



Curriculum

Computer Literacy

★ Introduction

Objectives:

1. Promote / arouse students' interest in learning with Information Technology (IT)
2. Raise students' ability in making use of IT tools to support learning
3. Build up students' skills in presenting ideas through the application of IT
4. Help students develop techniques in information processing
5. Encourage students to nurture a spirit of self-learning
6. Enhance students' awareness of internet security




★ Activities

External:


1. IT Challenge Award 2007-2008 (資訊科技挑戰獎勵計劃)
2. I-CUBE Interactive Games (I - CUBE 互動智能爭霸戰)
3. Other out-of-school activities

Internal:

1. Teachers' Day Card Design Contest
2. Christmas Card Design Contest

AeroDrive Layout Design Contest	
Objective	Enhance students' interest in designing layout by using different softwares.
Form	Layout design
Photos	<div style="text-align: center;">  <p>Champion 3C WONG KA KIU</p> </div> <div style="display: flex; justify-content: space-around;"> <div style="text-align: center;">  <p>1st Runner Up 2C LAM LOK YIN</p> </div> <div style="text-align: center;">  <p>2nd Runner Up 1B BUT SKY</p> </div> </div>

I-CUBE Interactive Games

Objective	Enhance students' interest in different subjects through I-CUBE.
Form	Question-and-answer drills
Photos	

Volunteer Space Christmas E-Card Design Contest (無國界聖誕 e 咭設計比賽)

Objective	Enhance students' interest in designing E-Card by using different softwares.
Form	E-Card design
Photos	 <p>Merit (Primary) 3A CHEUNG MICHAEL</p>