachers and their 1,200 students from senior secondary schools; (b) Expected: All ICT teachers and students from senior secondary schools in Hong Kong
- (3) Implementation Plan - Duration: January 2018 to December 2019 (2 years)

Process/ Schedule:

(i) 01 -Formation of CoP; teacher development activities (TDA) for startup of flipped learning (FL) and selection of 02/2018 topics within ICT curriculum for FL; Staff recruitment; Procurement of equipment 03 -Development of learning and teaching materials (LTM) for the 1st set of topics; TDA on flipped learning with 04/2018 the LTM; first public seminar; Development of the website of the CoP 05 – FL on the pilot set of topics as pilot run; students' assessment (SA) for the pilot set of topics 06/2018 07 – Focus group interviews with teachers; Development of LTM for the pilot set of topics; TDA on flipped learning 08/2018 with the LTM; Improvement of LTM for the pilot set of topics 09 -FL on the 1st set of topics; Pre-tests for students on : SA for the 1st set of topics; Development of LTM for the 2nd set of topics; TDA on flipped learning with the LTM 12/2018 01 -FL on the 2^{nd} set of topics; Focus group interviews with teachers; Improvement of LTM for the 1^{st} set of ...; SA for the 2nd set of topics; Students' perception questionnaires 06/2019 topics; Tests for

- 02-Focus group interviews with teachers; Improvement of LTM for the 2^{nd} set of topics; Development of
- 08/2019 learning and teaching materials for the 3rd set of topics with review by teachers
- 09 -FL on the 3rd set of topics; SA for the 3rd set of topics
- 11/2019
- 10 -Focus group interviews with teachers; second public seminar; Improvement of LTM for all topics; TDA on 12/2019 flipped learning with the LTM; Completion of the CoP website; Overall evaluation report
 - (ii) Collaboration with other parties/partners: 33-40 secondary schools in Hong Kong and Association of IT Leaders in Education
- (4) Products:
 - Deliverables/outcomes: (a) A CoP for ICT teachers; (b) 11 teacher development activities (i) including two public seminars; (c) A website of e-learning materials; (d) Evaluation Report
 - Dissemination of deliverables/outcomes: (a) Public seminars in local region; (b) Academic (ii) publications in the local region; (c) A CoP for ICT teachers; (d) A website of e-learning materials
- (5) Budget: (a) staff cost: \$3,812,376; (b) equipment: \$37,104; (c) services: \$168,300; (d) works: \$0; (e) general expenses: \$56,078; and (f) contingency: \$7,842
- (6) Evaluation:
 - (i) Performance indicators: (a) Changes of students' learning attitude from passive to active and interactive; (b) Students' academic performance in the selected topics of the senior secondary ICT curriculum
 - Outcome measurements: (a) Focus group interviews with teachers; (b) Questionnaire surveys on (ii) students' perception; (c) Comparison of students' self-directed learning readiness before and after flipped learning; (d) Students' test scores in the selected topics of the senior secondary ICT curriculum



Part C Project Details

1. Needs Assessment and Applicant's Capability

1.1 Needs Assessment

Social Needs of IT Talents

With the advancement of digital technologies, IT skills become essentials in practically all economic sectors and daily life of people. According to Financial Secretary of HKSAR (2015):

"A new wave of entrepreneurship, in the form of start-ups, is emerging around the world. Many start-ups boldly apply new technologies, information technology in particular, disrupting the traditional mode of operation. They translate state-of-the-art technologies into competitive products and services that change consumption patterns and open up new markets."

The HKSAR Government has determined to develop Hong Kong into a knowledge-based economy and an innovation hub for technology and its application in the region. The Innovation and Technology Bureau has been recently established to promote the development of innovation and technology and information technology which are the key drivers in this endeavour. The EDB will promote STEM education by renewing and enriching the curricula and learning activities of Science, Technology and Mathematics (Policy Address, 2015; CDC, 2015). Financial Secretary (2016) announced plans of more than \$17 billions for nurturing innovation. Shortage of IT talents in Hong Kong has been reported in many local news articles and manpower reports. The demand of IT talents will continue to increase as IT is a key driver of innovation and economic development.

Problem-solving and coding skills become very important nowadays. These skills are strongly promoted in many countries, such as US and UK. According to Re/code (2015), the US President Obama said "Everybody's got to learn how to code early." According to Education Bureau (2015), "there is a great need to strengthen digital literacy, self-directed learning, collaboration and problem-solving competency as well as creative and innovative thinking skills of our students" and "teachers and the IT industry generally agree to include programming in the secondary curriculum and consider it mandatory in the junior secondary curriculum." The report states that "EDB will continue to enhance students' problem-solving skills through equipping them with programming-related capabilities (e.g. computational thinking, modelling, coding, testing, and analysing)." In addition, the Government has proposed to add IT enrichment programmes in secondary schools (Financial Secretary, 2014) for attracting talented students for pursuing careers in IT.

With the IT-enriched learning environment in schools, it becomes cost-effective to adopt self-directed learning approaches (e.g. flipped classroom) in schools, with the aid of e-learning materials. In fact Education Bureau (2015) has aimed to strengthen students' self-directed learning, problem-solving, collaboration and computational thinking competency, to enhance their creativity and innovation, and even entrepreneurship, as well as to nurture the students to become ethical users of IT for pursuing life-long learning and whole-person development through leveraging technology and the capacity of IT.

