"Week of Hope" -cum- "Seed" Projects Experience Sharing Session:
A Design For Life - Values Education in English Language Education

Teaching and Encouraging *Empathy* in Our Students Using Makerspace

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1. Background

- A CMI secondary school, a STEM school
- Presentations of STEM products in English
- Band 2-3
- 6-8 English lessons a week, mostly double periods

19/20	20/21	21/22
Entire S.1	Entire S.1	4 groups in S1 2 groups in S2

2. Observing and Reflecting on Our Students - See, Think, Wonder

See	Think	Wonder
• Enjoy mobile/ online gaming/ entertainment • Give up easily • When things go wrong, they give excuses and blame others • Chatty • Not willing to listen to people • Unable to concentrate in lessons • Rely on others • Rather distant to teachers/people	• Self-centred • Short-sighted • Incapable • Lazy • Not diligent • Not willing to express themselves and/ or seek help	What made them like this? What can be done to make them better people?

3. Empathising with students - Think, Feel, Care

Think about our students.

How do they **feel** about studying, especially English?

- Difficult, like an alien language to them
- Boring, as it is always about grammar drillings
- Not related to them, as they don't need it in daily life
- Stressful, as their parents always ask them to learn it better
- Look cool to master it. Admire people who are good at English
- Don't know where to start with when they want to learn it better

What do they **care** about?

- Parents, as they want parents to love and recognise them
- Friends, how they think about them, and if they can continue to be friends
- Teachers
- Themselves having fun, sense of achievement, feeling capable
- Academic results
- Self-image

EMPATHY

4. Empathy in the curriculum guide

A variety of learning experiences in KLAs, moral and civic education, life-wide learning, etc. can strengthen values education through:

- deepening students' understanding of positive values and attitudes (cognitive);
- nurturing their empathy and positive attitudes towards life (affective); and
- promoting learning-by-doing in authentic situations (behavioural).

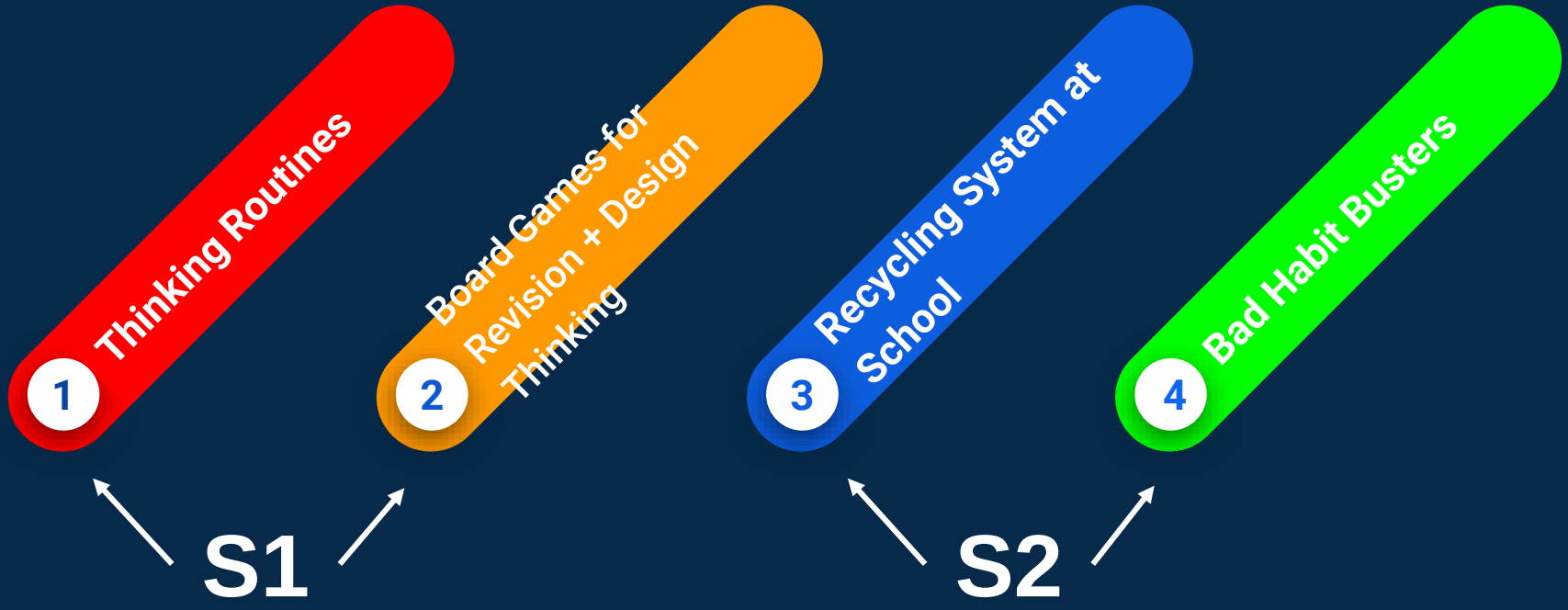
A proposed set of values and attitudes for incorporation into the school curriculum is provided in **Appendix 8**. Among all of these, **perseverance**, **respect for others**, **responsibility**, **national identity**, **commitment**, **integrity** and **care for others** have been identified as the seven priority values and attitudes.

