



GUIDING PRINCIPLES FOR RUNNING ENRICHED IT CLASS PROGRAMME

The Steering Committee has set out the guiding principles which underpin the creativity and collaboration of secondary schools, tertiary institutions and industry for running the Enriched IT Class Programme –

- (a) The IT Class should aim at developing students' passion, interest and curiosity in IT, creativity and innovative talents, computational thinking and problem-solving ability through self-directed learning and exploration in IT domains and project-based learning activities. Vocational and IT skill training would not be the main focus of the Enriched IT Class.
- (b) The IT Class should target at students who are interested and talented in IT. Partner schools should be responsible for identifying and recruiting students with potential and aptitude irrespective of their academic performance. Partner schools should have the flexibility and support measures to allow students to join and exit from IT classes.
- (c) The Steering Committee has formulated the curriculum framework for the IT Class, which aimed at guiding the secondary schools in creating and providing an environment and modes of learning conducive to unleash IT Class students' talents and potential.
- (d) With reference to the above, partner schools will be given the flexibility to develop customised school-based IT enrichment curriculum with modes and styles of learning most appropriate to their IT Class students. Each IT Class student should commit at least 96 class hours every school year on a diversified menu of IT learning activities.
- (e) The Steering Committee will work with partner schools to enlist support and commitment from relevant organisations to run IT Class, such as to identify and develop collaborative opportunities with tertiary institutions, industry and business organisations for collaborative teaching and mentoring, industrial visits and exposure, competitions and exhibitions, work practicums, etc.

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