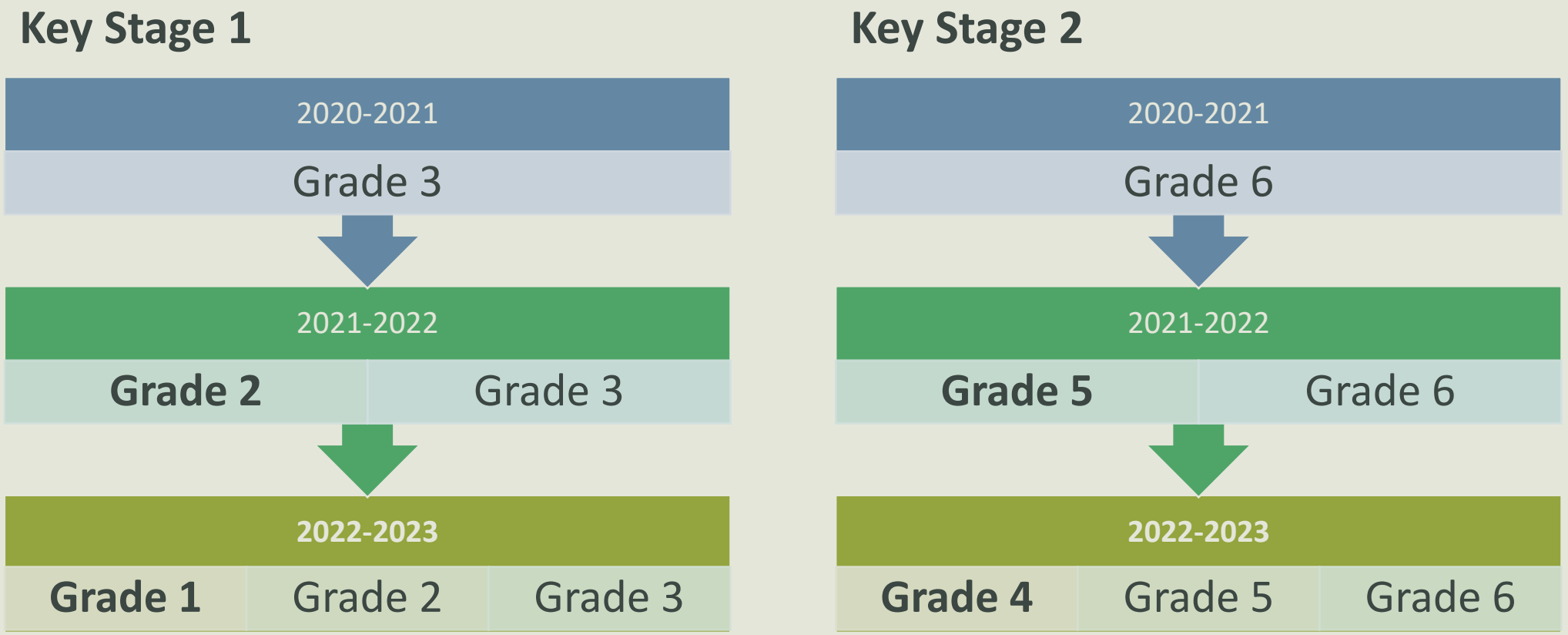
Sharing from DBSPD

MKPC QTN Sharing
19 June 2023

Quality Education Fund (QEF) Thematic Network project in DBSPD 2020-2023



QTN project in DBSPD 2022-2023

General Studies Department:

- Grade level project in Grades 1-6

STEAM Education:

- Bundling of Computer Studies lesson with General Studies lesson in Grade 5-6.

