TSUEN WAN PUBLIC HO CHUEN YIU MEMORIAL COLLEGE

STEAM CURRICULUM PLAN (2024-2025)

Curriculum aims

STEAM is an acronym that refers collectively to the academic disciplines of Science, Technology, Engineering, Arts and Mathematics. In response to the changing needs in our society and the rapid economic, scientific and technological developments in the 21st century, it is essential to promote STEAM education and hence equip our students with the capability to meet the changes and challenges in society and around the world.

Major objectives to achieve include:

- 1) developing a solid knowledge base among students,
- 2) enhancing their interests in Science, Technology, Arts and Mathematics,
- 3) strengthening students' ability to integrate and apply knowledge and skills
- 4) nurturing creativity, collaboration and problem-solving skills of students,
- 5) strengthening the partnerships with community stakeholders, and
- 6) developing talents/experts in STEAM-related areas to foster the development of Hong Kong and mainland China.

Subject Panel Head: Ms. Leung Hoi Yan Wendy (leunghyw@twphcymc.edu.hk)

Subject teachers: Ms. Ng Tsz Tung, Mr. Wong Chi To

STEAM elements	Content
Science	Making invention, material science, conservation and pollution problems
Technology	Multimedia editing, webpage design, robot coding
Engineering	3D printing and product making
Arts	3D design, product design, webpage design
Mathematics	Budgeting

F1 and F2 Curriculum - Group-based Annual Invention Project

	To design and make a scientific invention that can help a target group of
Objectives	people solve specific problems in their daily life
Key Tasks of the project	 Design draft Budget plan and material list The invention product Group presentation A poster describing the invention A video presenting the product A website presenting the product An exhibition booth selling the product
	Design thinking elements of the project
	(1) Observe and identify an existing problem (2) Research and brainstorm possible solutions to solve the problem
(6) Test and evaluate the product (5) Br	Communication skills Problemsolving skills (3) Design a draft of a product to solve the problem (4) Formulate the budget plan and material list

Programme Plan for F1 STEAM lesson

	Торіс
1.	Design
2.	Materials, tools and budget
3.	Poster making
4.	Video making
5.	Poster presentation
6.	Design a webpage
7.	Make a webpage
8.	Make a webpage
9.	NFC and presentation
10.	Project presentation
11.	Exhibition
12.	Evaluation

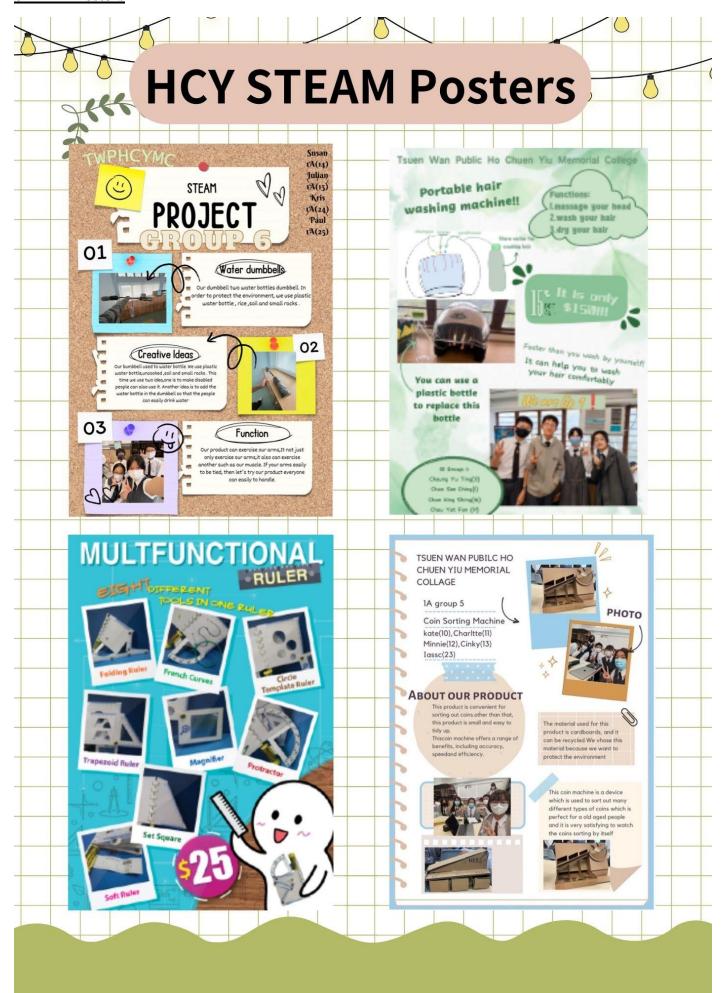
Programme Plan for F2 STEAM lesson

Topic	
1.	Design and project proposal
2.	Materials, tools and budget (3D Printing)
3.	AI Robot coding
4.	AI Robot chatbox
5.	Poster and video presentation
6.	AI Robot coding
6. 7.	AI Robot coding AI Robot coding
7.	AI Robot coding
7.	AI Robot coding AI Robot coding





STEAM Posters



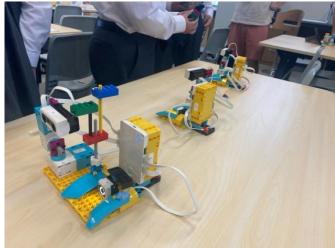


AI Robot Coding



LEGO Spike Robot Coding





3D Printing

