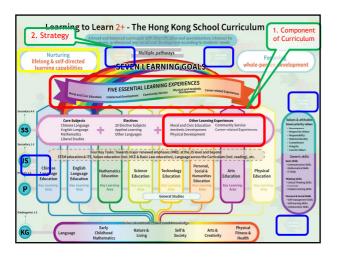
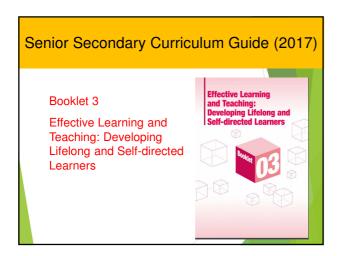




1. Enhancing Student's Self-Directed
Learning Capability







Self-directed Learner (P.5)

- In deep learning, students discover and master knowledge across disciplines in
 the classroom, connect it with their prior knowledge in the real world, and
 engage in learning tasks for meaningful application. The creation and use of
 new knowledge developed in the learning process is an important outcome of
 deep learning. With appropriate use of technology, challenging learning tasks
 can be designed to enhance students' intrinsic motivation and help them apply
 their learning in real-life contexts effectively.
- SDL is only achievable when students possess a sense of self-awareness of their
 own beliefs, strengths, abilities, strategies adopted, and accept responsibility
 for their learning. In this regard, students should be provided with an
 encouraging environment, ample time and authentic contexts to actively and
 confidently make connection with existing knowledge and apply them in reallife contexts, to co-construct knowledge with peers, and most importantly, to
 be responsible for their own learning and become self-directed learners.

Role of Teachers (P.7) **Role of Teachers** Action (examples) Transmitters of Give lectures and provide and present information. knowledge Discuss with students and provide guidance in the Facilitators of learning process Advise on sources of information and build networks for learning Provide advice on study methods and future study Counsellors and career pathways nform students of their strengths and weaknesses Assessors o make plans for the next stage of learning. Leaders Take the lead in motivating student learning. Co-learners earn alongside students

Role of Students (P.8)

- · To become self-directed learners, students are encouraged to:
 - set learning goals and plans;
 - raise questions and suggest topics of enquiry;
 - collaborate with peers;
 - contribute to the design of learning activities or tasks;
 - identify and use appropriate resources and strategies to support learning and/or complete a learning task;
 - connect and apply knowledge and skills in a variety of real-life contexts;
 - evaluate and suggest ways to improve the effectiveness of the learning resources and strategies used; and
 - review and reflect on their learning experiences.

Students' roles

- Self-assess your readiness to learn
- Define your learning goals and develop a learning contract
- Monitor your learning process
- Take initiative for all stages of the learning process be self-motivated
- Re-evaluate and alter goals as required during your unit of study
- Consult with your advising instructor as required

Advising instructors' roles

- Build a co-operative learning environment
- Help to motivate and direct the students' learning experience
- Facilitate students' initiatives for learning
- Be <u>available for consultations</u> as appropriate during the learning process
- Serve as an advisor rather than a formal instructor

Senior Secondary Curriculum Guide (2017)

Booklet 7 Life-wide Learning and Experiential Learning

Section 7.4 Other Learning Experiences

http://www.edb.gov.hk/attachment/en/curriculumdevelopment/renewal/Guides/SECG%20booklet%20 20170531.pdf





7.6 Way Forward for Life-wide Learning

7.6.1 Strengthening Lifelong Learning Capabilities

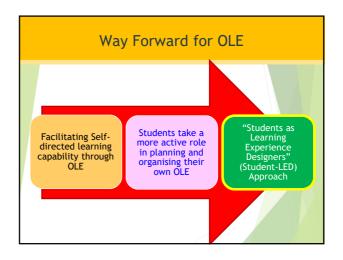
- Under the ongoing renewal of the school curriculum, schools are recommended to further improve their whole-school curriculum to enhance students' lifelong learning capabilities for achieving whole-person development so as to meet the needs of a rapidly changing world in the 21st Century. In this connection, schools are encouraged to strengthen the significant role of LWL in developing students' holistic thinking, nuturing students' sense of ownership in taking part in LWL activities and fostering students' positive values and attitudes that are essential for them to face the challenges ahead.
- To achieve the above, in addition to providing students with a range of
 meaningful learning experiences, LWL should give students ample
 opportunities for peer learning to promote exchange of ideas as well as a
 high level of autonomy to enhance their sense of ownership and
 responsibility. More space should also be created for quality self-reflection
 to enable students to engage in deep learning and become self-directed
 learner that would be essential to pursue their lifelong learning.

