## School Major Concerns:

## Theme: Multiple Pathways to Glory

1. Excelling Effective Learning and Teaching
2. Excelling Students' Core Values and Potential
3. Excelling Teachers' Professional Development
I. Achievement Targets (AT)
4. To arouse the interest of students in learning science, technology, engineering and mathematics through hand-on projects.
5. To equip students with the ability to take holistic approach to solve problems by integrating different disciplines.
6. To allow students to acquire basic programming knowledge.
7. To strengthen students' ability to perfect and embellish the end products.
8. To strengthen students' ability on act and design.

II．Strategies／Tasks to achieve targets

| AT | Strategies／Tasks | Time scale | Success Criteria | Method of Evaluation | People Responsible | Resource Required（\＄） |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| 1，2，3，4 | To use micro－computers or electronic controllers as means for learning programming in lesson time <br> a．Lego Robotic assembling \＆Coding （EV3） <br> b．Lego Robotic learning lesson service <br> c．microbit STEM II | 2 lessons per week on each class | －At least 70\％ of the S． 2 students found STEM lessons interesting． <br> －At least 2 STEM related competitions are joined for target students in one academic year． | Questionnaires／ <br> Teachers＇ observation | STEM <br> education teachers | a． $50,000(11$ sets） <br> b． 43,000 <br> c． $20,000(20$ sets） |
| 1，4，5 | To do hands－on projects， product finishing or artwork． <br> Design a Fai Chun decoration |  |  |  |  | 1，000 |
| 1，3， 4 | To join external competitions to broaden student＇s horizon <br> a． 2020 Robofest competition <br> b．Robotic Intelligence DIY 2020 <br> c．英才盃－STEM | Whole Year |  |  |  | a．1，000 <br> b．1，000 <br> c． 1,000 |
| $\begin{gathered} 1,2,3, \\ 4,5 \end{gathered}$ | To establish a STEM Fun Day for S． 2 Students in school （Internal competition） | Second term |  |  |  | 1，000 |

Estimated Total：\＄72，000

