



INFORMATION TECHNOLOGY

Po Leung Kuk Lam Man Chan English Primary School

保良局林文燦英文小學

Ms. Daisy WONG 黃嘉茵副校長

Ms. Jasmine LAM 林敏婷副校長

Mr. Patrick NG 吳嘉駿副主任





LMC a School of Love and Care ♥

The allocation of two campuses in To Kwa Wan

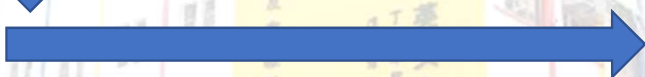


Farm Road Campus (P.1-3) 2009

----- Ma Tau Wai Road -----



10 mins walking distance



Sheung Heung Road Campus (P.4-6)



LMC a School of Love and Care ♥

LMC is a multi-cultural school

- LMCites come from 5 continents (31 countries) all over the world, in which Chinese makes 70% and Non-Chinese makes 30% of our population.

Asia 亞洲	Europe 歐洲	Oceania 大洋洲	America 美洲	Africa 非洲
Chinese 中國	British 英國	Australian 澳洲	American 美國	Egyptian 埃及
Bangladeshi 孟加拉	Danish 丹麥	New Zealander 紐西蘭	Canadian 加拿大	
Filipino 菲律賓	French 法國		Brazilian 巴西	
Indian 印度	German 德國			
Japanese 日本	Italian 意大利			
South Korean 南韓	Dutch 荷蘭			
Malaysian 馬來西亞	Portuguese 葡萄牙			
Nepalese 尼泊爾	Swiss 瑞士			
Pakistani 巴基斯坦	Czechish 捷克			
Singaporean 新加坡	Irish 愛爾蘭			
Sri Lankan 斯里蘭卡	Norwegian 挪威			
Thai 泰國	Armenian 亞美尼亞			
	Russian 俄羅斯			



LMC a School of Love and Care ♥

LMC is a school with **love** and **care**.
We nurture all **LMCites** to be
confident on their own talented stage.

心有多大，舞台就有多大



LMC a School of Love and Care ♥

All LMCites are studying with

Pride and Enjoyment



Life is influenced by one another

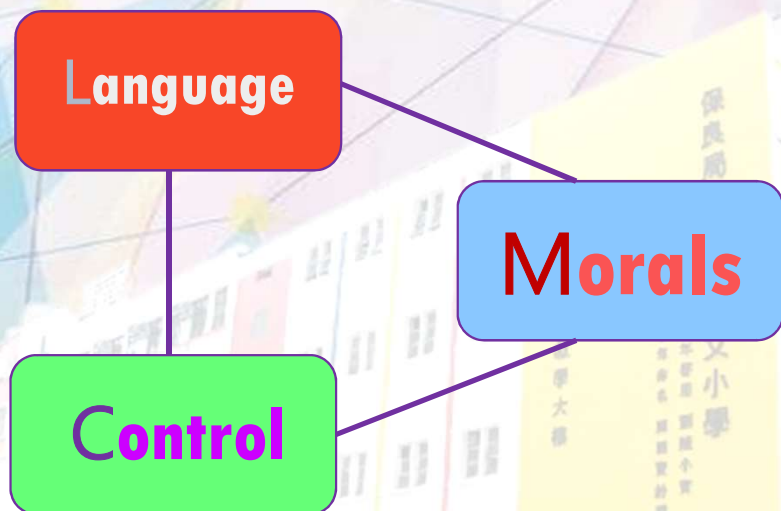
“The pessimist sees difficulty in every opportunity.
The optimist sees the opportunity in every difficulty.”



LMC a School of Love and Care ♥

Our Subjects

Our School Vision



English
Chinese (for Chinese students)
Chinese (for non-Chinese speaking students)
Mathematics
Library

General Studies / STEM
Music
Physical Education
Visual Arts
Information Technology

Whole Person Development (W.P.D.)



LMC a School of Love and Care ❤️

Control: Developing skills for student LMCites to be equipped to adapt into the new normal world.

Theme Learning in P.E., Music, I.T., G.S (STEM) & V.A.

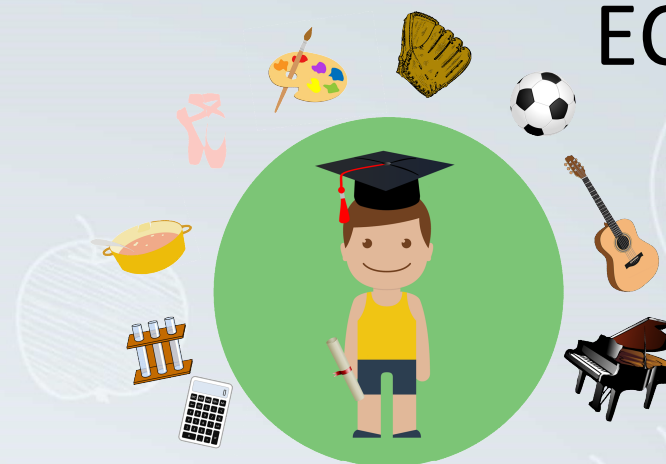
	P.E.	Music	I.T.	G.S. (STEM)	V.A.
P1	Skipping	4-hole Harmonica	Basic Coding	My Climbing Monkey & Kitchen Science	Meet Matisse (Art History & Paper Cutting)
P2	Roller-skating	10-hole Harmonica & Recorder	Scratch Jr.	Me & My Community	Collagraph: Beauty of Flowers (Design & Printmaking)
P3	Inline Hockey & Swimming	Ukulele & Recorder	LEGO Ed: Simple & Powered Machines	Housing Project & Water Bottle Thermal Bag STEM Project	The Power of Words (Design & Printmaking)
P4	Skipping & Martial Arts	Guitar	Scratch	Smart Fan & Heyuan Water Projec	Still-life drawing: Form (Drawing) (Art History & Drawing)
P5	Sport Coaching & Fitness	Guitar	Scratch	Smart Lamp & Closed Circuits	Ceramics (Art History & Ceramics Art)
P6	Swimming	Creative Project: Musical	Micro:bit	Drink Cooler & Simple Mechanics	3D Modelling: Metro Project (3D Art & Design)