The interest in adopting Flipped Learning by teachers and students has been growing rapidly in recent years. Of the more than 180,000 middle and high school students who participated in the Speak Up 2013 surveys, almost three-quarters agreed that Flipped Learning would be a good way for them to learn, with 32% of those students strongly agreeing with the idea (Yarbro et al., 2013). The number of members of the Flipped Learning Network has grown from 2,500 in January 2012 to more than 20,000 as of May 2014 (Yarbro et al., 2013). With Flipped Learning, the core learning materials are delivered through viewing video clips prior to attending classes. Hence, the class time can be devoted to higher level learning activities, such as the application of the learning materials in problem solving, group discussions and collaborative learning with instant feedback and coaching support from teachers. Flipped learning facilitates active learning and higher-level learning with support by teachers and their classmates. According to an online survey on 2,358

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Presenting interactive and animated materials is effective for making learning memorable and assisting learning (Balci et al., 2001). Although interactive and animated learning materials are available in the Internet, the learning materials cover a small set of topics of the Hong Kong senior secondary ICT curriculum and needs a lot of customization for suiting the level and learning needs of students. For example, the for teaching computer science

cover a range of relevant topics. However, the learning materials only cover limited topics of the senior

educators conducted in 2014, the Flipped Learning Network and Sophia Learning found that flipped teachers technology and computer science were 17%. One out of ten teachers received their own professional development in a flipped fashion (Yarbro et al., 2013). Many studies have shown that flipped learning can improve students' learning. Math teachers at Niagara Falls High School (New York) flipped their class in 2013. After implementing the flipped approach, 83% of students in the honors Algebra II/Trigonometry class passed the Regents exam (with a score of 65 or higher) compared with 71% the year before, and 35% of honors students achieved mastery (a score of 85 or higher) compared with 14% the previous year (Yarbro et al., 2013). Bidwell (2014) reported that "At Villanova, Weinstein helped lead a pilot program for flipping engineering courses. New data from the program given to U.S. News shows the bottom third of students'

secondary ICT curriculum. The project has the following innovation for students' learning in the senior secondary ICT curriculum of Hong Kong:

- Shift from passive learning approach to active, interactive, student-directed and higher level learning approach
- Interactive learning materials for student's preparation before class. The learning materials are designed to suit the characteristics of students: short concentration time, preference of quick feedback and preference of "doing" than "pure reading and watching":
 - Video clips with questions to ensure students watch video clips and collect students' learning progress for teachers' preparation of classroom activities
 - Web-based visualization of program execution for helping students to understand what happens as the computer executes each line of a program's source code. Students can view the values of internal variables, output and current location of the control flow of the program after the execution of each line of program's source code. Two examples of visualization of program execution are given Appendix 4.
 - Web-based simulation of execution of programming constructs (e.g. if-else statement, iteration, etc.) and fragment of program code. Students can view the effect of the execution of a single statement and a group of statements. They can also adjust the values of some parameters (variables or constants) to experiment how the execution of statements would change with the values of the parameters.
 - Web-based animation. Animation will be designed and developed for helping students to understand computer concepts, e.g. programming tracing and algorithm tracing.
 - Visualization of execution of flow chart (Xinogalos, 2013) for helping students to understand algorithm design and testing. Student can use a flow chart interpreter to design an algorithm, and execute the algorithm step-by-step and visualize the results of the execution.

Conceptual Framework

Process

Topics Classroom activities: Preparation of Pre-lesson Learning outcomes study and pre-lesson and Group Assessment criteria discussion classroom exercises Learning contents learning Collaborative and activities materials learning Practice Presentation Review on students' feedback, learning progress and

> performance
> Review and revise learning contents, activities and materials

Figure 1: Process of Flipped Learning

Topics of the senior secondary ICT curriculum will be selected for the development of flipping learning materials. For each selected topic, the learning outcomes of the topic defined in the senior secondary ICT curriculum are identified. Then assessment criteria for the learning outcomes will be identified from the Information and Communication Technology Curriculum and Assessment Guide. Finally, the learning

activities and materials will be designed according to the learning outcomes and assessment criteria. The process of flipped learning is illustrated as the diagram in Figure 1 above.

The learning materials are uploaded to a learning management system (e.g.). During pre-lesson study, students access the learning management system to learn knowledge by watching video clips with narrative IT concepts and examples, reading materials, and using the interactive web-based learning materials (e.g. visualization of the flow and sequence of program execution, simulations, animations). They can also attempt the pre-study exercises by using mobile devices or computers with internet connection. The responses of the pre-study exercises are collected and analyzed automatically by the learning management system. The teacher can then adjust the learning activities in classroom according to the results of pre-study exercises to correct their misconceptions or misunderstandings and enhance conceptual understanding. More importantly, the teacher can moderate classroom discussions for engaging students in learning. After the classroom activities or assessments, the teacher and the community of practice review the students' learning progress, performance and feedbacks from students and revise the learning contents, activities and materials for continuous improvement. The following table (UTEXAS) shows the comparison between the learning process of traditional teaching method and flipped learning:

Time Before Class	Traditional Teaching Method Students read pre-study materials.	Flipped Learning Students watch videos, read materials, use interactive learning materials and complete pre-study exercises.
	Teacher prepares lecture.	Teacher reviews the results of students' pre-study exercises and questions and adjusts learning contents and activities.
During Class	Teacher tries to go through all materials and leaves less time for	Students ask specific questions .
	answering students' questions , feedbacks to students and students' practice.	Teacher answers students' questions and guides through specific learning materials which students found difficult in pre-study. More importantly, the teacher can moderate classroom discussions for
	Students try to follow along.	engaging students in learning.
	Teacher has less time and freedom to spend with each student.	Students have more time to practise the skills and they are expected to learn and get more feedback from teacher.
		Teacher has more time and freedom to decide upon how much time to spend with each student.
After Class	Students attempt the homework, usually with delayed feedback .	Students continue applying their knowledge and skills in more comprehensive exercises after clarification and feedback.
	Teacher grades less comprehensive	
	work.	Teacher posts any additional explanations and
		resources as necessary and evaluates higher quality work.

