



# 聖貞德中學

## ST. JOAN of ARC SECONDARY SCHOOL



二零一七年十一月 第二十七期

☎ 2578 5984

☎ 2578 5725

🌐 [www.sja.edu.hk](http://www.sja.edu.hk)

📍 香港北角寶馬山道55號 55 Braemar Hill Road, North Point, Hong Kong

### 學校通訊 Newsletter

## 校長的話

### Principal's Message

面對這個二十一世紀知識型經濟體系，年青人必需掌握運用資訊科技技能，結合創新意念才能立足社會。學校為確保學生能應付新世代的需求，積極發展校本STEAM教育課程，配以優化電子學習環境，為他們的未來奠下基礎。

在STEAM教育方面，自2016年起，學校就資訊科技、科學、數學和藝術四個學習領域邀請老師，共同規劃校本課程，期望學生透過跨學科學習，培養他們對科學探究的興趣，建立廣闊而穩固的知識基礎，從而提升創造力和解難能力。正如港科院創院院長、香港大學前校長徐立之教授所強調的「T」型知識基礎。本學年，學校獲教育局校本支援服務，在教育局同工的協助下，優化課程內容，為學生提供更優質的STEAM教育。

我們相信STEAM學習不應局限在課堂上，為了讓學生擴闊視野，將知識應用在生活上，發揮創意和解難能力，過去一年，老師積極帶領學生參與校際STEAM比賽，學生在比賽中屢獲佳績，M-Bot比賽更是成績斐然，全體師生均為學生取得驕人成就感到欣喜。

在電子教學方面，學校不斷完善電子教學設備，以創建良好的電子學習環境，亦致力營造學習社群，透過有系統的培訓和定期的教學分享，老師已為此作好準備，透過電子教學軟件和學習平台適切地應用在課前、課內及課後各時段。我們期望讓學生在課前進行預習導學；上課時師生互動，促進教學效能，鞏固所學；通過電子教學課後自主學習，老師能更準確掌握學生的表現，適時運用不同的教學策略，調整教學步伐。此外，新增置的「電子學習中心」預期在年底落成，屆時可為學生提供更優良的學習環境。

最後，以聖經的金句與各位共勉：「願上主祝福你，保護你；願上主的慈顏光照你，仁慈待你；願上主轉面垂顧你，賜你平安。」(戶6：24-26)

In the 21st century driven by a knowledge-based global economy, young people must be able to master information technology and combine it with innovative ideas in order to succeed in this fast-paced society. To ensure that our students can meet the demands of the new era, our school has actively developed school-based STEAM education courses. Together with an optimized e-learning environment, we are committed to laying a solid foundation for our students' future.

Regarding STEAM education, since 2016, our school has invited teachers who specialize in four key learning areas, namely information technology, science, mathematics and arts, to collaborate and develop the school-based STEAM curriculum. Also, in the current academic year, we are glad to be given school-based support services by the Education Bureau (EDB). With their assistance, our course contents can be further optimized, which will in turn provide students with higher quality STEAM education.

In fact, we believe that STEAM learning should not be confined in the classroom. Over the past year, our teachers have actively encouraged St. Joanians to participate in inter-school STEAM competitions so as to broaden their horizons, apply their knowledge in the real world, showcase their creativity, and develop problem-solving skills. Among all the excellent outcomes and awards, the results gained in the M-Bot Competition was most outstanding.

Meanwhile, in addition to continuously improving our e-learning facilities so as to create a good e-learning environment for our students, our school has also been committed to creating an optimal learning community through systematic training and regular staff development programmes. In fact, our teachers are all prepared to utilize e-learning software and platform before, during and after class. We hope our students can make good use of the guided teaching for prep work, interactive in-class activities and home revision. We also believe self-regulated learning through e-learning can help students consolidate knowledge and bear fruitful outcomes. Teachers too, through the e-learning platform, can more accurately understand the performance of the students and adjust their teaching strategies and pace accordingly. In addition, I am pleased to announce that the e-Learning Centre will be launched for the enhancement of learning and teaching by the end of this year.

Last but not least, "May the Lord bless you and keep you; May the Lord make his face shine on you and be gracious to you; May the Lord turn his face toward you and give you peace." (Numbers 6:24-26)





# 鄭加略老師於藝術教育學習領域上 榮獲行政長官卓越教學獎嘉許狀

## Compendium of the Chief Executive's Award for Teaching Excellence

本校音樂科主任鄭加略老師，本年六月於藝術教育學習領域上獲得行政長官卓越教學獎嘉許狀。

本校於去年九月開始，推動「STEAM」教育，安排音樂、視覺藝術、電腦、綜合科學和數學科五個範疇融合在初中課程之中。鄭加略老師除了擔任了藝術領域的統籌工作外，還協助「STEAM」教育的推行。

Congratulations to Mr. C. Tchiang, the Chairman of the Music Department of our school, who was awarded the Chief Executive's Award for Teaching Excellence (Arts Education Key Learning Area) this year.