COURSE STRUCTURE



ECA



Professional
Development





EDB Modular Computer Awareness Programme (Module 1-8)

<https://www.edb.gov.hk/en/curriculum-development/4-key-tasks/it-for-interactive-learning/modular-computer-awareness-programme/index.html#9>

- Module 1 Joy to the Computer World
- Module 2 Drawing with a Computer
- Module 3 Writing with a Computer and Word Processing
- Module 4 Using the Internet
- Module 5 IT Applications and Implications
- Module 6 Calculation and Charting with Spreadsheet
- Module 7 Using E-mail
- **Module 8 Coding Education ***

https://www.edb.gov.hk/attachment/en/curriculum-development/renewal/CT/CT%20Supplement%20Eng%20_2020.pdf





Curriculum Planning and Development

	Year 2016 - 2017	<u>Year</u> <u>2017 - 2018</u>	Year 2018 - 2019	Year 2019 - 2020
Primary 1	<ul style="list-style-type: none">Basic computingMicrosoft PaintMicrosoft WordPad	<ul style="list-style-type: none">Basic computingMicrosoft Paint	<ul style="list-style-type: none">Basic computingMicrosoft PaintIntroduction to coding	<ul style="list-style-type: none">Basic computingMicrosoft PaintBasic coding
Primary 2	<ul style="list-style-type: none">Audio EditingUse of internet	<ul style="list-style-type: none">Audio EditingUse of internet	<ul style="list-style-type: none">Use of internetScratchJr	<ul style="list-style-type: none">Use of internetScratchJr
Primary 3	<ul style="list-style-type: none">Microsoft Movie MakerMicrosoft Word	<ul style="list-style-type: none">Microsoft Movie MakerMicrosoft Word	<ul style="list-style-type: none">Microsoft WordLEGO Education	<ul style="list-style-type: none">Microsoft WordLEGO EducationGoogle GS First
Primary 4	<ul style="list-style-type: none">Microsoft WordLEGO EV3	<ul style="list-style-type: none">Microsoft PowerPointScratch	<ul style="list-style-type: none">Microsoft PowerPointScratch	<ul style="list-style-type: none">Microsoft PowerPointScratch(Animation)
Primary 5	<ul style="list-style-type: none">Microsoft PowerPointMicrosoft Excel	<ul style="list-style-type: none">Microsoft ExcelLEGO EV3	<ul style="list-style-type: none">Microsoft ExcelVideo Recoding	<ul style="list-style-type: none">Microsoft ExcelScratch(Gaming)
Primary 6	<ul style="list-style-type: none">Scratch	<ul style="list-style-type: none">ScratchIntroduction to mBot	<ul style="list-style-type: none">ScratchmBot	<ul style="list-style-type: none">Video Editingmicro:bit



Curriculum Planning and Development

	Year 2020 - 2021	Year 2021 -2022
Primary 1	<ul style="list-style-type: none"> Basic computing Microsoft Paint Basic coding 	<ul style="list-style-type: none"> Basic computing Microsoft Paint Basic coding
Primary 2	<ul style="list-style-type: none"> Use of internet ScratchJr 	<ul style="list-style-type: none"> Use of internet ScratchJr
Primary 3	<ul style="list-style-type: none"> Microsoft Word Scratch(Interactive Art) Google GS First 	<ul style="list-style-type: none"> Microsoft Word LEGO Education Google GS First
Primary 4	<ul style="list-style-type: none"> Scratch(Animation) 	<ul style="list-style-type: none"> Microsoft PowerPoint Scratch – CoolThink NEW
Primary 5	<ul style="list-style-type: none"> Scratch(Gaming) 	<ul style="list-style-type: none"> Microsoft Excel Scratch - CoolThink NEW
Primary 6	<ul style="list-style-type: none"> Video Editing micro:bit 	<ul style="list-style-type: none"> Video Editing micro:bit Scratch - CoolThink NEW

