

#### Tai Po Old Market Public School



1st round school

Project time frame
Term 2 of 2017/2018 – Term 1 of 2019/2020

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# Present State of Play

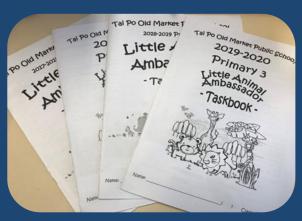
- ☐ School major concerns (2019/2020):
  - ✓ To foster students' creative problem-solving and self-regulated learning skills through ICT
  - ✓ To develop a culture of sustainability
- ☐ Teachers are experienced in delivering school-based and cross-curricular programmes.
  - Thematic level programmes: KS2 Hong Kong Ambassador Programme















P.2-3 RaC Programme

Whole level

Enrichment Programme

Elite students

Co-curricular activities

Whole school



- ☐ To enhance the existing KS1 curriculum by promoting reading across the curriculum
- ☐ To inquire the concepts of animal conservation
- ☐ To develop positive values towards animals
- ☐ To foster creativity, collaborative and communication skills







### Hiring a part-time teacher

- Work 2 days a week
- Co-planning and delivering with teachers the Little Animal Ambassador Programme, Enrichment Programme and other co-curricular activities

### Hiring a part-time teaching assistant

- Assist teachers in preparing materials for the Little
   Ambassador
   Programme and conducting the Enrichment
   Programme
- Setting up a display area – the Little Animal Ambassadors Corner

#### **Purchasing books**

- Guided reading for the whole level programme
- Inquiry project on animal conservation
- Story reading sessions for the Enrichment Programme





☐ Sourcing learning and teaching materials

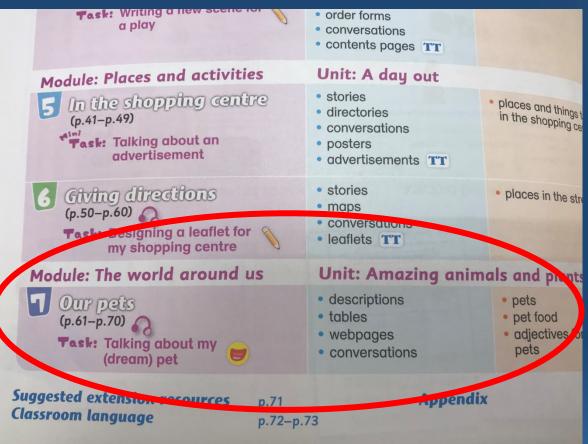
- ☐ Conducting procurement and recruitment exercises
- ☐ Co-planning and delivering programmes with the support of additional staff hired under the Scheme
- ☐ Liaising with other KLAs for curriculum support
- ☐ Monitoring schedule and cost over project progress
- ☐ Reviewing the programme











Alignment with the core curriculum

Right after the last unit of Term 1

### School-based Task Books



### Little Animal Ambassador

- Taskbook -



My animal group:

Tai Po Old Market Public Schoo,
2019-2020

Primary 3

ittle Anima,
Imbassado,
- Taskbook -



# **Framework**

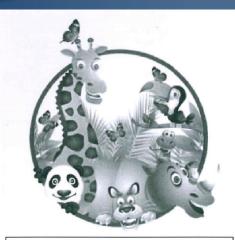
#### Contents

Task	Topics	Activities	Pages
1	Get to know our animals	Crossword puzzles	Р.з
2	How do our animals look like?	Name the animals' body parts	P.4-6
3	What can our animals do?	Animal riddles	P.7-8
4	Why are our animals in danger?	Animal comics – what do they say?	P.9-10
5	Be a good Animal Ambassador	How can we help our animals?	P.11
	Self-assessment		P.12
	Appendix 1:Word bank		P.12-13
	Appendix 2:Songs and video links		P.14
	Appendix 3:Other ways of making a Pop-up Book		P.15-16

- The programme consists of 10 sessions and revolves around different questions.
- Multimodal and language arts texts are used.
- ☐ Elements of e-Learning are infused into the programme.
- ☐ Students are engaged in **self-assessment.**

