## King Ling College 2023-2024 Annual Programme Evaluation Report for Diversity Learning Grant (DLG) Programmes: Gifted Education

| Programme<br>title             | Objective                                                           | Target                                                   | Duration               | Deliverable                         | Evaluation                                                                                                                                                                                                                              | Expenditure                                                                             |
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| 中文科 - 文藝創作坊                    | 提升同學的創作技巧<br>輯錄佳作製作文集或<br>投稿比賽                                      | S.4 & S5<br>(15 位中四及<br>中五學生,<br>成績至少前<br>30 名及老師<br>推薦) | 下學期 4<br>月底起<br>共 4 節課 | 學生創作文集                              | <ul> <li>1 文藝創作班已於 6 月 22 及 29 順利完成。</li> <li>共 19 名中四及中五學生參加</li> <li>2 優秀學生作品,編輯製作成文集,印發<br/>全級學生參考。</li> </ul>                                                                                                                       | \$7,000<br>1.文藝創作<br>班導師費用:<br>\$2500<br>2.文集製作<br>(包括評改<br>作品,編輯<br>及校對作<br>品): \$4500 |
| 中國文學<br>倘徉創作間<br>——文學創作<br>讀書會 | <ul> <li>・推動文學作品欣賞<br/>及創作</li> <li>・期望學生作品有機<br/>會被雜誌刊登</li> </ul> | 中四、中五<br>級文學班學<br>生 27 人                                 | 11/2023 –<br>10/2024   | 配合本科創作<br>課程,每月根<br>據雜誌主題自<br>由投稿一篇 | <ul> <li>成立讀書會,集體訂購《大頭菜文藝月刊》,每月設固定聚會日子,分享對作品的題材、內容、布局、技巧的見解,並投入創作,鼓勵投稿。</li> <li>學生不一定每月投稿,但有參與創作,每期出版後也當佳作共賞,學生創作靈 感受刺激,創作動機明顯增強。</li> <li>以下同學作品獲雜誌刊登:<br/>司徒浩賢 092 期(筆名:牀博文)<br/>王詩佳 093 期(筆名:沿用本名)<br/>陳韻同 093(筆名:巒禾秉令秦)</li> </ul> | 集體訂閱文<br>學雜誌《大<br>頭菜文藝月<br>刊》<br>全年\$11,400                                             |

| Programme<br>title                                                 | Objective                                                                                                                                                                                                                                                                                                                     | Target                                                                                           | Duration                                                                                                 | Deliverable                                                                                                                                                                                                                                              | Evaluation                                                                                                                                                                                                                                       | Expenditure |
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| English:<br>SCMP Elite<br>Programme:<br>Experience as<br>an anchor | To equip students with<br>the confidence and<br>experience in speaking<br>in front of<br>people and to present<br>in a well-developed<br>framework and<br>structure.<br>To help students<br>consolidate their<br>speech with the<br>research and<br>foundation of<br>understanding in social<br>issues through<br>journalism. | 15 S4<br>students<br>from the<br>English Talent<br>Pool<br>(nominated<br>by English<br>Teachers) | Total 6<br>lessons (2<br>hours per<br>lesson)<br>Dates: 28<br>Feb, 4, 13,<br>15, 22, 27<br>March<br>2024 | Students chose<br>a topic, did<br>research, wrote<br>script and<br>recorded in the<br>SCMP studio. A<br>video is<br>produced by the<br>student<br>participants and<br>was played to all<br>S1-S4 students<br>during post-<br>exam English<br>activities. | Attendance rate was 100%. Students all<br>agreed that they learned a lot from the<br>course, in particular writing speeches and<br>presentation skills. The program was highly<br>recommended to be held again for next<br>batch of S4 students. | \$45,000    |