English Language Education
KLACG 2017(P1-S6)
2.2.4 Values and attitudes (p.25-26)

https://www.edb.gov.hk/en/curriculum-development/4-key-tasks/moral-civic/index.html

Schools could promote Values Education through nurturing in their students the ten priority values and attitudes: "Perseverance", "Respect for Others", "Responsibility", "National Identity", "Commitment", "Integrity" , "Care for Others", "Law-abidingness" , "Empathy" and "Diligence"(Newly added in November 2021).

5. Empathy x Makerspace “Seed” Project



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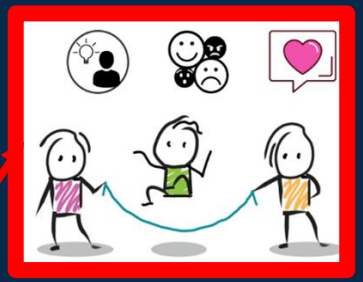

Thinking Routines

- Parts, Purposes, Complexities
- Parts, People, Interactions
- Think, Feel, Care
- Imagine If

EMPATHY

PROJECT ZERO
HARVARD GRADUATE SCHOOL OF EDUCATION

This thinking routine was developed as part of the Agency by Design project at Project Zero, Harvard Graduate School of Education.

Explore more Thinking Routines at pz.harvard.edu/thinking-routines

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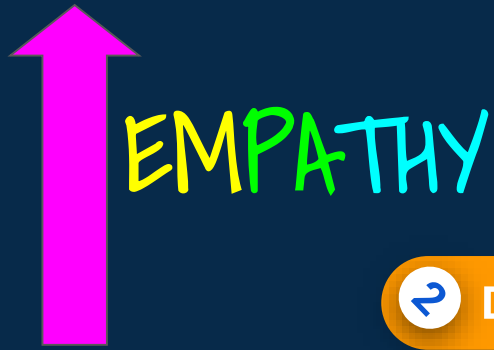

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DT x Board Games

- Design Thinking (Empathise, Define, Ideate, Prototype, Test)
- Design board games to help classmates revise or learn more about a certain unit

Empathise

Define

Ideate

Prototype

Test

- User-centred
- For problem solving

5. Empathy x Makerspace “Seed” Project

Empathise

Define

Ideate

Prototype

Test

Empathise their classmates

Define their problems/ needs

Ideate

Prototype

Test to see if the prototype can solve the problem/ meet the need

Empathise better
- ➔ Easier to find the right need/ problem to focus on
- ➔ A better prototype

5. Empathy x Makerspace “Seed” Project

EMPATHY

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3 Recycling System

- Analyse the recycling system at our own school
- Spot the problems as users
- Innovate ways to improve it
- Create leaflets to promote their suggestions