The Computational Thinkers

concepts



Logic

Predicting & analysing



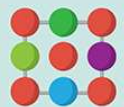
Evaluation

Making judgements



Algorithms

Making steps & rules



Patterns

Spotting & using similarities



Decomposition

Breaking down into parts



Abstraction

Removing unnecessary detail



approaches



Tinkering

Changing things to see what happens



Creating

Designing & making



Debugging

Finding & fixing errors



Persevering

Keeping going



Collaborating

Working together

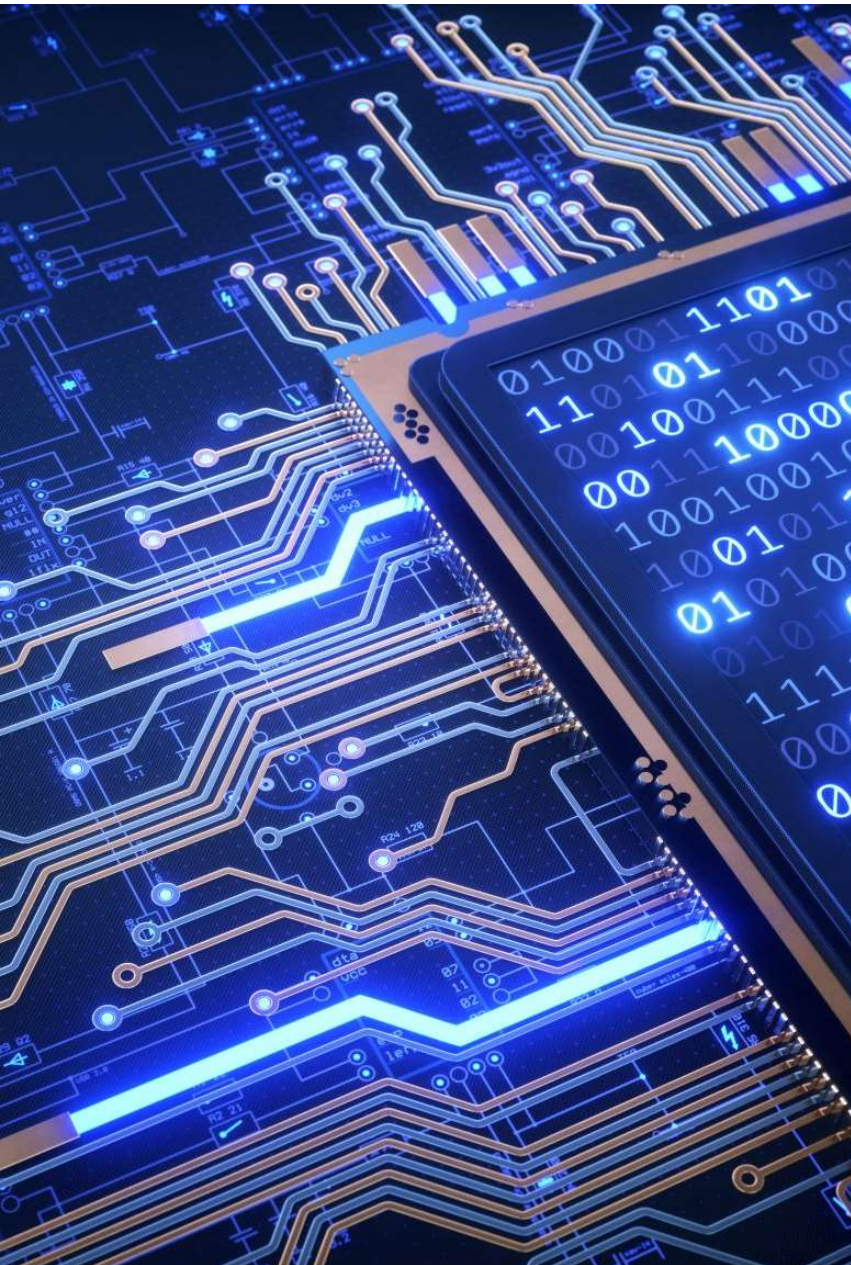


New Curriculum Feature – Coding and Robotic Education

Develop students computational thinking through coding and robotic education.

Computational thinking is the process of approaching a problem in a systematic manner and creating and expressing a solution such that it can be carried out by a computer.





Why Coding and Robotic Education are important?

- Coding is essentially **written instructions** that a robot or computer program can read and then execute.
- Students must **determine the task** they want to complete through a robot, **design the code to make it happen**, and then send it to the robot to view the outcome.





Why Coding and Robotic Education are important?

Robotics allows students to see their thinking in a real way as they go through trial and error until the task is accomplished and the robot's motions are performed as originally intended.





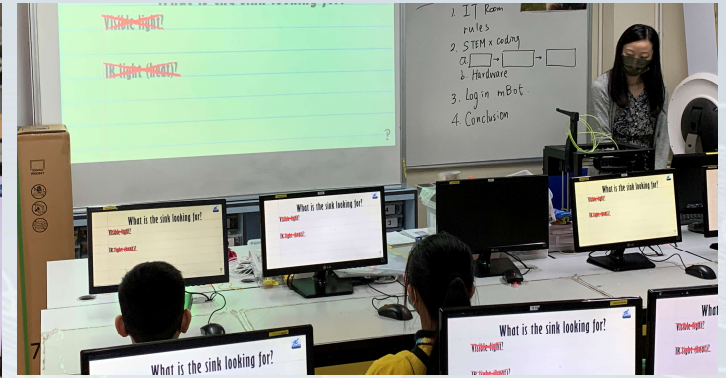
What skills do Robotics and Coding teach students?

When writing code, students have to **think both critically and creatively** to tell a robot what motions to fulfill and also have to ensure the code is correct.

A piece of code needs to be specific in order to function properly and more often than not, it's not perfect the first time. If a code is not free from error, the robot simply won't move.

Perseverance through struggle, problem-solving, a sense of agency, and collaboration when working in pairs or groups are all encouraged, fostered, and achieved through such projects.





STEM x I.T. (mBlock)





How does the automatic water tap work?

<https://www.youtube.com/watch?v=91oBOMORhaM>



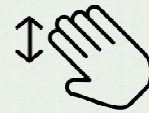
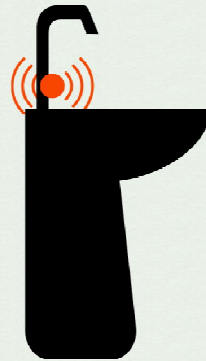
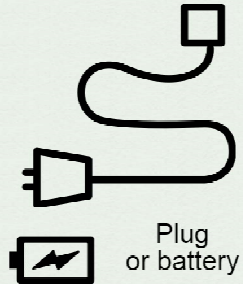
How does the automatic water tap work?



is filled with **water** up to the top, it immediately cuts the flow of **water**.