With traditional teaching method, teacher usually goes through all materials in traditional lectures. Over the past 30 years, traditional lecture has been strongly criticized in the following aspects (Nouri, 2016; Cashin, 1985; Bonwell, 1996; Huxham, 2005; Young, Robinson & Alberts, 2009):

- Students are passive in traditional lectures due to lack of mechanisms for engaging students.
- Student's attention wanes quickly.

- The pace of the lectures cannot cater to the learning needs of all students. .
- Traditional lectures are not suited for teaching higher order skills such as application and analysis. •

In a flipped-learning environment, the content delivery and lower-order thinking happens outside the class, and the difficult part of learning happens in the class where the teacher is able to assist the students, but in many traditional classes, students are sent home to wrestle with the difficult part by themselves. Flipped learning engages students in more effective, active, motivating, supportive learning, especially for weaker students who may struggle with traditional lectures (Nouri, 2016). Flipped learning is better than traditional teaching method in the following ways:

- Teacher can better cater the learning needs of individual students. Struggling students and great performers can get the necessary feedback and help from teacher.
- Once a video lecture is prepared, it can be reused as many times until the content becomes outdated.
- Students, especially weaker students who might find traditional lectures challenging and fast-paced (Young et al., 2009), can pause and rewind the video lectures for gaining more opportunities to reflect and learn in their own pace.
- Students learn deeper through more comprehensive exercises or practices. They would be more confident about learning since they can get more feedback and help more timely from teacher in classroom.
- Students, who are absent, can catch up with their peers faster and easier with the flipped learning approach than with the traditional one.
- Students play an active role in learning and develop their self-directed learning skills.
- Students would be more self-motivated to learn as participating in flipped learning.

The following table shows an example of learning activities for topic "Selection Statements" of the Elective Part (D) – Software Development of the Senior Secondary ICT Curriculum.

Topic: "Selection Statements" of the Elective Part (D) – Software Development of the Senior Secondary ICT Curriculum.

Time Activities

- Before Students view video lectures and lecture notes for achieving an understanding of the use of class "SELECTION" statements and meaning and syntax of selection statements.
 - Students use web-based visualizer to run sample code fragments of selection statements and watch the results. The online learning materials guide the students to input different values of variables and see how the execution of selection statements changes with the values of variables.
 - Students complete and submit the pre-study exercise using the learning management system.
 - Teacher checks the students' answers in the pre-study exercise and prepares subsequent class to reinforce student understanding of specific content they found difficult.

During • Teacher addresses students' questions which were submitted previously or are raised in class class by inviting students in the class to respond. The teacher can explain specific content by using their proper responses and rectifying their misunderstandings.

- Students can practise their skills and present their answers in groups. •
- Teacher can moderate the classroom discussions.
- Teacher monitors the students' learning progress in classwork and helps individual students who have learning difficulties.
- Teacher provides feedbacks to students' work, explains the answers of classwork and gives • additional illustrations for elaborating specific content if necessary.

After class

- Teacher posts comprehensive exercises and additional resources to students using the learning management system.
 - Students complete comprehensive exercises.
 - Teacher evaluates the comprehensive exercises. •

If the topic "selection statements" is delivered using the traditional teaching method, students, especially weaker students, may have difficulties to understand at the first encounter of the topic in class. Less lesson time is available for students to ask questions, discuss, practise and get feedbacks from teacher. Through the flipped learning approach, students should have some understanding of the topic before class since students should have watched videos, read materials, run sample code using visualizer and attempted prestudy exercise on the web. More lesson time can be spent in detailed explanation of difficult parts or classroom discussions to address students' queries. Hence, flipped learning can help students to learn better and deeper.

Selected topics for flipped-classrooms

The senior secondary ICT curriculum consists of compulsory part and elective part. Each part consists of modules. A module covers several topics which are described by learning outcomes and contents. Topics will be selected from the compulsory part and the elective modules: Databases, Data Communications and Networking, Multimedia Production and Web Site Development, and Software Development. Learning and teaching materials consisting of notes (such as slideshow presentations), video clips/ visualizations/ simulations/ animations, pre-study exercises, worksheets for classroom activities and answers will be produced. According to the Information and Communication Technology Curriculum and Assessment Guide (Secondary 4-6) (CDC & HKEAA, 2015), schools can vary the sequence of the delivery of topics of the Senior Secondary ICT Curriculum according to the learning needs of students. For example, some schools may start the delivery of the options immediately after the related core module is covered. The duration of video clips of each mini-lecture is about 5 – 10 minutes. Tentatively, the following topics are selected as follows:

Торіс	Type of media (Number of Media)
Compulsory Part	
(A) Information Processing	
(a) Introduction to Information Processing	Videos (3), Animations (2)
(b) Data Organization and Data Control	
Identify data, records, fields, files and databases.	Video (1)
Explain how records can be organized, stored and retrieved.	Video (1)
Discuss the need of data control.	Video (1)
Describe how errors can be detected	Video (1)
(c) Data Representation	
Distinguish between analog and digital data.	Video (1)
Convert integers from denary numbers to binary numbers or hexadecimal	Video (1)
numbers, or vice versa.	
Perform simple calculations on binary numbers and analyse overflow errors	Video (1)
Know how characters are represented by using common international	Video (1)
standards.	
Know briefly how different multimedia elements are digitalized.	Video (1)
(d) The Use of Office Automation Software	
Design and create formatted documents or reports effectively and suitably	Videos (3)
using a word-processing tool	
Convert between various document / text / formats and justify their usage.	Video (1)
Describe and use basic features of spreadsheets to solve problems	Video (1)
Demonstrate data manipulation techniques in spreadsheets.	Video (1)
Apply spreadsheets as a data analysis tool by using a pivot table.	Video (1)
Apply the concepts of data organization to create and maintain simple database	Video (3)
using a Database Management System tool.	The second second second second
Create and use a form for data entry.	Video (1)
Practise data extraction and manipulation by querying a database and create reports	Video (1)