Since September last year, our school has implemented STEAM Education in the junior forms by integrating Integrated Science, Computer Technology, Visual Arts, Mathematics and Music in the junior curriculum. Mr. Tchiang has contributed amply in the area of Music, Visual Arts and the promotion of STEAM education in and outside school.



## 學生對STEAM課程的問卷調查結果 Student Survey on STEAM Education

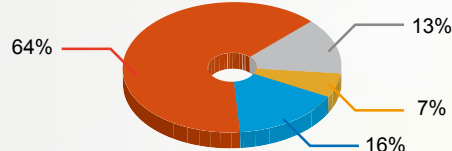
本校曾兩次進行STEAM教育課程問卷調查。對象為本校初中同學。同學們積極回應，反映大部份同學均喜歡參與本校STEAM課堂的活動。

Our school has conducted the student survey on STEAM education twice. The target subjects are the junior S.1 to S.3 students. The overall results reflected that most learners have a positive attitude toward STEAM and all the activities involved. Below are the survey results:

01

我喜歡多參與這類STEAM課堂活動。

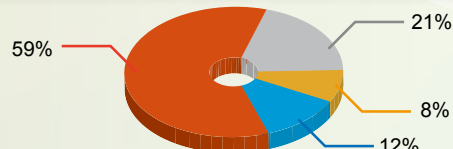
I enjoy the activities in the STEAM classroom.



02

我能夠在生活中活用STEAM課堂所學。

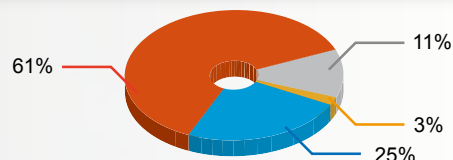
I can apply what I have learned in the STEAM classroom in my daily life.



03

我喜歡於課堂內動手創作自己的作品。

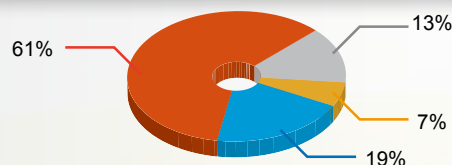
I like the hands-on experience designing & making my own products.



04

我在課堂內能發揮自己的創意。

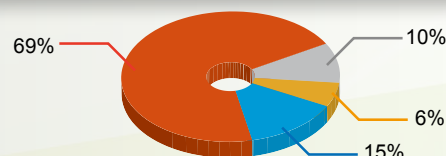
I can display my creativity in the STEAM classroom.



05

課堂內容能讓我了解STEAM教育的重要性，並能應對現今世界的挑戰。

The curriculum arouses my awareness of the important role STEAM plays in education as it equips me to meet future challenges.



極同意 Strongly agree | 同意 Agree | 不同意 Disagree | 極不同意 Strongly disagree



## 本校與香港理工大學合作，舉辦40小時機械人製作班

### Collaboration with Hong Kong Polytechnic University (PolyU) 40 Hours 'Creating a Bot' Training Session

由2014開始，我校均與理工大學合作舉辦40小時的機械人製作班，讓同學們盡展才華，發揮創意。活動得以舉辦成功，全賴舊生們的熱心安排，鼎力支持。本校歷年來於大學修讀數理、工程學系的畢業生不計其數；部份學生更在高等學府任教或從事科研工作。舊生們協助籌備，積極回饋，與我校之STEAM教育團隊籌備各項STEAM活動。

Over the years, our school has co-worked with the PolyU organizing 40 hours of 'Creating a Bot' training sessions and giving the learners opportunities to bring their skills and creativity into full play. As a matter of fact, many SJASS alumni, who are now engaging in the science, math and engineering fields and professions, have also enthusiastically helped out to make all IT related trainings, including the STEAM Project, possible.



