

Part B Project Summary

**Project Title: EXPERIENTIAL LEARNING CURRICULUM IN NSS
LIBERAL STUDIES: LIFE AND CASHFLOW GAMES**
新高中通識教育之經驗學習課程: 生命及現金流遊戲

Project Number
2010/ 0176
(revised)

Name of Organization: San Wui Commercial Society Secondary School (新會商會中學)

(iii) Goals: To raise the quality of NSS Liberal Studies through development of experiential learning curriculum

Objectives

- (i) To develop a school-based LS experiential learning curriculum the areas of "Personal Growth" and "Today's Hong Kong"
- (ii) To develop student's awareness of real facts of life in today's Hong Kong
- (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 awareness and respect for rules of a society
- (vi) To develop student's concepts and skills in money management
- (vii) To develop teacher's skills to facilitate student's personal growth

(2) Targets: Expected number of beneficiaries (Hong Kong, funded by QEF):
Secondary schools: 4; Secondary teachers: 24; Secondary students: 800
Project outcomes will be sent to all secondary schools in Hong Kong.

(3) Implementation Plan

- (i) Duration: 12 months (7/2011-6/2012)
- (ii) Process / Schedule in 2 stages

Stage 1: Development and delivery of curriculum (7/2011-12/2011): 6 months

This includes school briefing, gathering of LS 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 (1/2012 – 6/2012): 6 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:

(5) Deliverables/outcomes: (i) Relevant curriculum resources with the integration of Life Game and Cashflow Game, which will not incur extra running cost of license fee or coaching / consultancy fee, should be developed.

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

(5) Budget:

1	Staff Cost (Project Assistant)	\$72,000
2	Services (Consultation, training..)	\$283,500
3	General Expenses (Content development, traveling, seminars..)	\$104,000
	Total expenditure	\$459,500

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

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