1. System must have power



2. Sensor detects an object

4. Water flows



3. Solenoid valve opens



5. Sensor detects nothing again

6. Solenoid valve closes



7. Water stops running





Unplugged
Programming



Google CS First

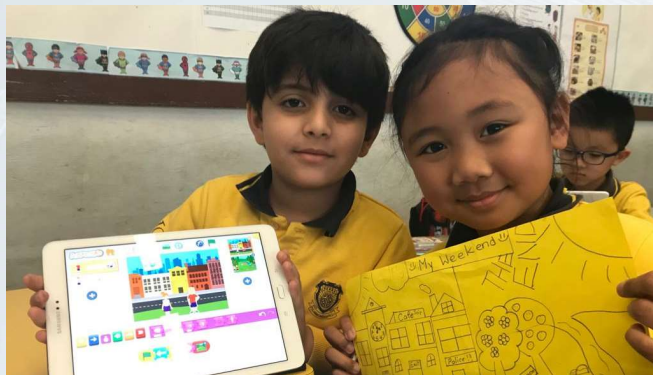


Matatalab Pro Coding



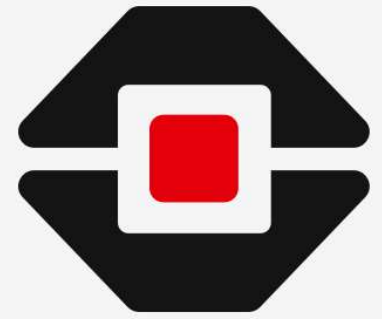
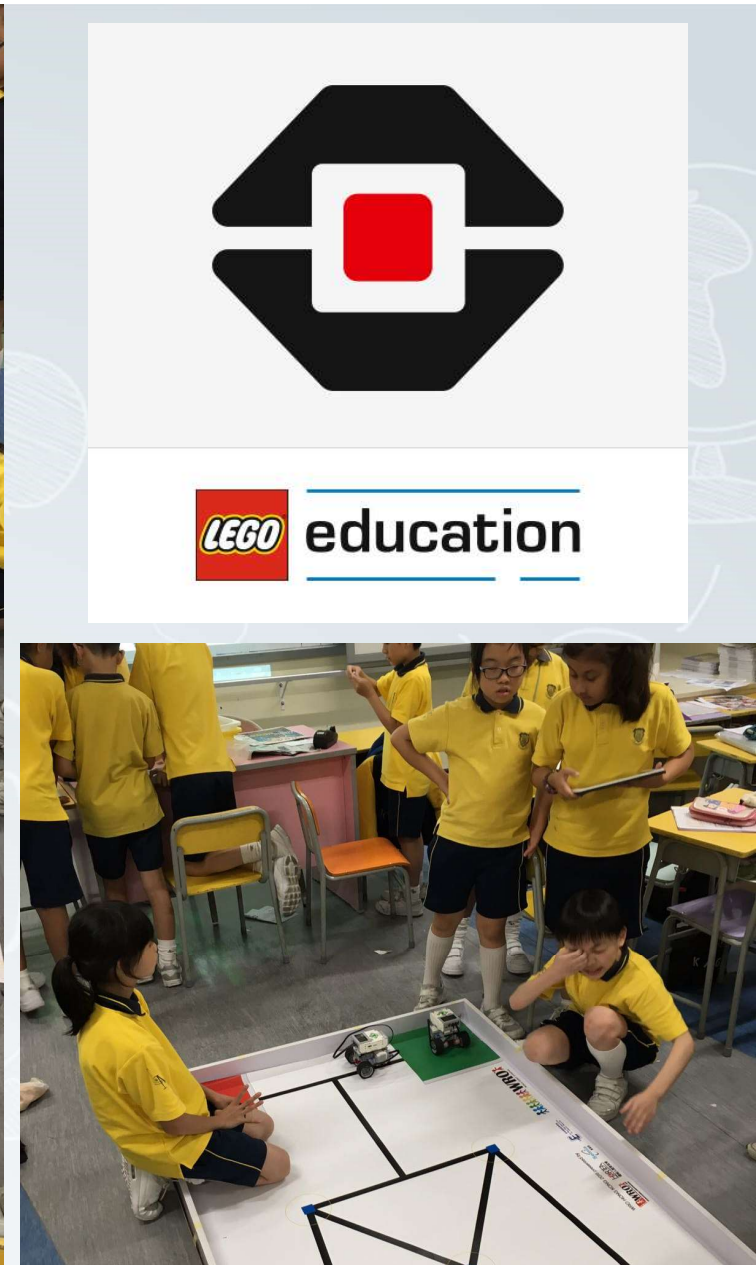
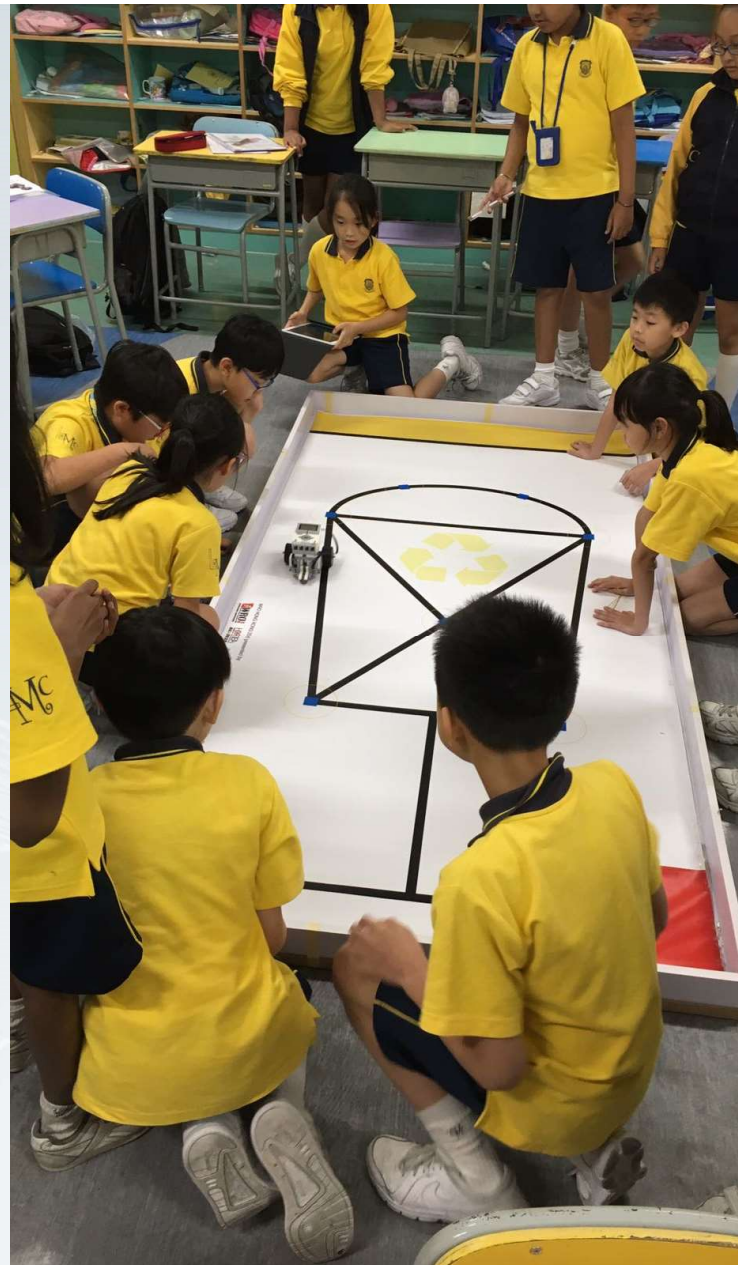
SCRATCH Jr