Understand concepts of Object Linking and Embedding and its applications	Video (1)
Use a software suite in an integrated and effective manner	Video (1)
(e) Presentation of Information	Videos (2)
(B) Computer System Fundamentals	
(a) Basic Machine Organization	
Explain the functions of bardware within a computer system	Video (1)
Explain the structure and functions of a CPU and its components	Videos (1) Animations (2)
Fetch-decode-execute cycle and the roles of registers and buses.	
(b) System Software	Videos (2)
(c) Computer Systems	Videos (2)
(C) Internet and its Applications	
(a) Networking and Internet Basics	
Define and compare I AN and WAN	Video (1)
Discuss the common network Services	Video (1)
Explain functions of the bardware required for a network	Video (1)
Compare common methods for Internet access in terms of speed, cost, security	Video (1)
and availability	
Concents of IP LIBL DNS_HTTP and FTP	Video (1)
(b) Internet Services and Applications	
Apply various services such as file transfer remote logon online chat	Video (1)
discussion forum and email on the Internet	
Describe the concents of streaming technology and its applications	Video (1)
Introducing web authoring tool	Video (1)
Design and construct web nages	Videos (2) Visualization
	(1)
(D) Basic Programming Concents	
(a) Problem-Solving Procedures	Videos (4)
(h) Algorithm Design	1.0005(1)
Define algorithm. Use pseudocode and program flowchart as methods for	Videos (4)
representing algorithm.	
Select appropriate data types for the solution to a particular problem and	Video (1)
discuss the merit of the chosen types	
Design and construct standard algorithms involving basic control structures.	Videos (5), Visualization
Create and examine algorithms.	(3)
Trace and test algorithms.	Videos (3), Visualization
	(3)
Elective Part (A) – Databases	
(b) Relational Databases	
Create a simple relational databases with SQL	Videos (7)
Create a simple relational database table with SQL: Table with columns only	
including constraints of "not null value", "default value", "unique value",	
"primary key", "foreign key"	
Modify the structures of the tables with SQL: Change the definition of a field,	Video (1)
Change the name of a field, Adding a field, Removing a field	
Removing a table and a database with SQL	Video (1)
Inserting data into a table with SQL: Insert data in all fields, Insert data in some	Videos (2)
fields	
Data queries with SELECT statements: Simple queries with SELECT statements,	
Queries with the WHERE clause, Queries with the WHERE clause using	
operators and expressions such as arithmetic operators and expressions,	Videos (8)
comparison operators, logical operators and the IN, between and like operators	
Built-in functions such as aggregate and string functions	Videos (2)

	Videos (2)
Queries with the CROUP BY clause	
Modify data in the table	
Delete data from the table	
Create view	Video (1)
Queries on multiple tables, including Equi-join, Natural-join and Outer join	Videos (4)
Sub-queries (for one sub-level only)	Video (1)
Export query results to text, HTML or spreadsheet format	Videos (3)
(c) Introduction to Database Design Methodology	
Analyse simple scenarios in business, education or other fields and create	Videos/Animation (6)
simple ER diagrams with binary relationships	
Transform the ER diagrams to tables in relational databases	Videos (2)
Elective Part (B) – Data Communications and Networking	
(a) Data Communications and Networking	
Communications model and data encoding	Videos (4)
Network components	Videos (4)
TCP/IP Protocol Suites	Videos (8)
Basic concepts of data transmission	Videos (4)
Need analysis	Videos (2)
Network design	Videos (8)
Network set-up	Videos (3)
(c) Network Management and Security	
Network management	Videos (7)
Network security	Videos (7)
Elective Part (C) – Multimedia Production and Web Site Development	
(a) Multimedia Production	
(ii) Multimedia Basic and (iii) Multimedia Products	
Texts – attributes (e.g. font size and typeface) and Conversions	Video (1)
Bitmap and Vector Graphics – Attributes (e.g. colour depth and resolution),	Video (1)
Capturing, Simple Editing and Conversions	
Audio – attributes (e.g. bit rate and frequency), Capturing, Simple Editing and	Video (1)
Conversions	
Video – Attributes (e.g. frame rate and frame size), Capturing, Simple Editing,	Video (1)
Mixing and Conversions	in the second
Animation – creating and editing	Video (1)
(b) Web Site Development	T.
(ii) Web Authoring Tools	and the second second
Construct simple web pages with different features: links, anchors, tables,	Videos (6), Visualization
frames, Mailto, fill-out forms, multimedia elements.	(6)
Perform special effect.	Video (1), Visualization (1)
Publish website.	Video (1)
(iii) Dynamic and Interactive Web Pages	
Create simple JavaScript program with variables, simple calculations.	Video (1). Visualization (1)
Use JavaScript functions embedded in HTML.	Video (1). Visualization (1)
Selection statements in JavaScript (ifelse and switchcase).	Video (1). Visualization (2)
Iteration statements in JavaScript (for, while and dowhile).	Video (1). Visualization (3)
Event Handling in JavaScript (onLoad. onClick. onMouseOver and etc.).	Video (1). Visualization (3)
Build interactive user selection using web authoring tool.	Video (1), Visualization (1)
Build 2-Level interdependent selection list in JavaScript.	Video (1), Visualization (1)
Basic input validation	Video (1) Visualization (1)