# Weekly Focuses and Activities

Session	Focus and activities
1	• Start the programme with games and songs about endangered animals
2	• Teach vocabulary about their body parts with songs and dance
3	• Introduce their different traits (size, habits and colours) with <i>riddles</i>
4	• Cover the features of their habitats with songs, games and small talk
5	• Explore the threats they face with the use of videos, pictures and role plays



I am very fat.
I have grey, rough skin.
I am a herbivore
because I eat fruits and vegetables.
I need to drink lots of water.
I have one long horn
and one short horn.
I can be found in Africa and Asia.
I live in the grassland.
What am I?

### Weekly Focuses and Activities

Session	Focus and activities
6	• Think of ways to protect the animals after viewing <i>videos</i> with the VR goggles
7	Guided Reading
8	<ul> <li>Guided Reading</li> <li>Create, in groups, <i>a pop-up book</i> with the support of the Visual Art teacher</li> </ul>
9	<ul> <li>Guided Reading</li> <li>Edit the pop-up book</li> <li>Rehearse for the <i>presentation</i></li> </ul>
10	• Give a 1-minute presentation on the final product







Graded readers – catering for learning diversity

## Both fiction and non-fiction texts covered





# End-of-the-Programme Evaluation

### Self-Assessment

1. I learn more about animals.	$\bigcirc\bigcirc\bigcirc\bigcirc\bigcirc\bigcirc\bigcirc$
2. I learn more about helping the animals.	$\bigcirc\bigcirc\bigcirc\bigcirc\bigcirc\bigcirc\bigcirc$
3. I start each sentence with a capital letter.	$\bigcirc\bigcirc\bigcirc\bigcirc\bigcirc\bigcirc\bigcirc$
4. I can write about animals with elaborations.	00000
5. I can give examples to support my answers.	$\bigcirc\bigcirc\bigcirc\bigcirc\bigcirc\bigcirc\bigcirc$
6. My handwriting is neat and tidy.	00000

# P.2 Enrichment Programme

- ☐ Top 24 students
- ☐ Conducted outside class time
- ☐ More challenging extended activities
  - ✓ Story reading
  - ✓ Show and tell
  - ✓ Script writing
  - ✓ Skit production





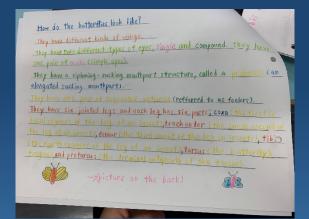




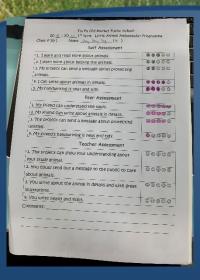




- More difficult concepts food chains, habitat destruction, etc.
- ☐ More challenging texts
- ☐ Group (Pop-up books) ☐ Individual (Scrapbooks)
- Peer and teacher assessments

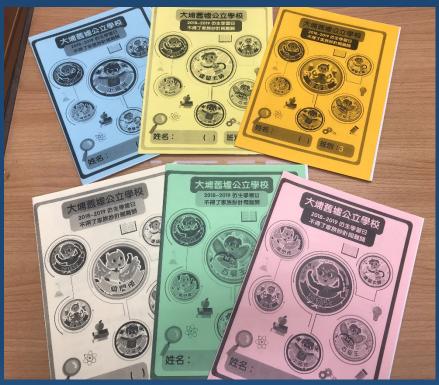












Innovation inspired by nature







Biomimicry











Game booths





#### Observable outcomes





#### Measurable outcomes



# Pave the way forward

- ☐ Speaking skills systematically infused into the core programme
  - ✓ Show and tell
  - ✓ Group interaction skills
- ☐ Sharing of learning outcomes with the whole school e.g. drama performance in the morning assemblies
- ☐ Survey to be conducted to collect students' opinions about the programmes
- ☐ Lesson observation with a specific focus





