

## Learning by Doing Academy

### Proposal for Space Time (29/11; 1, 8, 13/12/16) - P2 Faith

<b>Dates</b>	:	8/12/16
<b>Time</b>	:	1330 to 1500
<b>Venues</b>	:	Covered-playground, playground, classroom, 201-203
<b>Students</b>	:	All P2F Students
<b>Staff</b>	:	K, W + 1 teacher and Masa (come by when needed)
<b>Resources</b>	:	AV, musical instruments for mindfulness, large paper signs with name of stations & rules
<b>Objectives</b>	:	1. Enhance students' 團隊與互愛 as assigned by the school 2. Educate students to respect others to make choices for activities in an agreed and fair way 3. Facilitate students to collaborate with others and take different roles for accomplishment of assign tasks

Time	Activities	Venue	Resources (People / Equipment)
<b>8/12 (Space II)</b>			
1100	Venue set up and equipment ready	Various venues	LBD Team & various equipment
	Briefing (To be confirmed)	LBD Team Space	LBD Team
1330	Student gather and settle at their classroom	Classroom	Masa (AV)
1335	Briefing on the three sessions (activities, rules: respect other, stay in the same station for the entire period, competition)	Classroom	Masa (AV)
1345	Decide what to do on the day by the station responsible staff holding the chart and lobbying for more participants (try to spread the students to three stations, each with a maximum of ten students)	Classroom	Station i/c (Large paper signs with name of stations)
1350	Students divided into 3 groups: 1. Get to the venues, decide the desirable activities and start working on them with teachers' endorsement and without disturbing others (1355) 2. Tidy up equipment (1440)		

	3. Get back to the classroom for whole class reflection		
	Activity 1: The little talk with teachers 與老師談心 ➤ Students draw a picture of 樹屋人 or anything they want ➤ Tell classmates and teacher what they are and discuss	202	Pinki & Masa (10 drawing paper, 10 sets of color pens)
	Activity 2: Board games 腦袋急轉彎	201	Wendy (Board Games)
	Activity 3: Video showing 動畫小點	203	Karis (AV, ppt)
1440	Whole class reflection	Classroom	Masa
1450	Mindfulness and dismiss	Classroom	Masa (30 bean bags)
<b>13/12 (Physical Games II)</b>			

\* Reflection questions (examples):

General

- ✧ What do you like most during the session, why?
- ✧ What do you dislike most during the session, why?
- ✧ How could you accomplish the tasks / win the game? Can you do this by your own?
- ✧ Which person do you think has done the best? In what way?

Video Appreciation

- ✧ 0310-0814
- ✧ 在開場時，兔子為了甚麼要挑戰狐狸？(幫助被欺負的小動物)
- ✧ 他成功嗎？(好像不成功，但仍取回遊戲券)
- ✧ 其他動物有甚麼反應？(感謝他，覺得他很棒)
- ✧ 你認為兔子可當動物世界的警察嗎？為甚麼？(自由發揮)
- ✧ 1710-2505
- ✧ 小時被狐狸欺負過，兔子有沒有對狐狸有偏見，覺得狐狸應該是壞的？(有，見狐狸鬼祟入商店，覺得可疑)
- ✧ 你覺得大象冰淇淋店應該有權拒絕其他動物購買食物嗎？(自由發揮)
- ✧ 如你被拒絕，會有何感覺？(自由發揮)
- ✧ 你認為狐狸是好還是壞的？(自由發揮)
- ✧ 2709-3135；3830-4850
- ✧ 狐狸是否永遠都是壞的？他有沒有幫助兔子？(他有幫助兔子查車牌和找車輛)
- ✧ 兔子差點被殺，是甚麼救了他？(之前的善行，救了大先生的女兒。)

\*本課程由賽馬會「感·創·做」大本營設計



賽馬會「感·創·做」大本營

Jockey Club "LEARNING BY DOING" Academy