forever
imagine
program
share





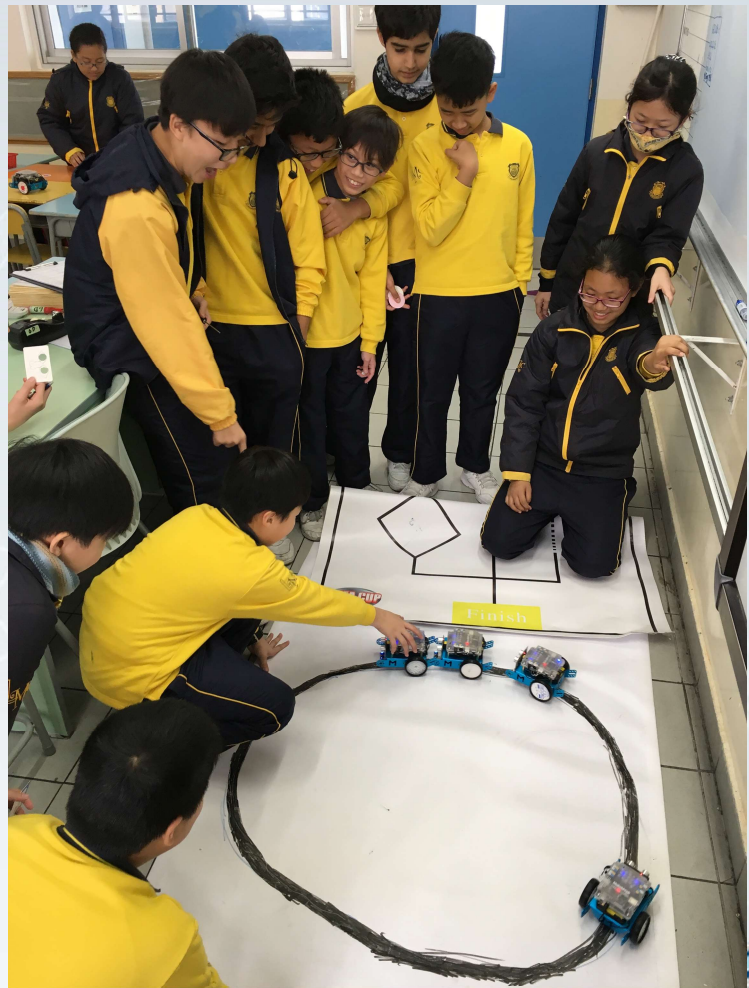






Makeblock

Construct Your Dreams





New Curriculum Feature – Outside learning experience

Develop reflective and inquisitive thinking along with problem-solving approaches in “real” situations.

Encourage holistic development of children, develop resilience and adaptability in occasionally adverse circumstances.