Build a simple math quiz using JavaScript.	Video (1), Visualization (1)
Use of cookies for saving and retrieving user data.	Video (1), Visualization (1)
Elective Part (D) - Software Development	
Basic statements and operations variable and data types.	Video (1), Visualization (2)
Selection statements (If blocks, logical operators, nested If blocks, and case)	Video (1), Visualization (2)
Apply iteration Statements (for loop, repeat loop, while loop)	Visualization (3)
Procedures and functions (structured programming, procedures, global and	Visualization (4)
local variables, recursion, function call)	
Arrays (type of arrays, array techniques, two-dimensional Arrays	Visualization (3)
Searching (linear search, binary search)	Visualization (2)
Sorting and merging (sorting, bubble Sort, insertion sort, merge sort, quick sort)	Visualization (5)
Stacks, queues, and linked lists	Visualization (2)
Object-oriented Programming (class, object, relationship between them)	Visualization (3)
Concepts of system development (the Waterfall model, prototype approach,	Videos (3)
rapid application development (RAD) approach)	

5. Implementation Plan with Timeline

Period	Milestone			
01-02	Formation of Community of Practice			
/2018	Teacher development activities (TDA) for startup of Flipped Learning (FL)			
	approach			
	• Selection of topics of Flipped Learning and divided the topics into three sets for			
	development in different stages			
	Staff recruitment			
	Procurement of equipment			
03 –	• Development of learning and teaching materials (LTM) for the pilot set of topics			
04/2018	with review by teachers			
	• Teacher development activities on flipped learning and using the learning and			
	teaching materials			
	The first public seminar			
Summer and the	Development of website of the CoP			
05 –	Conducting flipped learning on the pilot set of topics in secondary schools as pilot			
06/2018	run			
	Tests for student on the pilot set of topics			
07	Focus group interviews with teachers for reviewing the pilot set of learning and			
08/2018	teaching materials			
and the second	• Development of learning and teaching materials for the 1 st set of topics with			
	review by teachers			
al marine 12	Teacher development activities on flipped learning and using the learning and			
	teaching materials			
	Improvement of learning and teaching materials for the pilot set of topics			
09 -	Pre-tests for students on self-directed learning readiness			
12/2018	Conducting flipped learning on the 1 st set of topics in secondary schools			
	Tests for student on the 1 st set of topics			
	• Development of learning and teaching materials for the 2 nd set of topics with			
	review by teachers			
and a Manager	Teacher development activities on flipped learning and using the learning and			
Contraction of the	teaching materials			
	Tests for students on self-directed learning readiness			

01 -	Conducting flipped learning on the 2 nd set of topics in secondary schools
06/2019	• Focus group interviews with teachers for reviewing the 1 st set of learning and
	teaching materials
	Tests for students on self-directed learning readiness
	Students' perception questionnaires
	• Tests for students on the 2 nd set of topics
	Improvement of learning and teaching materials for the 1 st set of topics
02-08/2019	• Focus group interviews with teachers for reviewing the 2 nd set of learning and
	teaching materials
	Improvement of learning and teaching materials for the 2 nd set of topics
	• Development of learning and teaching materials for the 3 rd set of topics with
instant, mis	review by teachers
09 –	Conducting flipped learning on the 3 rd set of topics in secondary schools
11/2019	Tests for students on the 3 rd set of topics
10 -	Focus group interviews with teachers for reviewing all learning and teaching
12/2019	materials
	Further improvement of learning and teaching materials of all topics
	Teacher development activities
	The second public seminar
	Overall evaluation report
	Completion of website of the CoP

The Information Technology Discipline will collaborate with the CoP to organize teacher development activities. The details of the teacher development activities can be found in Appendix 3.

6. Teachers' and Principals' Involvement in the Project

The Information Technology Discipline will invite principals and teachers through formal membership in project steering committee and informal partnership arrangements. Inputs from principals and teachers will be sought on the following:

- Training activities on flipped learning
- Selection of topics for flipped learning
- Review of the developed learning materials and provide feedbacks for improvement
- Flipped learning using the developed learning materials for their students
- Regular meetings for sharing of experiences in flipped learning
- Focus group interviews

ltem		1 Jan 2018– 31 Dec 2018	1 Jan 2019 – 31 Dec 2019	Total
Α	Staff			
1	Term Lecturer x 1 (\$35780 x 24 months + 1500 x 24 (MPF))	\$ 447,360	\$ 447,360	\$ 894,720
2	Term Teaching Associate x 4 (\$27195 x 24 months x 1.05 (MPF) x 4)	\$ 1,370,628	\$ 1,370,628	\$ 2,741,256

7. Budget

3	Part-time Executive Assistant II(s) for video capture, editing, production of learning media and support public seminars (\$84/hr x 2000 hrs x 1.05 (MPF))	\$ 88,200	\$ 88,200	\$ 176,400
	Subtotal	\$ 1,906,188	\$ 1,906,188	\$ 3.812.376
В	Services			, ,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,
1	Webhosting	\$ 84,000	\$ 84 000	\$ 168,000
2	Domain name registration	\$ 150	\$ 150	\$ 300
	Subtotal	\$ 84,150	\$ 84.150	\$ 168 300
С	Equipment		,	\$ 100,500
1	5 sets of desktop computers	\$ 28,000	\$0	\$ 28,000
2	Statistics (e.g. Base, Regression, Advanced Stat, Custom Tables, Data Preparation, Missing Values, Forecasting, Decision Trees, Direct Marketing, Complex Samples, Conjoint, Neural Networks, Bootstrapping, Categories, Exact Tests. Visualization Designer, and) x 2 licenses (for statistical analysis)	\$ 1,000	\$ 1,000	\$ 2000
3	(All Apps) for Website Design and Video Editing x 2	\$ 3,552	\$ 3,552	\$ 7104
	Subtotal	\$ 32,552	\$ 4,552	\$ 37,104
D	General Expenses			
1	Public seminars (handouts, materials, etc.)	\$ 6,039	\$ 6,039	\$ 12,078
2	Teacher development activities (handouts, materials, etc.)	\$ 6,000	\$ 6,000	\$ 12,000
3	Posters for promotion (\$10 x 1,000)	\$ 5,000	\$ 5,000	\$10,000.00
4	Postages and envelopes (\$7 x 1,000)	\$ 3,500	\$ 3,500	\$ 7,000
5	Auditor	\$ -	\$ 15,000	\$ 15.000
	Subtotal	\$ 20,500	\$ 35,500	\$ 56,078
E	Others			
1	Contingency (~3% of the total project sum excluding staff costs)	\$ 4,116	\$ 3726	\$ 7,842
	Subtotal	\$ 4,116	\$ 3726	\$ 7,842
	Total	\$ 2,047,545	\$ 2,034,155	\$4,081,700

