

Promoting Deep Learning through Experiential Learning

(透過體驗學習,深化學習層階)



Experiential Learning

- · Tell me and I will forget
- · Show me and I may remember
- · Involve me and I will understand





Experiential Learning

- · Learning from experience or learning by doing.
- Immerses learners in an experience → encourages reflection → develop new skills, new attitudes, or new ways of thinking.





David Kolb's Experiential Learning Model

Concrete experience (FEELING)

Testing implications of concepts in new situations

(DOING)

Observations and reflections (WATCHING)

Formalisation of abstract concepts and generalisations (THINKING)



Queen's College Experiential learning

V.S.

Traditional learning

Experiential learning	Traditional learning
Students are active learner	Students are passive participants
Students have self- motivation	Teacher center
Learning is real and meaningful	Learning theory may be unreal and meaningless
Reflection	Memories
Functional change	Not practical



 To implement experiential learning by developing subject-based activities inside and outside classrooms

(以全方位科本活動,實踐體驗學習。)

To enhance learning atmosphere and motivation by incorporating experiential learning into classroom learning & teaching: Experience, Reflect and Share, Generalize, Apply



◆ S.2 Creative Science Project --- E-textile

Physics / Chemistry / Blockgi (Astronomy) Medicine / Geology / Other:



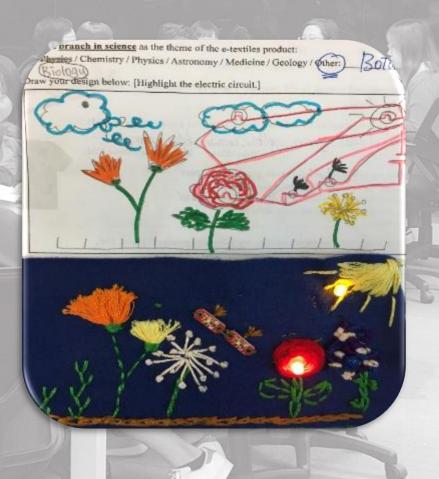






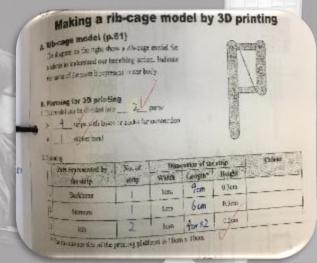
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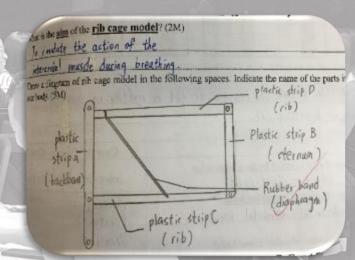


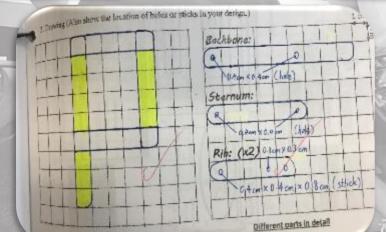


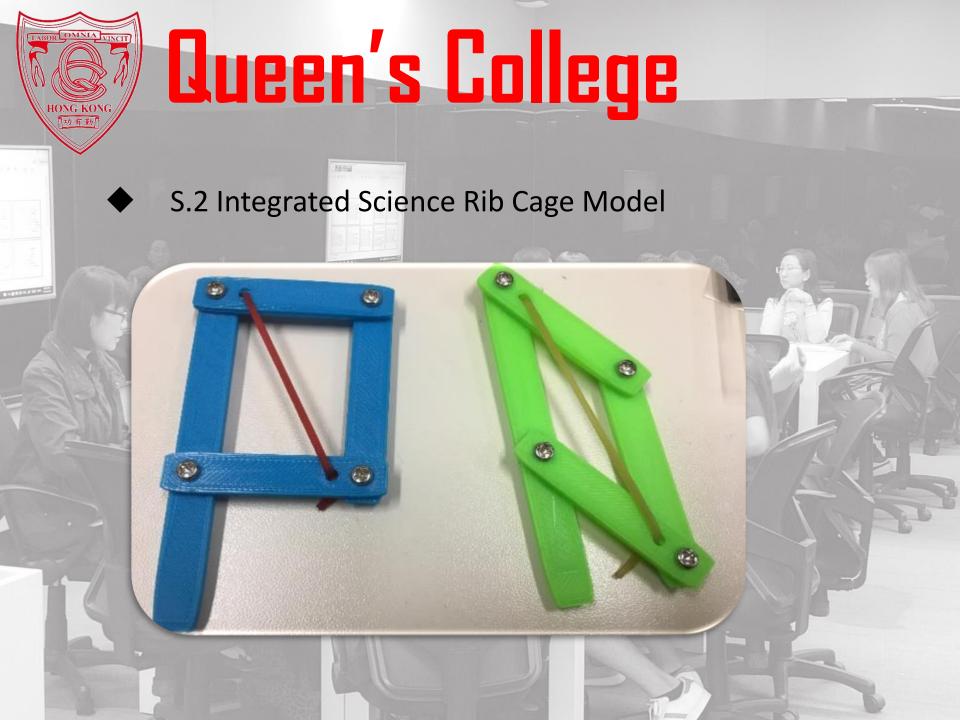


S.2 Integrated Science --- Rib Cage Model











 To foster good learning skills and strategies in experiential learning

(利用體驗學習,培育學生良好學習技巧和策略。)

- To build effective learning habits and study skills
- e-reading strategies and discussion forum
- Reading programs from various teams and departments
- ◆ To excel brotherhood through study groups (senior levels) and peer tutoring (seniors coaching juniors)



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E-library was installed on e-Class platform