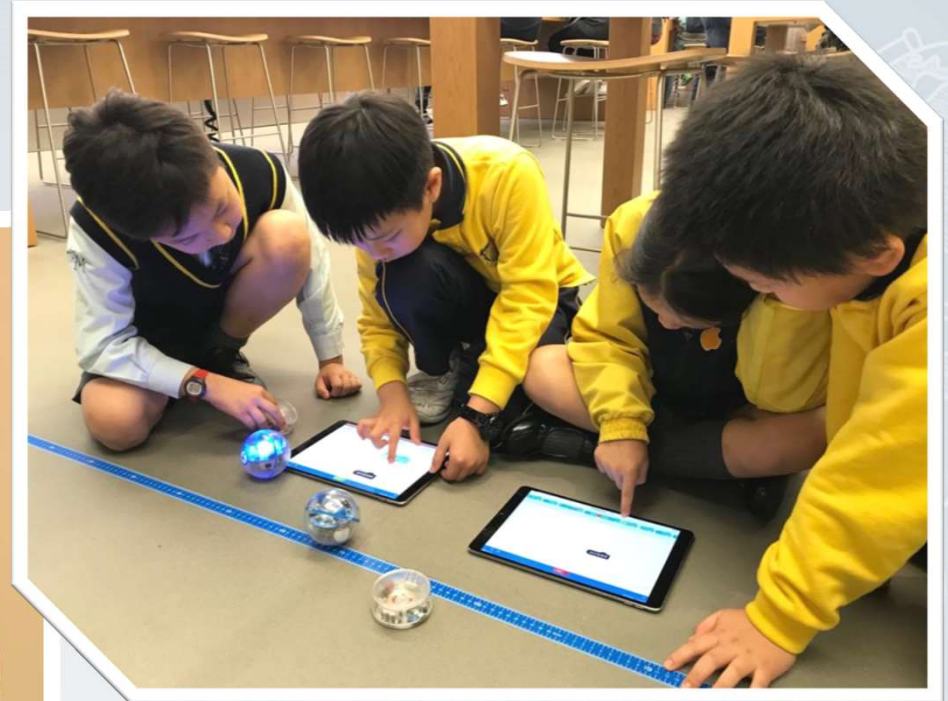
P.1 – 3 LEGO DAY



Apple Store Field Trip



Apple Store Field Trip





Coding Fair 2018





Coding Fair 2019



ECA



Professional
Development

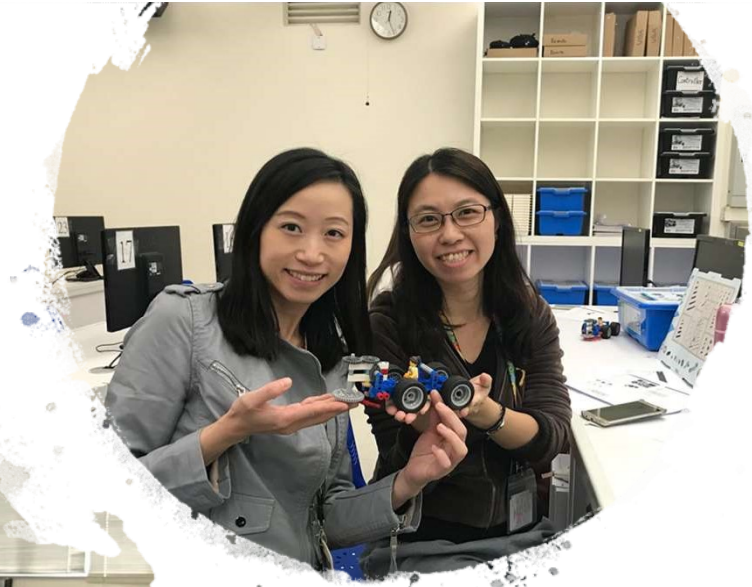


COURSE
STRUCTURE

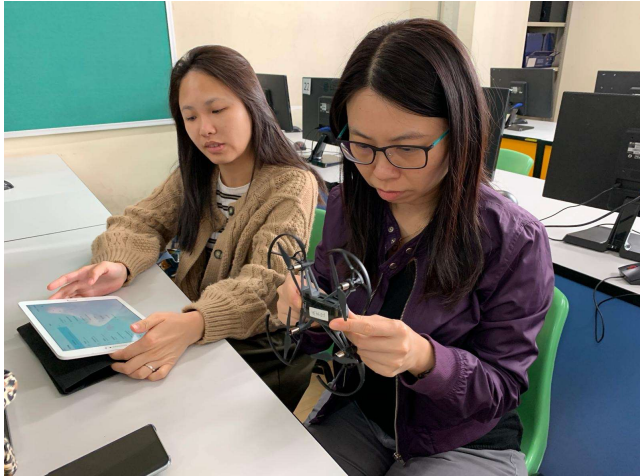




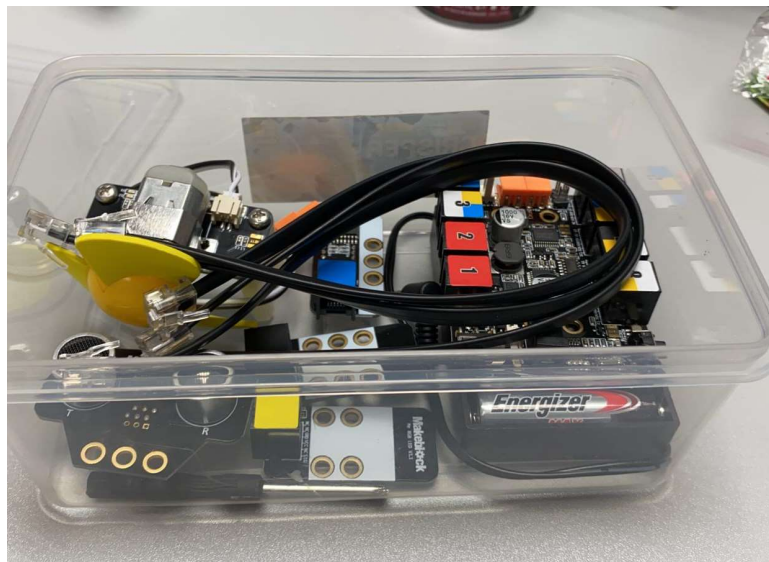
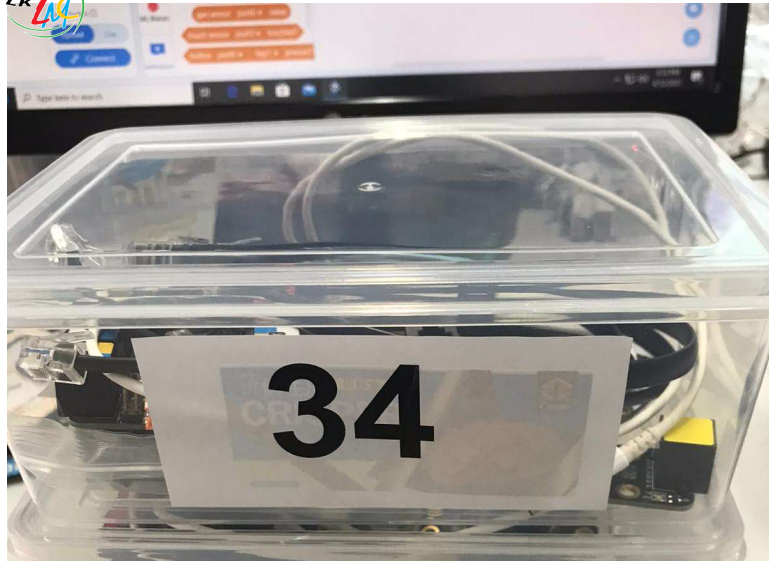
Teacher Professional Development (Talks & seminars)



Teacher Professional Development P.3 LEGO Education



Teacher Professional Development (Drone workshop)



STEM x I.T. mBlock Workshop (2020-21)

ECA



COURSE
STRUCTURE



Professional
Development



New Curriculum Feature – Extra-curricular activities and competitions

Participate in multiple different activities and competition, you'll get the opportunity to explore a range of interests and unlock passions you never knew you had!