Budget Justifications

Staff costs

The senior secondary ICT curriculum covers a wide range of topics since the curriculum has four elective parts with 75 lesson hours each. The total lesson hours of all topics of the senior secondary ICT curriculum is 475 hours and is much higher than those of many senior secondary elective subjects, such as Physics (325 hours) and Economics (272 hours). The project involves the creation of a Community of Practice involving 20-40 schools and about 60 teachers, the development of brand-new interactive e-learning materials for flipped learning, organization of 10 teacher training activities, public seminars, survey of students' feedbacks and focus groups interviews at different stages of the project, and preparation of the evaluation report and various publicity activities. One term lecturer and four term teaching associates are required to complete the above tasks.

In addition, the development of the learning and teaching materials will be supported by experienced teachers of IVE. With support of the CoP, they will help to design and control the quality of the learning materials. The term lecturer and teaching associates will also help to act as substitute teachers for relieving some teaching load of the IVE teachers who will participate in the project. The learning contents will be developed by the term teaching associates and the term lecturer. The media production of learning materials from the learning contents involves tedious and time-consuming work, such as video capture, editing, animation effects, etc. A part-time Executive Assistant II needs to be hired to produce the media as well as assist the project team organizing the public seminars.

The term lecturer will act as the project leader, communicate with all stakeholders, coordinate all activities and prepare the evaluation report of the project. The term lecturer needs to have a degree in IT or equivalent and three years' relevant experience. The duties and responsibilities of the term lecturer are:

- To carry out administration and coordination duties of the project
- To assist the Principal Investigator on-going monitoring and evaluation of the project
- Acts as internal and external liaison person
- To assist in the preparation of the progress and final reports to the Quality Education Fund
- To organize teacher development activities, public forums, focus groups interviews, survey of students' feedbacks and collection of data for evaluation of the project
- To prepare the learning contents of selected topics in learning materials for selected topics in "Information Processing" and "Computer System Fundamentals" of senior secondary ICT curriculum
- To design the website of the Community of Practice
- To act as substitute teacher for relieving some teaching of IVE teachers who participate in the project

The term teaching associates needs to have a degree in IT or equivalent. The following are the responsibilities of the four term teaching associates:

Term Teaching Associate	General Responsibilities	Specific Responsibilities
TA1	 To assist the Project Leader to organize teacher development activities, public forums, focus groups interviews. 	 Develop learning materials for selected topics in "Internet and its application" and the elective part "Databases" of senior secondary ICT curriculum To assist the Project Leader to organize survey of students' feedbacks and collection of data for evaluation of the project
TA2	• To produce the media of the learning contents	 To implement the website of the Community of Practice Develop learning materials for selected topics in the elective

		with the assistance of		part "Multimedia Production and Web Site Development" of
		the part-time Executive		senior secondary ICT curriculum
TA3		Assistant II	•	Develop learning materials for selected topics in "Basic
1.1.1	•	To act as substitute		Programming Concepts" and the elective part "Software
		teacher for relieving		Development" of senior secondary ICT curriculum
TA4		some teaching of IVE	•	Develop learning materials for selected topics in "The
		teachers who		Networking and Internet Basics" and the elective part "Data
the manual		participate in the		Communications and Networking" of senior secondary ICT
Section and the		project		curriculum
A DRUGAT S				

Services

There is a need to purchase services for web hosting of the proposed Community of Practice (CoP). The website is a repository for dissemination of the learning materials, teacher development activities and latest events of the CoP. Since the learning materials contains many high quality videos, it is required that the web hosting service provides high and stable download bandwidth for handling peak network traffic from teachers. Therefore, more budget is needed for web hosting service of the learning materials.

Equipment

Software licenses are needed for statistical analysis of the data collected from questionnaires and test results of students, media production (video capture and editing).

General Expenses

The general expenses include the costs for the posters, materials, handouts, travel expenses of the public seminars, teaching development activities and auditor fee.

8. Expected Deliverables and Outcomes

The main deliverables of the project include:

- A Community of Practice of Flipped Learning for ICT teachers for sharing of good practices and promotion of flipped learning. The detailed description of the CoP can be found in Appendix 7.
- 11 teacher development activities, including two rounds of public seminars, for promoting flipped learning and the use of the developed e-learning materials; two rounds of public seminars targeting for school leaders and teachers to enable them to understand how to implement flipped learning on the senior secondary ICT curriculum
- E-learning materials for flipped learning on the selected topics of the senior secondary ICT curriculum
- A teacher's guide to using the e-learning materials
- A website of e-learning materials to promote flipped learning, teachers development activities and the developed learning and teaching materials
- An evaluation report on the effectiveness of flipped learning on senior secondary ICT curriculum

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9. Project Evaluation

Perception surveys and interviews

, in a self-report questionnaire

, will be developed and used to measure students' self-directed learning readiness in the areas of self-management, desire for learning and self-control at the beginning and the end of the first term, and the end of the second term of AY 2018/19.