## 本校STEAM團隊熱心分享 與友校交流心得

### STEAM Education Teacher Connect & Exchange



本校之STEAM團隊致力與友校作交流分享。本校接待了多間友校及團體到訪，亦與教育局協辦教師培訓工作坊，參與學校包括：天主教伍華中學、保良局金銀業貿易場張凝文學校、德貞女子中學、嘉諾撒聖方濟各書院、閩僑中學及教育局課程發展處科學教育組等。

Our STEAM Team was pleased to have held exchange sessions with their counterparts from the following friend schools and educational groups:

- Education Bureau Curriculum Development Institute (Science Education Section)
- Man Kiu College
- Ng Wah Catholic Secondary School
- Po Leung Kuk Gold and Silver Exchange Society Pershing Tsang School
- St. Francis' Canossian College
- Tack Ching Girls' Secondary School

## STEAM與教育局

### Collaboration with Education Bureau (EDB)

本校成功申請教育局STEM校本支援服務。藉著教育局專家團隊與我校STEAM課程發展小組的緊密合作，本校的STEAM課程將作全面檢視及優化，未來將引入評估項目之可行性。

Our school has successfully applied for the STEM school-based support services. Through the close collaboration between the experts at EDB and our STEAM Curriculum Development Team, our STEAM curriculum will be reviewed and refined. STEAM classroom assessments may also be conducted in future to enhance students' learning effectiveness.





## 本校榮獲「魅力維港耀全城」 3D打印設計比賽設計優異獎

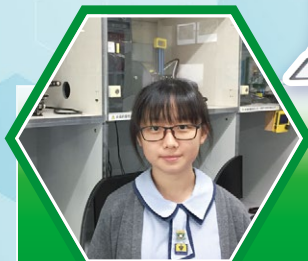
Hong Kong Secondary Schools 3D Printing Design Competition: "Our Glamorous Victoria Harbour"  
Merit Award Winner

為慶祝香港特別行政區成立20週年，香港生產力促進局主辦「魅力維港耀全城」全港中學生3D打印設計比賽，本校同學憑「怡和大廈」模型設計榮獲設計優異獎(評判嘉許)的成績，擠身8強優勝隊伍之列。同學之得獎作品更獲大會安排連同其他製成品，組成一個面積超過35平方米的巨型維港模型，成功創造「單一場地展示最多3D打印展品」的健力士世界紀錄。

To commemorate the 20th Anniversary of the establishment of the Hong Kong Special Administrative Region (HKSAR), the Hong Kong Productivity Council had launched the "Hong Kong Secondary Schools 3D Printing Design Competition" under the theme of "Our Glamorous Victoria Harbour", in which St. Joanians, one of the top eight winners among the 120 entry schools in Hong Kong, gained a Merit Award (with Congratulations of Judges) by redesigning and fabricating "Jardine House". Their "Jardine House" model together with the other 19 winning building designs and 3D-printed objects would form a mega Victoria Harbour model with an area exceeding 35 square metres, all set to create the first Guinness World Record on the largest number of 3D-printed sculptures on a single display.

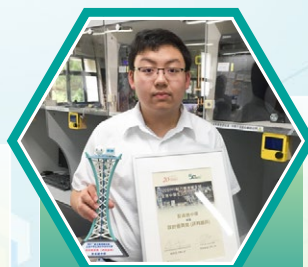


### 獲獎同學心聲



中三愛  
陳梓鈺同學

在今次比賽中，我要感謝老師的幫助和鼓勵，使我有勇氣參與其中。在比賽過程中，我負責向一眾評審介紹我們的作品，當時我真的十分緊張，幸好最終都能順利完成，現在回想起來，也感自豪。



中四望  
王梓浺同學

首先，我要感謝老師給予我參加這次比賽的機會，今次真是一個難忘的經歷，在比賽過程中我除了學懂了3D打印技術外，也明白到團隊合作的重要性。讓我體會到在困難中，隊友之間的合作是成功的關鍵。



中四望  
葉俊希同學

在這次比賽中，最令我留下深刻印象的是評判給我們的意見。他們既專業，又友善，為我們提供了不少寶貴的建議，例如：設計時除了要考虑作品的外觀外，更要留意作品是否能配合周遭的環境。這使我明白到要多參考別人的意見，最後才能成功。

我很感激隊友們的支持。我們在設計作品時，真的遇上了不少困難，例如：主題的方向、物料的選用、組員的分工等，我們透過多次的試驗，從失敗當中汲取經驗。幸好，我們最終也能解決困難，並奪得獎項。



中六愛  
羅英雄同學



中六信  
鍾兆富同學

這是我首次參加有關3D打印項目的比賽，對於獲獎，我感到十分高興。起初我以為我們組員來自不同的年級，能力上有很大的差異，那知我們一同研發作品時，各人均能發揮所長，這讓我體會到各人均有不同的天賦才能，彼此互補不足，這是十分重要的。



中四望  
黎柏熙同學

這次比賽使我增加了對STEAM的認識，令我對STEAM產生更大的興趣，例如：如何利用機械的原理來設計建築物，原來當中涉及不少力學的考慮。我希望日後可以在科技設計的範疇上繼續研習下去。