Sam Shui Natives Association
Huen King Wing School

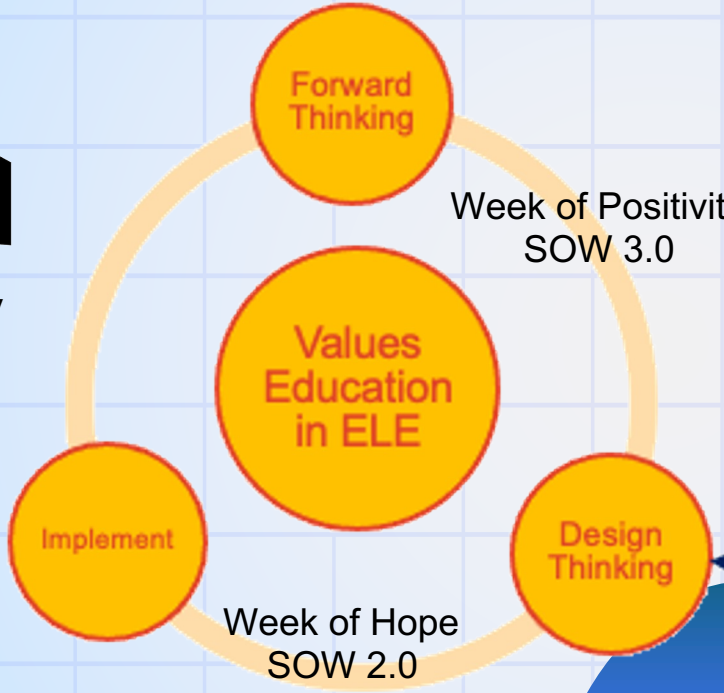
A Design for Life
Values Education in English Language Education

Forward Thinking: Vision, Strategy & Implementation
Week of Hope 3.0

Presenter: Harriet CHOW

Forward Thinking: Vision, Strategy & Implementation

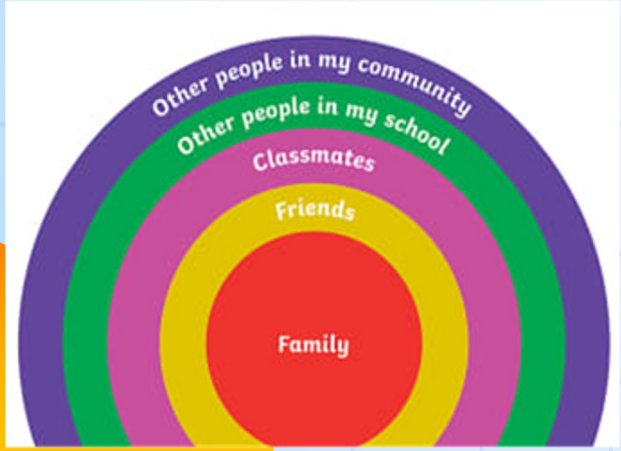
Sustainability



We began the plan when…

Feeling THANKFUL
Feeling HOPEFUL
Paying it forward

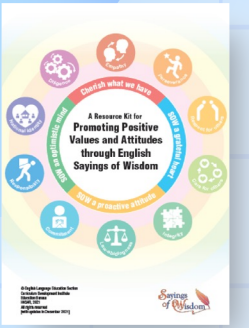
SOW 2.0 HOPE matched our school development focus

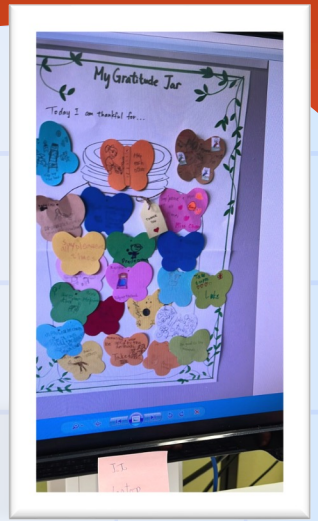


Activities mentioned facilitate the concept of ‘Paying it Forward”