Students' self-directed learning readiness scores at the beginning of the first term, the end of the first term and the end of the second term of AY 2018/19 will be compared.

At the end of the second term of AY 2018/19, students and teachers will complete questionnaires and interviews on how they feel about the effectiveness of flipped learning.

Test scores on selected topics of flipped learning

Tests will be conducted to measure the performance of students in the selected topics through flipped learning. The test results will be used to evaluate the effectiveness of flipped learning.

Success Criteria

The following are the success criteria of the project:

- The expected deliverables and outcomes are achieved.
- More than half of the questionnaire responses of students have indicated that flipped learning has helped their learning.
- More than half of the questionnaire responses of teachers have indicated that flipped learning can help students' learning.

10. Sustainability of Project Outcomes

The outcomes of the project provide insight for the following parties, which can sustain the project impact after the completion of the project:

For schools

The school leaders of the participating schools and other schools will be invited to participate in the public seminars. Teachers will be invited to share their good practices of flipped learning in the public seminars. With understanding of flipped learning, the school leaders can continue to fine-tuning and improvement of policy and implementation strategies of flipped learning at the school level.

For teachers

The teacher development activities, teacher's guide to using the e-learning materials and the developed elearning materials can provide teachers a quick and easier way to start flipped learning of the senior secondary ICT curriculum. The Community of Practice will continue to promote and support flipped learning in secondary schools. After the completion of the project, the Information Technology Discipline will provide the free web hosting service of the learning materials for download by teachers. The IT Discipline will provide free services of the management of school accounts of the website of the learning materials.

11. Dissemination/Promotion of Project Outcomes

The Information Technology Discipline has very extensive and close relationships with secondary schools. The project team will partner with and secondary schools to disseminate the findings using the developed e-learning materials for flipped learning through teacher development activities, public seminars, the website of the project, the evaluation report, press release and academic publications targeting different stakeholder groups.

Part D Details of Collaborating / Participating Organisations

is the collaborating organization of the project. will collaborate with the applicant with the following roles:

- provide advices to the project team on various matters, such as topics of flipped learning, teacher development activities, etc.
- review the deliverables of the project
- co-organize the teaching development activities and public seminars
- manage the Community of Practice and liaise with schools involved

The following schools have committed to participating in the project (confirmations of participation from schools can be found in Appendix 6):

1	Name of School		Name of School
1	CCC Kei Chi Secondary School	18	The Chinese Foundation Secondary School
2	The Hong Kong Management Association K S Lo College	19	Heung To Middle School (Tin Shui Wai)
3	Hoi Ping Chamber of Commerce Secondary School	20	Hong Kong True Light College
4	The Church of Christ in China Kwei Wah Shan College	21	Ying Wa College
5	King Ling College	22	St. Joseph's College
6	San Wui Commercial Society Secondary School	23	The Hong Kong Baptist University Affiliated
_			School Wong Kam Fai Secondary School
7	Yan Chai Hospital No.2 Secondary School	24	Baptist Lui Ming Choi Secondary School
8	Rhenish Church Pang Hok Ko Memorial College	25	Maryknoll Fathers' School
9	Lee Kau Yan Memorial School	26	St Stephen's College
10	Sha Tin Methodist College	27	TWGHs Lui Yun Choy Memorial College
11	FDBWA Szeto Ho Secondary School	28	Lock Tao Secondary School
12	PLK Yao Ling Sun College	29	C&MA Sun Kei Secondary School
13	Lingnan Hang Yee Memorial Secondary School	30	HKCCCU Logos Academy
14	SKH Leung Kwai Yee Secondary School	31	Yan Chai Hospital Law Chan Chor Si College
15	Leung Sing Tak College	32	Jockey Club Ti-I College
16	SKH Bishop Mok Sau Tseng Secondary School	33	Immaculate Heart of Mary College
17	SHK St. Mary's Church Mok Hing Yiu College		

Assets Usage Plan

Category (in alphabetical order)	Item / Description	No. of Units	Total Cost	Proposed Plan for Deployment (Note)
computer hardware	set of desktop computer	5	\$ 28,000	Support the free web hosting service of the learning materials for download by teachers and free services of the management of school accounts of the website of the learning materials

Report Submission Schedule

The Information Technology Discipline commits to submit proper reports in strict accordance with the following schedule:

Project Management		Financial Management	
Type of Report and covering period	Report due date	Type of Report and covering period	Report due date
Progress Report	31/07/2018	Interim Financial Report	31/07/2018
01/01/2018 - 30/06/2018	an starting	01/01/2018 - 30/06/2018	
Progress Report	31/01/2019	Interim Financial Report	31/01/2019
01/07/2018 - 31/12/2018		01/07/2018 - 31/12/2018	
Progress Report	31/07/2019	Interim Financial Report	31/07/2019
01/01/2019 - 30/06/2019	1	01/01/2019 - 30/06/2019	
Final Report	31/03/2020	Final Financial Report	31/03/2020
01/01/2018 - 31/12/2019		01/01/2018 - 31/12/2019	

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Appendix 1– Project Team

Name of Member/ Role	Affiliation and Responsibilities	
	Program - Leave of Report	Series and Server 2. Date

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Appendix 2- Biographies of Project Team Members