7.6.2 Facilitating Self-directed LWL

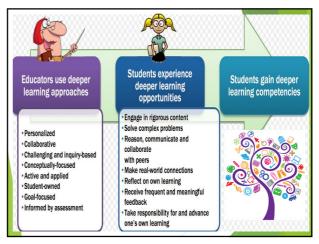
- LWL provides an ideal platform for students to exercise more autonomy in their learning experiences. Following the guiding principle of "Being Student-focused", schools have started incorporating students' views and encouraging students to take on a more active role in the planning and design of their LWL and OLE programmes.
- In this regard, schools have accumulated valuable experiences in adopting the "Students as Learning Experience Designers" (Student-LED) approach to the implementation of LWL and OLE programmes. In Student-LED projects, students are elevated from merely participants of activities to designers of their own learning experiences, and take ownership of designing learning experiences which they see as interesting, important and useful. Teachers then take on a corresponding change of role, i.e. from being instructors or activity providers to facilitators, and aim to support student learning in the cyclic process of planning implementation and evaluation of activities.
- During the Student-LED process, students are empowered to initiate ideas, set goals, make plans, take action, review and adjust their plans, and evaluate the activities. Meanwhile, teachers help to create a safe atmosphere with a high level of trust in which students learn from each other. Through reflective questioning and providing non-judgemental feedback throughout the whole process, teachers will enhance students' development of self-directed learning abilities. In addition, allowance for flaws on students' part and support from school leaders is important for trying-out of Student-LED activities.
- Through long-term involvement in the Student-LED approach and adoption
 of various roles in activities throughout secondary education, students would
 learn to clarify their own values, inspire a shared vision among fellow
 students, experiment and take risks of innovative ways, foster collaboration,
 encourage others to act and recognise the contribution of different working
 partners.

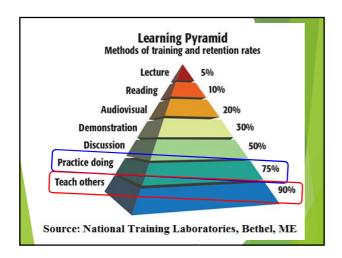
More information on the Student-LED approach is available at: http://cd1.edb.hkedcity.net/cd/lwl/ole/student_LED/eng/introduction.html

Through active engagement in various quality LWL programmes, students
are exposed to a variety of ideas, people, places as well as real-life
challenges so that they are empowered to unleash their creative power to
solve problems and strenghten their role as self-directed learners and face
different challenges ahead.

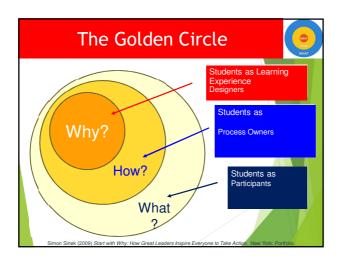




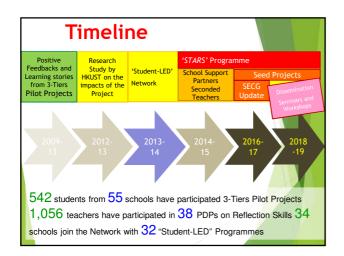


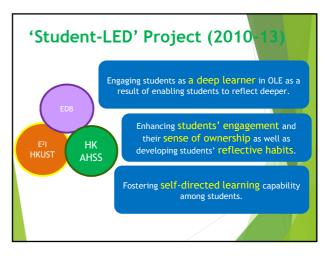


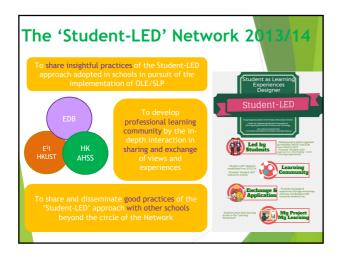


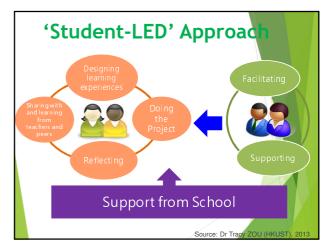


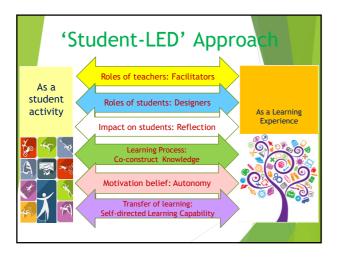


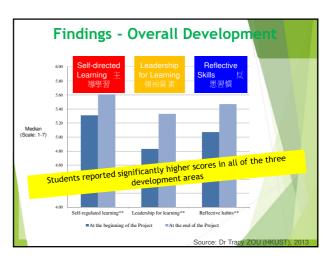


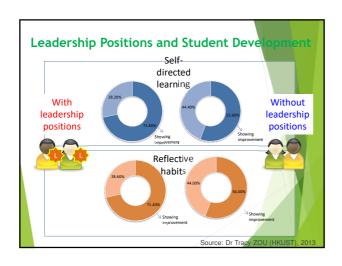


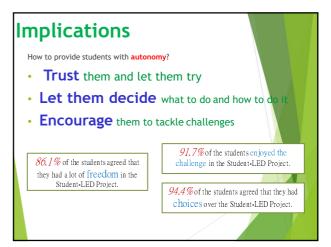








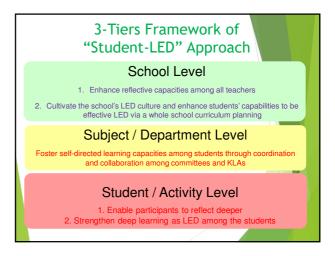






3. "Student-LED" Activities
不是搞活動 乃是搞學習





3-Tiers Framework of "Student-LED" Approach

Student / Activity Level

- 1. Enable participants to reflect deeper
- Strengthen deep learning as LED among the students