| Programme<br>title                                                     | Objective                                                                                                                                                                                                                                                                                                             | Target                                                                                                                                                | Duration      | Deliverable                                                                                                                                                       |   | Evaluation                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         | Expenditure |
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| History &<br>Geography:<br>Kyushu History<br>& Geography<br>Field Trip | Students will visit<br>various historical sites<br>related to the Second<br>World War, as well as<br>the volcanoes and<br>coastal landforms in<br>order to deepen their<br>understandings of the<br>knowledge related in<br>the curriculum.<br>Relevant examination<br>skills will also be taught<br>during the trip. | 5 students<br>S.4 students<br>Nominated<br>by History<br>and<br>Geography<br>department<br>with highest<br>scores in the<br>first term<br>examination | 27-30<br>June | Students<br>produced a field<br>trip report and<br>reflective<br>journal. Also,<br>they produced a<br>5-minute Video<br>introducing the<br>spots they<br>visited. | • | The field trip was held successfully,<br>students enjoyed the entire trip and<br>gained more knowledge related to the<br>HKDSE curriculum through their direct<br>experience.<br>Students learned about the<br>establishment of militarism in Japan by<br>visiting shrines and exploring the<br>Bushido culture and Shintoism. They also<br>witnessed the impacts of militarism by<br>examining the wartime history in<br>Nagasaki, including at the Atomic Bomb<br>Museum.<br>In terms of geography, students learned<br>about the formation of Mount Aso. They<br>also visited buildings impacted by the<br>2016 Kumamoto earthquake, gaining a<br>better understanding of how the<br>Japanese prepare for and respond to<br>natural disasters in their country. | \$47,800    |

| Programme<br>title                                                                                                | Objective                                                                                                                                                                                      | Target                                                                | Duration             | Deliverable                                                                                                                                                                                                                                                                                                                | Evaluation                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                | Expenditure                                                                                                                                                             |
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| ICT:<br>Learning on<br>Code Combat<br>platform:<br>Creation of<br>real Python<br>while game<br>code<br>production | To broaden students'<br>perspective in the<br>application of coding<br>skills with self-directed<br>learning by developing<br>their own games and<br>websites in online<br>platform of coding. | 23 ICT<br>students who<br>were<br>nominated<br>the ICT<br>Department. | 1 <sup>st</sup> Term | Students<br>accomplished<br>and achieved<br>the test of<br>course, obtain<br>certificate of<br>course. They<br>conducted a<br>class<br>presentation to<br>introduce<br>Python coding<br>to ECA club<br>students. They<br>provided a log<br>report to record<br>down the<br>experience in<br>the self-directed<br>learning. | The attendance for the computer science<br>basic-level course was excellent, with 100%<br>of students participating. The students<br>successfully completed the assigned coding<br>tasks in Python, demonstrating their<br>mastery of the skills learned during the<br>program.<br>Furthermore, the students obtained official<br>online certificates in various levels of<br>computer science, game development, and<br>web development courses, showcasing<br>their commitment to expanding their<br>technical expertise and earning industry-<br>recognized credentials that will contribute<br>to their future academic and professional<br>pursuits. | 5 students<br>CodeCombat<br>full student<br>license: \$390<br>per student<br>18 students<br>CodeCombat<br>CS student<br>license: \$228<br>per student<br>Total: \$6,054 |