Achieve success through activities and competitions you're passionate about, the more your self confidence will improve.





**Robotics Elite
Class**

**LEGO Engineer
Class**

**Extra-curricular
activities**

mBot Class

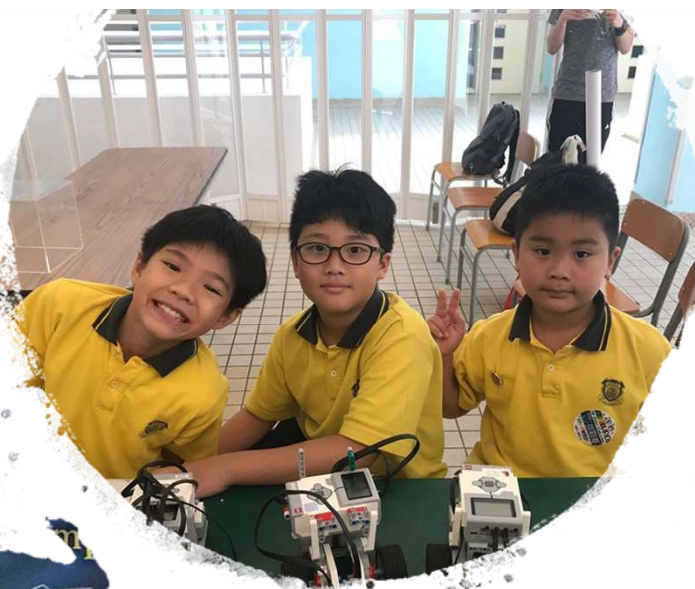


Drone Class



Robotic Class (Junior)





Coding and Robotic competitions

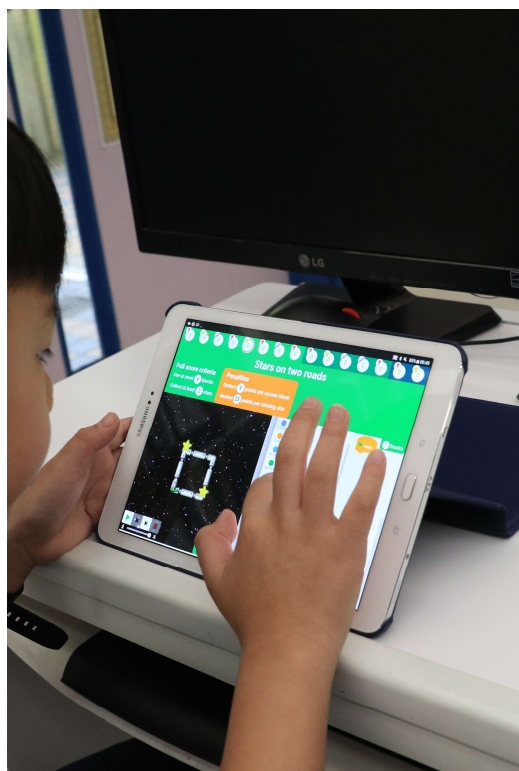
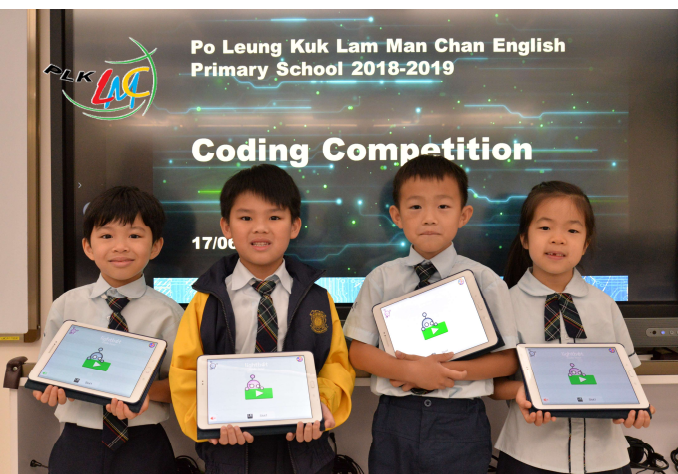


Metomicsb 兩岸四地 STEM 大賽 香港賽區 2021









Inter-class typing and coding competition



HKICT Awards Competition

無人機捉賊 / 小學組銅獎： 使用智能手帶及無人機的智能保安系統

保良局林文燦英文小學的許心絃同學，獨自設計的這套保安系統。原理很簡單，透過智能手帶的心跳偵測讀數，確定商場內是否發生劫案，繼而直接發出警報及報警外，商場的無人機亦會自動飛出，從空中追蹤犯人，以協助警察得悉賊人去向，及時將之捕。



收藏在商場大門的無人機，在接到犯罪警報，便會自動飛出追蹤賊人。



偵測冷氣滴水 / 小學組銅獎： 冷氣滴水警報器

冷氣機滴水擾人之餘亦犯法，滙江小學的陳肇峰、文浩鋒及陳芷蕙同學便想到在冷氣底盆安裝兩個銅帶，以偵測水池水位有否上升，以判定冷氣是否出現滴水問題，並發出提示。同學們更是想到為解決因下雨誤報的可能，在冷氣頂部安裝水檢測器，偵測下雨情況，的確聰明。