「今日公益,明日領袖」2016-17 東華三院李潤田紀念中學 「蝶愛的傳遞」計劃

計劃目標

透過學校推廣、社會服務及社區推廣,讓更多同學及 市民:

- (1)了解器官捐贈的「3S」: Sign-up (登記意願)、Speak-out (告訴家人)、 Spread-out (傳播希望)
- (2) 支持器官捐贈這項善行,讓生命得以延續,如蝴蝶 般脫變重生

「今日公益,明日領袖」2016-17 東華三院李潤田紀念中學 「蝶愛的傳遞」計劃

訂立計劃

- ▶香港器官捐贈的現況並不樂觀
- ▶設計不同類型、覆蓋面不同的活動
- ▶令不同的<mark>參與者</mark>參與合適的活動
- ▶令他們明白支持及推廣器官捐贈的意義及重要性

1.1活動周(一)早會分享 (2016.12.5-9)

向全校師生介紹關於器官捐贈的基本知識

1.2 活動周(一)展板展覽(2016.12.5-9)

讓全校師生可以更全面了解器官捐贈。

1.3 活動周(一)家長教師會週年大會宣傳 (2016.12.10)

家人的支持對器官捐贈來說很重要

1.4 拍攝微電影 (2017.3.31-4.1)

與<u>校園電視台</u>合作,向東區 尤德夫人那打素醫院申請拍 攝場地。

《<u>幸運的不只是</u> 我》

微電影內容: 是關於一個天生失明的少女,接受 眼角膜移植之後,懷著感恩的心去服務社群。

1.5 活動周(二)攤位活動 (2017.5.10-11)

1.6 活動周(三)播放微電影及訪問高永文醫生片段 (2017.5.15-19)

2.1 訪問高永文醫生 (2017.3.19)

邀請前香港食物及衞生局局長高永文醫生進行訪問



- → 香港器官捐贈人數仍不理想
- → 醫護人員必盡力拯救每一病者
- → 登記成為器官捐贈者,並告知家 人意願
- → 同學應多支持及推廣器官捐贈

高醫生的呼籲!

2.2 2017器官受赠者感恩大會及義工服務 (2017, 3, 19)

於香港移植學會及瑪麗醫院合辦的「2017器官受贈者感恩大會」擔任

2.3 社區推廣 (2017.5.13)

- · 時間:5月13日早上10:00-12:00
- ・ 地點:<u>銅鑼灣記利佐治街行人</u> 專用區
- 向市民及遊客宣傳器官捐贈及 派發單張



「今日公益,明日領袖」2016-17 東華三院李潤田紀念中學 「蝶愛的傳遞」計劃

主導角色

- ➤ 策劃者 (訂立計劃及設計活動)
- ▶ 挑戰者 (解決在計劃途中遇到的挑戰)
- ▶ 教育者 (介紹關於器官捐贈的正確知識)
- ▶ 推廣者 (推廣器官捐贈)
- ▶ 動員者 (動員同學及市民參與活動)

香港教師會李興貴中學

LED學會

"拯救海洋大行動"活動經驗分

組員

- 1.黎捷榕
- 2.楊毅
- 3. 周源峰
- 4.陳雪盈
- 5.譚恩同

我們學生如何主導這次計劃?



D

作出最後的更正,開始準備對外宣傳活動,2 集參加者。 然後, 向其他組 員和老師滙報, 聽取他們的意 見,從而改善計 畫

最後,進行活動,完成整個計畫。

各人在計畫中的角色

7.學生的角色

我們學生是活動的主要策劃者,活動中的內容,宣傳,尋找場地都是我們負責。在是次活動中,我們是擔當著重要角色,不然活動就無法成功的。

2老師的角色

老師擔任著<mark>輔導者</mark>,在計畫中遇到困難的時候為我們 提供意見,讓我們可以順利推行活動,老師在是次活動中的幫助,有著舉足輕重的重要性,雖然擔任著輔 導者的角色,但是沒有老師的意見,我們這次活動便 不會成功。

計劃中遇到的挑戰

1.最大的挑戰是在分工上出現問題

-在前往目的地的時候,隊伍斷成一段一段的,我們沒 有馬上做出反應,避免參加者脫離隊伍。

-在分配物資方面我們也沒有做好,分配物資的時候手 忙腳亂等等。

2解決方法

-雖然沒有即時作出改善,但是我們在發現問題的時候 就和組員商量作出對策以解決問題。

-我們在活動結束後也有作檢討,以此作為日後制定活動的經驗,避免問題再次出現。