RECYCLE SYSTEM

MAKE BETTER!!!

p.1

Recycling program

- go to the toilet to wash bottles or waste

- go to the recycling bin outside the toilet and put the cleaned waste on the lid to dry

- after using the recycling bin ,the recycling bin will sense it and give you a sticker

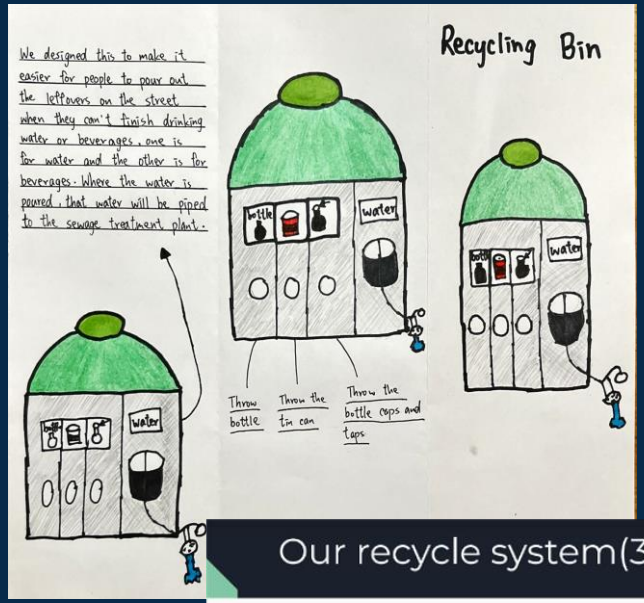
p.3

IMPROVE MEANS

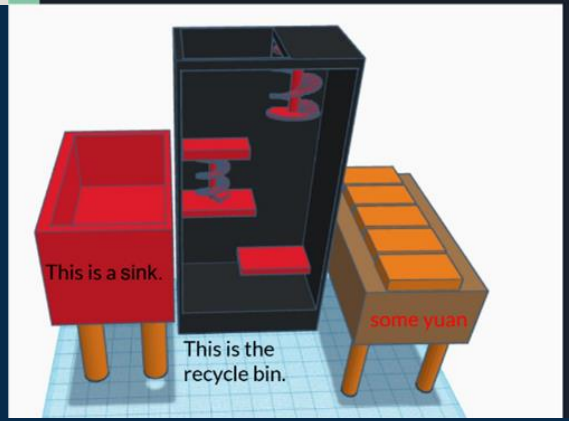
- add dryer in recycling bin of a lid inside
- put the recycling bin With the dryer outside the toilet
- After using the recycling bin, it will give you a sticker to go to the convenience store to buy snacks
- Draw some exclusive patterns on each box for easy identification

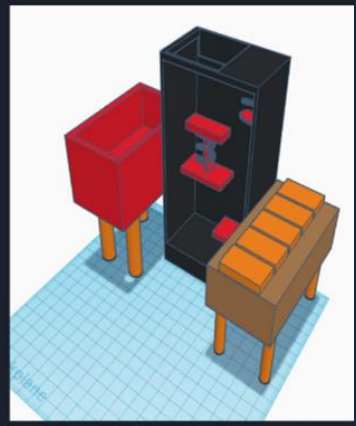
p.2

LET ME SEE , THEIR PROBLEMS BE SOIVED



Our recycle system(3D map)





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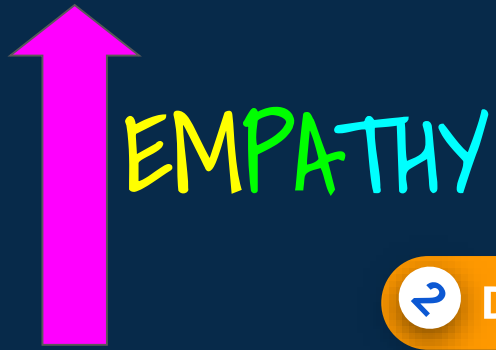