| Programme<br>title                              | Objective                                                                                                                                                                                                                                                                                                                       | Target                                                                                                                | Duration             | Deliverable                                                                                                                                                                                                                | Evaluation                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     | Expenditure                                              |
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| ICT:<br>5D VR Racing<br>Innovation<br>Workshoip | In the event, student<br>will learn more about<br>the Computational<br>Fluid Dynamics<br>(Aerodynamics) and car<br>suspension system,<br>practice the vehicle<br>setting, computer-<br>based simulation<br>setting, AI tool that<br>allows designers to<br>predict how fluids and<br>gases circulate on a<br>vehicle's surface. | In 2324<br>cohort, the<br>senior form<br>students,<br>total 23<br>quota to S4<br>who those<br>studying ICT<br>subject | 1 <sup>st</sup> Term | Students<br>accomplished<br>and achieved<br>the test of<br>course,<br>obtained<br>certificate of<br>course. They<br>were provided a<br>log report to<br>record down the<br>experience in<br>the self-directed<br>learning. | The Innovation Workshop was a success,<br>with 38 students earning awards in the<br>competition. Notable was 4D student Wong<br>Yu On, who won the virtual racing<br>championship. The ICT department<br>provided video recordings of the VR racing<br>event, which will offer valuable feedback to<br>enhance the program's learning outcomes.<br>Students from S.4 ICT and Physics classes<br>completed an "Exploration Worksheet" to<br>assess how the "Real Virtuality Racing<br>(RVR)" event improved their subject<br>knowledge and STEAM understanding. | \$4500<br>\$1380<br>(Transport<br>fee)<br>Total: \$7,434 |

| Programme<br>title                                                                                                      | Objective                                                                                                                                                                                                                           | Target                                                                                                                | Duration              | Deliverable                                                                                                                 | Evaluation                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                | Expenditure |
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| ICT: AiTLE x<br>Coding101 x<br>Microsoft:<br>The Microsoft<br>Office<br>Specialist<br>Championship<br>Hong Kong<br>2024 | To equip students with<br>practical, in-demand<br>digital skills and<br>provide them with<br>opportunities to<br>demonstrate their<br>competence, ultimately<br>enhancing their<br>employability and<br>future career<br>prospects. | In 2324<br>cohort, the<br>senior form<br>students,<br>total 23<br>quota to S4<br>who those<br>studying ICT<br>subject | 2 <sup>nd</sup> Term  | Students<br>accomplished<br>and achieved<br>the test of<br>workshop,<br>obtained<br>certificate of<br>course and<br>awards. | The MOS training workshop culminated in a<br>championship competition, with 4 students<br>earning accolades. Among the honorees<br>were 5B student Ng Hei Wun Humphrey,<br>who received a Silver award, and 5A<br>students Chan Kwan Yeung, Hui Kai Cheong,<br>and 5D student Wong Yuen Cheung, who<br>were awarded Merits. The participants'<br>achievements in this competitive event<br>demonstrate their mastery of the skills and<br>knowledge imparted during the workshop.<br>Additionally, students who advanced to the<br>Final Round competition and passed the<br>Microsoft Office Specialist (MOS) exams will<br>be awarded the prestigious MOS<br>Certifications, a globally recognized<br>credential that attests to their proficiency in<br>Microsoft Office applications. | \$2,700     |
| Physics:<br>Disney's World<br>of Physics                                                                                | To help students<br>explore the relationship<br>between physics and<br>daily life. To consolidate<br>their knowledge in<br>order to face the open<br>exam.                                                                          | S4 (top 20<br>students in<br>physics)                                                                                 | Post-Exam<br>activity | Completion of<br>the program<br>and share their<br>learning with<br>other students.                                         | All students completed the program and<br>share their experimental findings among<br>groups. They formed four groups to made a<br>model of rollercoaster which is designed by<br>themselves and tested in front of the<br>students.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       | \$7,500     |

| Programme<br>title                | Objective                                                            | Target                                                                                        | Duration                               | Deliverable                                                                                    | Evaluation                                                                                                                                 | Expenditure |
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| Subsiding<br>gifted<br>programmes | To explore the talents<br>of gifted students in<br>different aspects | S4-6 (Top<br>students in<br>examinations<br>or gifted<br>students<br>nominated<br>by teachers | Througho<br>ut the<br>academic<br>year | Completion of<br>the program<br>and sharing<br>among students<br>studying the<br>same subject. | Five S4 students took part in four CUHK<br>programs for the gifted and talented. Each<br>student was subsidized \$1000 for each<br>course. | \$5000      |
|                                   |                                                                      |                                                                                               |                                        |                                                                                                | Total                                                                                                                                      | \$139,888   |