



# ASPCPS Super Fun Campus Reward Programme



In this issue of our Newsletter, we are delighted to share with you a new programme that we have been adopting this year during English lessons, recess, lunchtime, or basically anywhere students can be 'caught' communicating in English!!

Students have a yellow booklet in which they can collect stickers. Whenever English teachers catch students speaking English, no matter if it is during lesson time or not, they can give out stickers to encourage students for actively speaking in English. Our student ambassadors also assist in engaging fellow students, eliciting them to speak English and offering up stickers as a reward. We couldn't be prouder.

Once they have accumulated 30+ stickers, they are able to come to the Super Fun Campus and redeem their well-earned stickers for a prize from our gift shop.

With this extra incentive, we hope to further stimulate even the students who lack confidence in speaking English.



## English Chronicle



### 2019-2020 SEED Project on "Developing Literacy Skills through Promoting Reading across the Curriculum In the English Classroom at KS2"



This year, our P.5 students have joined the SEED Project on "Developing Literacy Skills through Promoting Reading across the Curriculum In the English Classroom at KS2". We aim to reinforce students' ability to integrate the knowledge, skills and learning experiences gained in different KLAs so as to deepen and broaden their learning through appropriate learning, teaching and assessment activities.

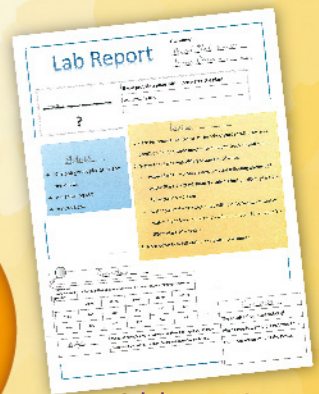
Two books, 'I Can Prove It' and 'Move Your Body' have been chosen for the programme. We read 'I Can Prove It' in the first term. We guided the students to understand the scientific methods through cooperating with the General Studies department to do an experiment about friction. We also led the students to know different scientists by reading time-lines and biographies. Students benefited a lot in these learning activities.



Experiment of Gummy Bear



Put gummy bears into water overnight



A lab report



Co-plan meeting with the officers from EDB



Workshop for participated teachers



This is the reader we read



An experiment about friction in GS lesson

### Enhance Learning and Teaching in a Small Class Environment



We have joined the support programme of The Centre for University and School Partnership, The Chinese University of Hong Kong, which is the enhancement of learning and teaching in a small class environment in P.2. It aims at helping students to prepare for self-learning the English language and also helping teachers to integrate and apply the theories of Positive Education in small class environment.



# Smooth transition from Kindergarten to Primary School

## STEAM@Super Fun Campus



The issue of smooth curriculum transition from kindergarten to primary school, as a hot topic in the field of preschool education, is receiving great concerns from teachers, parents and the government. To arouse kindergarten pupils' interest in English, STEAM@Super Fun Campus was held in our school in December. Miss Angel and Mr Cameron, our NET teachers, taught kindergarten pupils about the topic 'Colour' through story telling and experiments. Pupils liked 'QB king' game the most which they could play it on the Interactive Floor.

The Halloween game and K3 English Induction Programme also help kindergarten pupils to adapt to the learning environment of primary school life. Pupils devoted themselves to the English activities and got a fruitful experience of preschool life.



## K3 Induction Programme



## Learning new words through games and songs



# Cooperation with the Secondary Schools

Different secondary schools have come to our school to conduct some activities with our students, such as reading sessions, thematic games and vocabulary games. Students enjoyed the activities as they had opportunities in communicating with secondary students.

Lessons with West Island School students



Reading session with the NET and students from St. Peter's Secondary School