Annual School Plan:

- Major Concern: Second Priority – Management and Organization; Partnership

QTN project in DBSPD 2022-2023

Key Stage 1	Remote Laboratory used on studying Living Things Around Us (Grade 1)	Making a Toy Car (Grade 2)	SMART Observatory - New Science IoT Kit (Grade 3)
Key Stage 2	Husky Lens used on Identification Key of Animals (Grade 4)	Automatic Alcohol Spray (Grade 5)	Maglev Train (Grade 6)

SMART Observatory - Remote Laboratory (Grade 1) Schedule

December 2022
Students started on project on Living Things Around Us.

Christmas Holidays 2022
Set-up of the Remote Laboratory.

January 2023	
Students observed the animals on Remote Laboratory.	Present their findings in their project.

1:01

General Studies

Come and look !

AA sites.google.com

1:02

General Studies

Come and look !

AA sites.google.com

1:02

General Studies

Come and look !

AA sites.google.com

SMART Observatory - Remote Laboratory (Grade 1) Students work

Identification: Animals Around Us

Study the two animals carefully. Capture their moments and watch their every move. What do you notice?

Animal A: Gecko

Date: 4th January 2023
Time: 4:26 p.m.
Note: It is crawling.

Date: 4th January 2023
Time: 4:26 p.m.
Note: It has a tail with black rings.

Date: 4th January 2023
Time: 4:27 p.m.
Note: It is very close to the camera.

Date: 4th January 2023
Time: 4:27 p.m.
Note: It want to eat the glass.

P.3

Identification: Animals Around Us

Animal B: Tortoise

Date: 7th January 2023
Time: 11:05 a.m.
Note: It is finding a way out.

Date: 6th January 2023
Time: 8:00 p.m.
Note: It is swimming.

Date: 8th January 2023
Time: 7:58 p.m.
Note: It is hiding.

Date: 6th January 2023
Time: 2:20 p.m.
Note: It is climbing.

P.4

SMART Observatory - Remote Laboratory (Grade 1) Students work

Identification: Animals Around Us

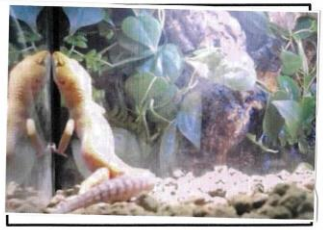
Study the two animals carefully. Capture their moments and watch their every move. What do you notice?

Animal A: Gecko ✓

Date: 3-1-2023
Time: 4:45pm
Note: walking in circles

Date: 3-1-2023
Time: 4:45pm
Note: walking in circles

Date: 3-1-2023
Time: 4:46pm
Note: trying to get out



Date: 3-1-2023
Time: 4:46pm
Note: trying to get out

P.3

Identification: Animals Around Us

Animal B: Tortoise ✓

Date: 7-1-2023
Time: 5pm
Note: swimming

Date: 7-1-2023
Time: 5:05pm
Note: swimming

Date: 8-1-2023
Time: 9am
Note: resting

Date: 8-1-2023
Time: 9am
Note: resting

P.4

SMART Observatory - Remote Laboratory (Grade 1) Students work

Identification: Animals Around Us

Study the two animals carefully. Capture their moments and watch their every move. What do you notice?

Animal A: Gecko

Date: 4/1/2023
Time: 1:00 a.m.
Note: It has the eat hole

Date: 3/1/2023
Time: 2:00 P.m.
Note: Can see breathing of the gecko

Date: 4/1/2023
Time: 12.000 m.
Note: its body is light orange with a tinge of green on the margin

Date: 4/1/2023
Time: 1:00 a.m.
Note: It has black eyes and double eyelids

SMART Observatory - Remote Laboratory (Grade 1) Students work

- Naming competition of the gecko and tortoise is on going.
- Result will be announced before end of school year.
- Planning to recruit a group of students to take care of the animals in the coming academic year.
- https://sites.google.com/view/dbspdqtn?pli=1