Appendix 3 – Teacher Development Activities

Date	Activity (duration)	Topics/Content	Speaker(s)
02/2018	Flipped learning training for representatives of secondary school teachers in development teams of learning materials (3 hours)	 The flipped learning model and process Comparison between traditional teaching method and flipped learning Design of learning activities and materials for flipped learning Evaluation and improvement process of learning materials 	 Expert from Centre of Learning and Teaching (VTC) ICT secondary teacher who has practiced flipped learning
04/2018	Seminar on Flipped Learning in Senior Secondary ICT Curriculum (First Public Seminar) (3 hours)	 Successful stories of flipped learning The flipped learning model and process Comparison between flipped learning and traditional teaching method The advantages of flipped learning Tips and tricks of flipped learning Experience sharing by ICT secondary teachers Aims and objectives of the CoP Questions and answers 	 Expert in flipped learning from an institute of Tertiary Education ICT secondary teachers who have practiced flipped learning Project team members
04/2018	4 teacher development sessions for use of learning materials (one training session for materials for each elective part and compulsory part) (3 hours each, total 12 hours)	 Brief introduction of flipped learning The content of the pilot set of learning materials How to use the pilot set of learning materials Tips and tricks Questions and answers 	Project team members
7/2018	4 teacher development sessions for reviewing learning materials (3 hours each, total 12 hours)	 Sharing of experience of representatives of ICT teachers Feedbacks from ICT teachers on flipped learning and the learning materials for the pilot set of topics Suggestions of improvements of learning materials 	 Representatives of teachers Project team members
8/2018	4 teacher development sessions for use of learning materials (3 hours each, total 12 hours)	 The content of the 1st set of learning materials How to use the 1st set of learning materials Tips and tricks Questions and answers 	Project team members
12/2018	4 teacher development sessions for use of learning materials (3 hours each, total 12 hours)	 The content of the 2nd set of learning materials How to use the 2nd set of learning materials Tips and tricks Questions and answers 	Project team members

1/2019	4 teacher development sessions for reviewing learning materials (3 hours each, total 12 hours)	 Sharing of experience of representatives of ICT teachers Feedbacks from ICT teachers on flipped learning and the learning materials for 1st set of topics Suggestions of improvements of learning materials 	 Representatives of teachers Project team members
7/2019	4 teacher development sessions for reviewing learning materials (3 hours each, total 12 hours)	 Sharing of experience of representatives of ICT teachers Feedbacks from ICT teachers on flipped learning and the learning materials for the 2nd set oftopics Suggestions of improvements of learning materials 	 Representatives of teachers Project team members
12/2019	4 teacher development sessions for reviewing learning materials (3 hours each, 12 hours)	 Sharing of experience of representatives of ICT teachers Feedbacks from ICT teachers on all learning materials Suggestions of improvements of all learning materials 	 Representatives of teachers Project team members
12/2019	Seminar on Flipped Learning in Senior Secondary ICT Curriculum (Second Public Seminar) (3 hours)	 Successful stories of flipped learning The flipped learning model and process Comparison between flipped learning and traditional teaching method The advantages of flipped learning Tips and tricks of flipped learning Experience sharing by ICT secondary teachers Aims and objectives the CoP Learning materials of the website of the COP Questions and answers 	 ICT secondary teachers who have practiced flipped learning Project team members
12/2019	4 teacher development sessions for use of learning materials (3 hours each, total 12 hours)	 The content of all learning materials for Compulsory Part and Elective Part How to use the learning materials Tips and tricks Questions and answers 	Project team members

Appendix 4 – Visualization of program execution and animation and tracing of algorithm

Java	Frames	Objects
<pre>1 public class NestedLoop { 2 public static void main(String[] args){ 3 for (int i=1; i < 10; i++){ 4 for (int j=1; j < i; j++) 5 System.out.println("i = " + i + ", j = " + j); 6 } 7</pre>	main:4 i 2 j 1	
Edit code		
<< First < Back Step 11 of 148 Forward > Last >>		
Ine that has just executed next line to execute Program output:		
i = 2, j = 1		

Figure 1: Visualization of the execution of a nested for-loop using free open-source program visualization tool, Python Tutor (www.pythontutor.com/).

Java	Frames Ol	bjects
1 public class MaxNumber {	main:6	
2	x [11	
<pre>3 public static void main(String[] args) {</pre>		
4 int x = 11;	y <u>6</u>	
5 int $y = 6;$		
<pre>6 int max = maxFunction(x, y);</pre>	maxFunction:14	
<pre>7 System.out.println("Maximum Value = " + max);</pre>	B1 11	
8 }		
9	n2 6	
18 /** returns the maximum of two numbers */	max 11	
<pre>11 public static int maxFunction(int n1, int n2) {</pre>	Land Barrier	
<pre>12 int max;</pre>		
13 if $(n1 > n2)$		
15 else		
16 max = n2;		
17		
18 return max;		
19 }		
20 }		
<u>Edit code</u>		
0		
<< First < Back Step 8 of 13 Forward > Last >>		
line that has just executed		
- next line to execute		
Program output:		

Figure 2: Visualization of the execution of a program with function call using Python Tutor.

Appendix 5 – Brief Curriculum Vitae

of

Project Team Members

Appendix 6 –

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Confirmation

of

Participation from Secondary Schools



Appendix 7 –

Community of Practice (CoP) of Flipped Learning for ICT Teachers

The Community of Practice of Flipped Learning for ICT Teachers will be managed by Association of IT Leaders in Education as a sub-committee of the association.

Objectives:

- To promote student-centered learning for the development of domain knowledge
- To encourage teachers and students to adopt active and interactive learning pedagogy
- To promote sharing of the experience in flipped learning

Members:

• ICT teachers of secondary schools

Executive Members:

- Chairman
- Secretary
- Members from Secondary Schools
- Representative from IT Discipline

Plan of Activities:

The CoP will co-organize the teacher training activities in Appendix 3. After the project completion, the CoP will continue to organize sharing sessions / seminars / workshops for the flipped learning in ICT curriculum.