以簡單的銅帶配合編程製作偵測器，判定是否有冷氣機滴水問題。



SCHOOL NEWS

以 AI 及大數據助見工面試 學生 AI 編程奪獎

由 B4B 有限公司主辦，香港科技园公司合辦，比賽為期半年的第三屆 B4B Challenge 大數據應用挑戰賽，早前於香港科學園舉行頒獎典禮。本屆主題為「AI and Beyond」，分為公開組及學生組，共有 30 隊報名參加。入圍決賽的成員來自香港、中國、泰國、印尼、澳洲等地，於過去半年間，接受專業導師為期三個月的指導和培訓，逐步將產品由概念變成可推行的方案。

當中學生組別冠軍由「HiHire」奪得，HiHire 以本地畢業生投報大型企業的面試短片，以得出面試成功者的共通點，並設立網上預選軟件，令用戶能夠透過人工智能，分析同學在面試時的面部表情及身體語言等等數據，並再提供合適改善建議予同學，以便改善日後面試表現。HiHire 除可以幫助學生提高面試表現外，亦可以協助人力資源部門用於篩選合適員工。至於另一獎項最受歡迎獎（學生組）則由「UpGrader」獲獎，該項目是一個利用大數據改善教學方案的平台，UpGrader 能夠根據學生學習進度，為同學提供合適的學習建議，從而促進學習成效。



學生組別冠軍 HiHire 以 AI 分析面試片段提供建議，以便改善同學面試表現。



UpGrader 能夠根據學生學習進度，為同學提供合適的學習建議。

eSCHOOL:

STEAM

科技校園雜誌

eschoolFeature ezone.hk

SCARTCH 編程

簡單寫遊戲
背景置換操作

STEAM 學製作

一埠控多個硬件
用 ARDUINO 學多工概念



發揮學生創意

2019 ICT Awards 「學生創新將」



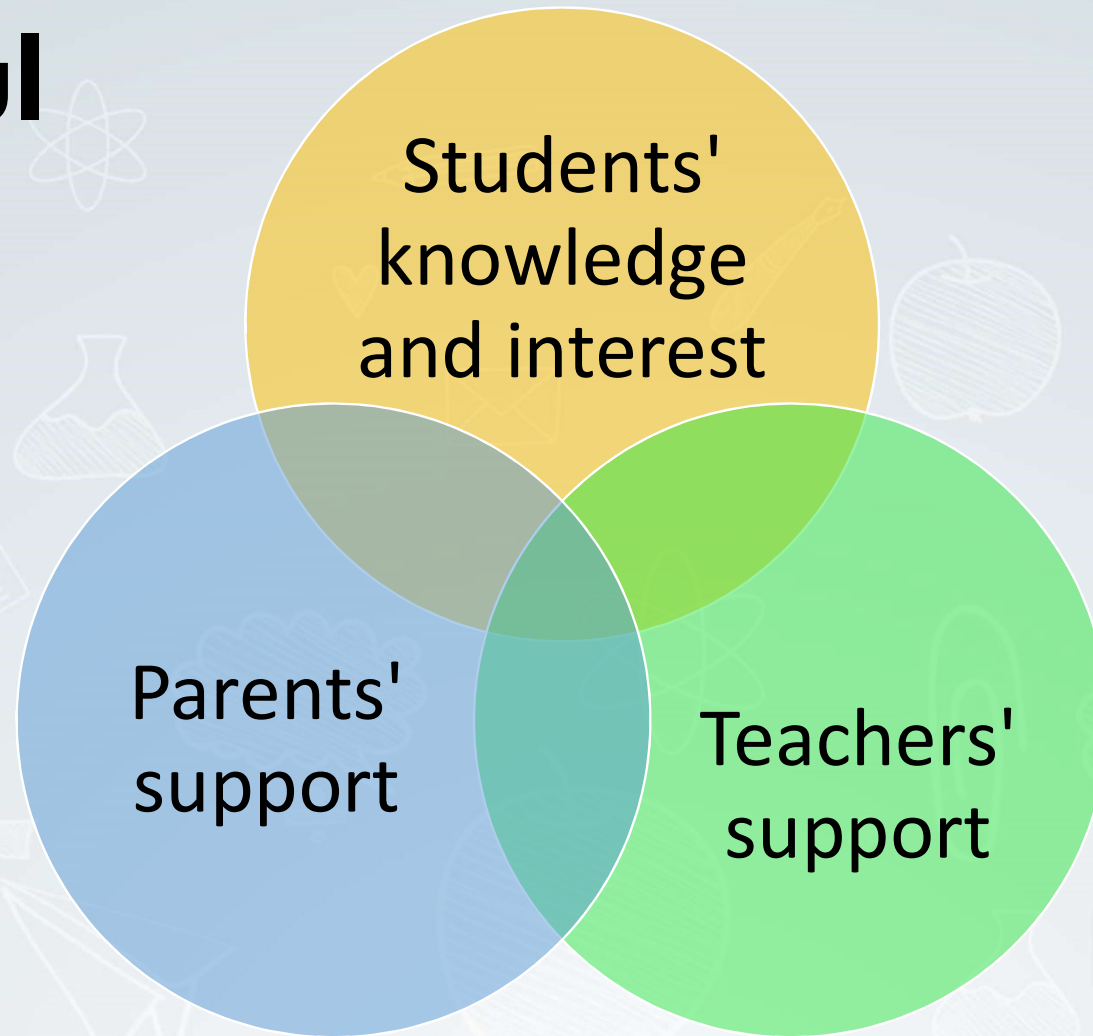
HKICT Awards 2019





HKICT Awards 2018

Successful Criteria





Thanks!

Q&A session