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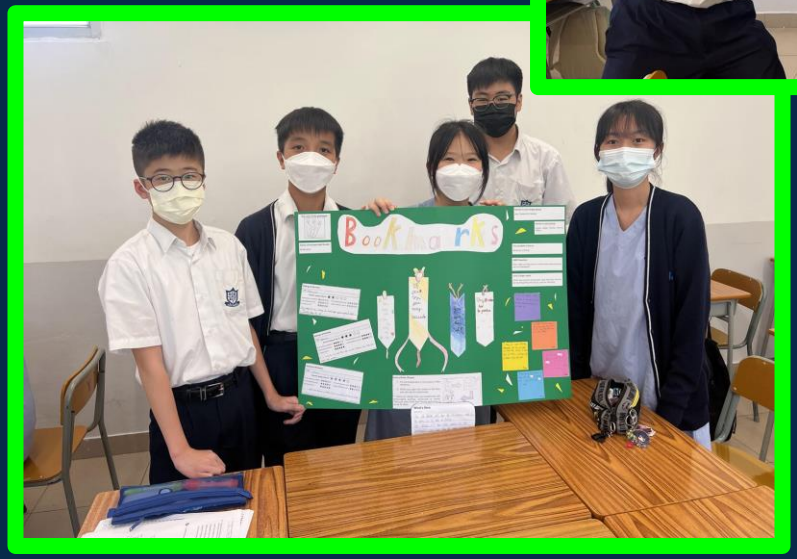
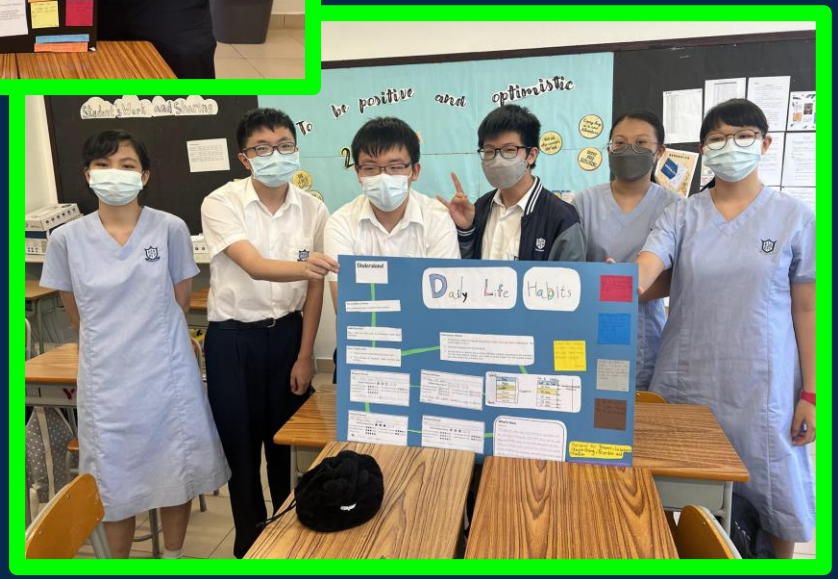
4 Bad Habit Busters

- Analyse their own bad study habits
- Work with classmates who have the same bad habits
- Tailor-make bad habit busters for other teams
- Create a display board to explain the bad habit busters


