

STEAM curriculum guides (2023-2024)

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

F1

F1 Annual project	
Objective	Design and make a scientific invention that can help people solve problems in daily life
Elements of the group project:	- Design draft
	- Budget plan
	- Invention product
	- A poster describing the invention
	- A video about the project
	- A webpage (google site) describing the invention
Curriculum	<ol style="list-style-type: none">1. Design2. Materials and budget3. Tools4. Poster making5. Presentation6. Self-reflection and fine-tuning7. Design a webpage8. Make a webpage9. Make a video10. Exhibition