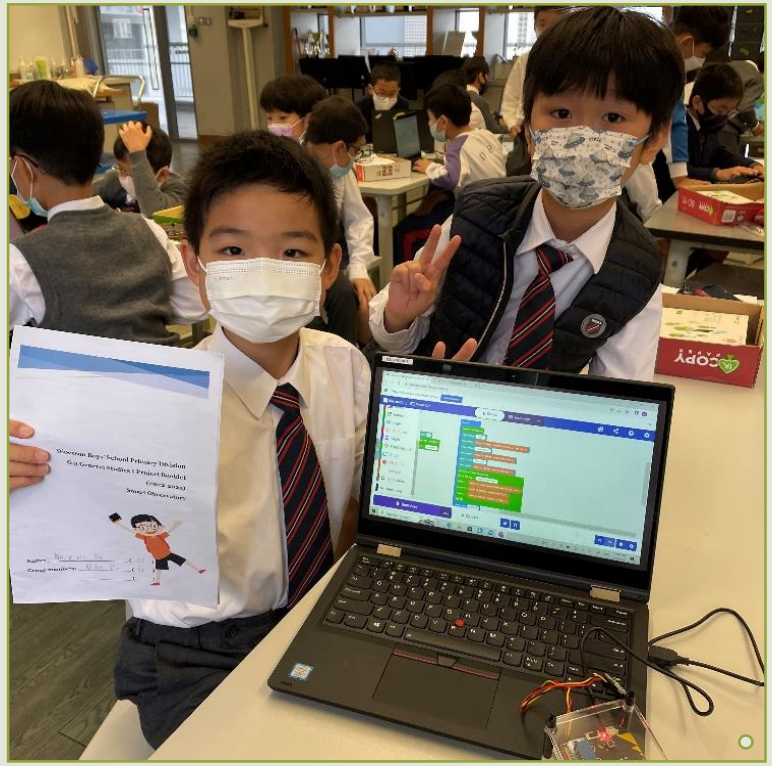
SMART Observatory - New Science IoT Kit (Grade 3) Schedule

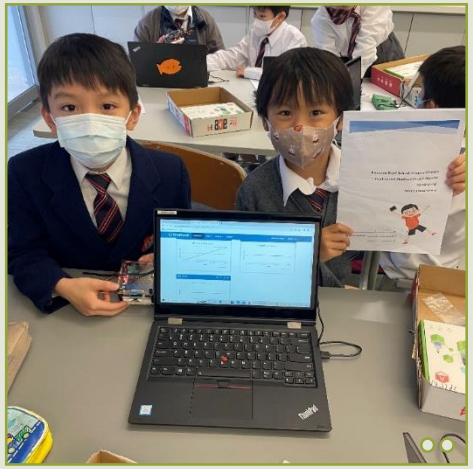
October to November 2022
Students learned coding on Micro:bit during Computer Studies lessons.

December 2022
Students learned about weather information during General Studies I lessons.

January to February 2022	
Students learned assembling the hardware.	Collect and analyze weather information.

SMART Observatory - New Science IoT Kit (Grade 3)
Lesson Observation on 11th January 2023





Husky Lens used on Identification Key of Animals (Grade 4) Schedule

November 2022	
Students learned different animals and their habitat during Science lessons.	
December 2022 to January 2023	
Students done a project on “Animal Identification Key” using PPT during Science lessons.	
June 2023	
Students learned to use Husky Lens.	Using Husky Lens to identify different animals.

Husky Lens used on Identification Key of Animals (Grade 4)
Video-taped lesson on 13th June 2023

Summary

Learning outcomes

- Students applied their knowledge through engaging into hands-on STEAM projects.
- Students' generic skills were sharpened.
- Students gain satisfaction through the projects and develops positive attitude towards technology.

Staff Development

- The training sessions are very informative and helpful to get teachers familiar with the projects and micro:bit.
- Lesson observations and discussion afterwards greatly facilitates professional interflow.

School-based Curriculum Development

- General Studies Grade Level Projects.
- Part of the STEAM planning to bundle Computer Studies lessons with General Studies lessons.
- Becoming part of the school Cross-curricular Activities across different KLA.

Question & Answer