EN
Literary Inquisition

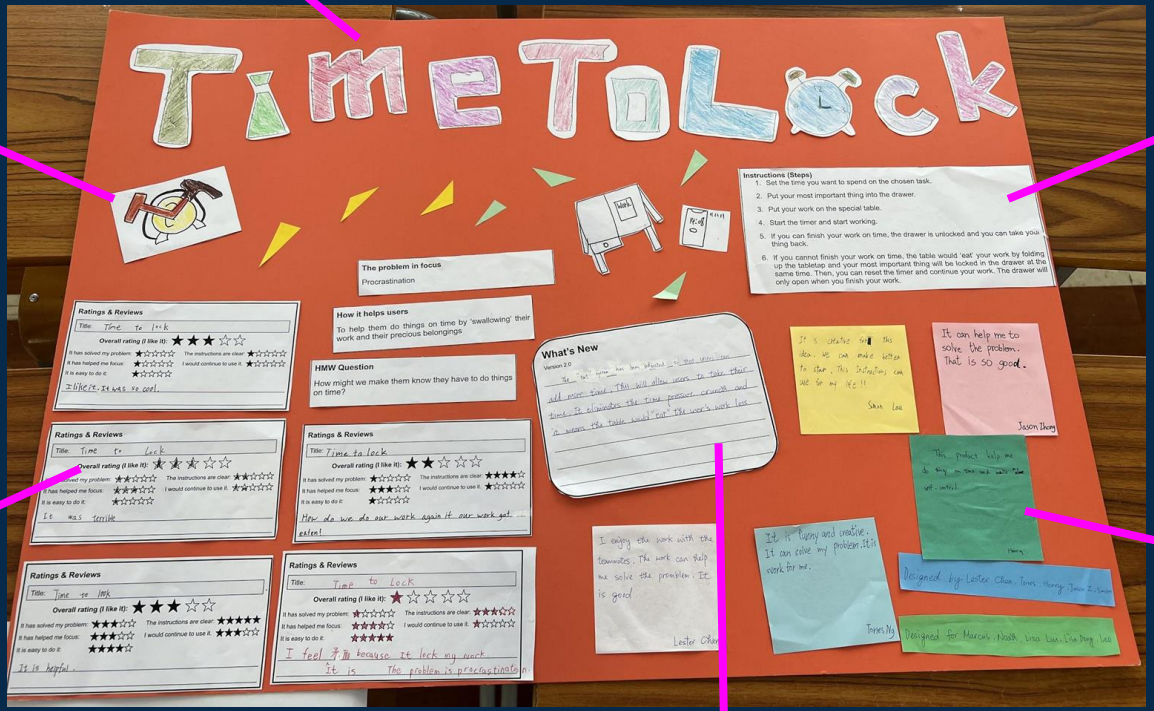

Bookmarks


To be positive and optimistic
Daily Life Habits

Name of the bad habit buster

Logo

Comment/ Feedback from target users



Description of the buster

Comments from designers

Updates

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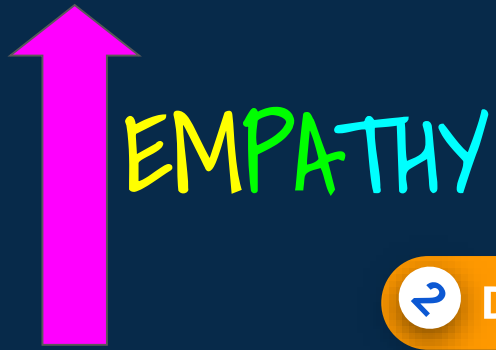

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5. Empathy x Makerspace “Seed” Project

6. Observable students' outcomes

Which project or step do you find the most useful in learning empathy?

7. Way Forward

Think about my S3 students.

They **feel** frustrated

- Electives, DSE, career

They **care** about their academic results and salary.

A topic of interest about their future career

7. Way Forward

Think about my colleagues

They **feel** stressed, confused and worried

They **care** about their workload and the effectiveness of Makerspace

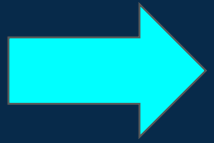
- Teach them
- Listen to them
- Discuss with them
- Demonstrate to them

7. Way Forward

Think about all students in my school

They **feel** incompetent and lost

They **care** about their parents, friends and academic results



- Empathise with them
- Design better materials for teaching and learning
- Have more trust in them

7. Way Forward

S3 students:
A topic of interest about their future career

Colleagues:

- Teach them
- Listen to them
- Discuss with them
- Demonstrate to them

Colleagues:

- Empathise with students
- Design better materials for teaching and learning
- Have more trust in students

8. Q&A