

**TUEN MUN GOVERNMENT SECONDARY SCHOOL**  
**Report of Use of Capacity Enhancement Grant in 2023-24 School Year**

<b>Task Area</b>	<b>Major area(s) of concern</b>	<b>Strategies / Tasks</b>	<b>Success Criteria</b>	<b>Evaluation</b>
Curriculum Development	<ul style="list-style-type: none"> <li>- To promote e-learning &amp; Language across the Curriculum (LAC)</li> <li>- To develop School-based Curriculum in STEAM Education</li> <li>- To cope with students' diverse learning needs</li> </ul>	<ul style="list-style-type: none"> <li>- To employ 2 Teaching Assistants and 1 Student Activity Assistant to assist teachers in devising teaching materials concerning e-learning, LAC &amp; STEAM Education and in organizing co-curricular activities inside and outside school</li> </ul>	<ul style="list-style-type: none"> <li>- e-learning, LAC and STEAM related materials developed and incorporated in learning and teaching (L&amp;T)</li> <li>- Cross-subject collaboration on preparing STEAM education curriculum has been promoted</li> <li>- Students' confidence in learning is enhanced</li> <li>- Students' diversified talents are developed</li> </ul>	<ul style="list-style-type: none"> <li>- The employed Teaching Assistants (TAs) rendered their good support to the teachers who were responsible for e-learning, LAC and STEAM Education throughout the year, so that the teachers could have greater capacity to devise, develop and refine the appropriate curriculum and teaching resources catering for students' needs.</li> <li>- With the assistance of the TAs, History-specified, Geography-specified and Science-specified L&amp;T materials of LAC were reviewed and refined regarding students' abilities and interests. The TAs also contributed to school's development of e-learning, especially during the times of school suspension. With their assistance, the e-learning tools and real-time online learning platform were well prepared and properly managed, ensuring the effectiveness of learning and teaching for all students.</li> <li>- With the TAs' assistance, the concerned S1 and S2 L&amp;T materials with STEAM nature were designed to suit the learning needs of TMGSS students. With the collaborative efforts of Technology Education, Science Education, Mathematics Education, and Arts Education KLAs, students' investigative mind was further developed and their confidence in STEAM learning was greatly strengthened through taking part in various activities and competitions.</li> </ul>