Week of Hope @ SSNAHKWS in 2021-22

Feeling HOPEFUL
Paying it forward

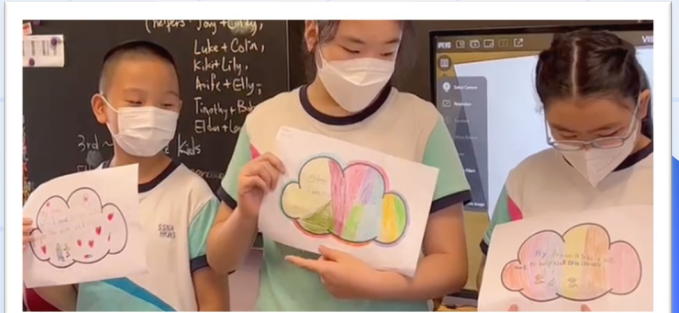




Gratitude Jar

Tree of Hope

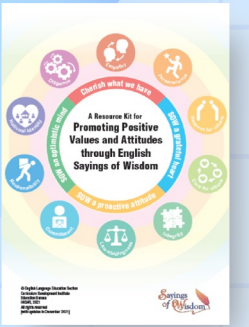
Hope Clouds



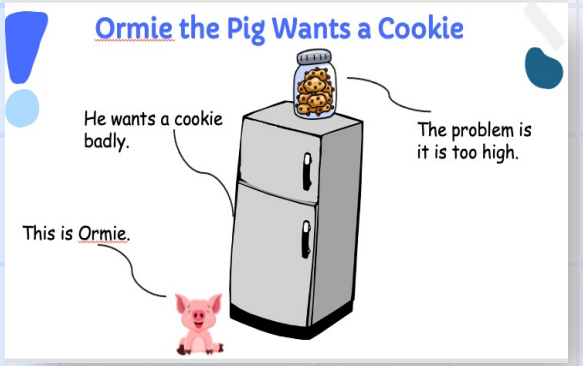
A leaf of Hope

Week of Hope @ SSNAHKWS in 2021-22

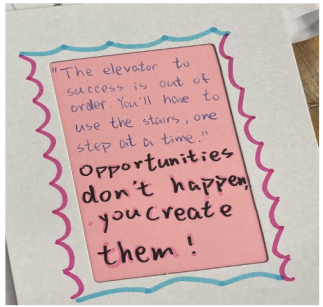
Feeling HOPEFUL
Paying it forward



Short animation: inspiring Hopeful Attitude



Getting inspired by Life Mottos



USE OF SIGNS DURING THE VIDEO

YES	NO
continue to try	give up

Famous Characters as Role Models

Positive Values through Song Appreciation

Forward Thinking: Vision, Strategy & Implementation

Issues DEFINED for 2023 WoP

with reference to the 2022 WoH implementation

1. More Designer-centredness : Teachers could have been involved more in deciding on activities. [The need for MORE Shared Vision among teachers]
2. Better sustainability : More in-depth understanding of uses' [students'] needs /actual wants, more lasting impact from activities [The need for MORE Student Centeredness]
3. More creative customisation: Activities selected directly from the resources bank with minor changes can be more creatively adapted [The need to better target our students' needs - Empathise]
4. Generic skills: Collaboration, problem-solving, self-learning skills can be enhanced [The need to try out and re-try activities – Prototype ➔ test]

Forward Thinking: Vision, Strategy & Implementation

Feeling THANKFUL & POSITIVE
Paying it forward
Inspiring others

Sustainability

SOW 3.0 “Positivity” is around the corner.

What can we do better at the Week of Positivity (SOW 3.0)- with the help of Design Thinking?

Empathise – learn about students' needs

Questions to ask ourselves	How are our students doing?
Are our students 'positive' ? How positive are they? How to measure their current states of positiveness?	APASO data & observation Not positive enough
Do they know what 'positiveness' is?	Positiveness = do not feel sad
Are there any reasons *e.g. family background, their past experiences* to hinder their positiveness?	Low socioeconomic backgrounds single parent
What types of activities attract students to engage in English activities (e.g. singing, drama, reading books, handicrafts, watching movie clips, etc.)?	They like singing, watching movies/cartoons, using iPads. But they are afraid of using English in general.

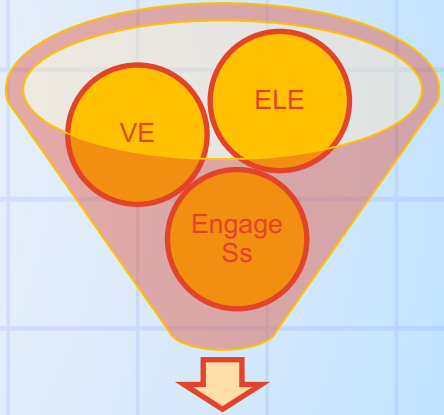
Define – a “problem” / Set a goal to help students achieve. How to help students stay positive?

How to

How to stop being negative?

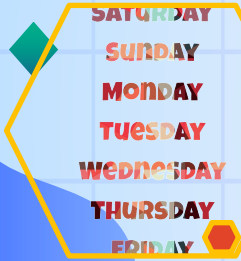
- Identify sources of negativity
- Watch out for negative self-talk
- Use mindful thinking
- Do exercise
- Use journal writing to express your feelings
- Eat healthy good
- Smile more often
- Be grateful
- Practise kindness
- Accept the bad

What is



SOW 3.0 Positivity

Ideate - creative ideas customised to students' needs



Sports

Student ambassador of positivity

Week of Hope 2.0

Movie Nights

A bucket list of positivity

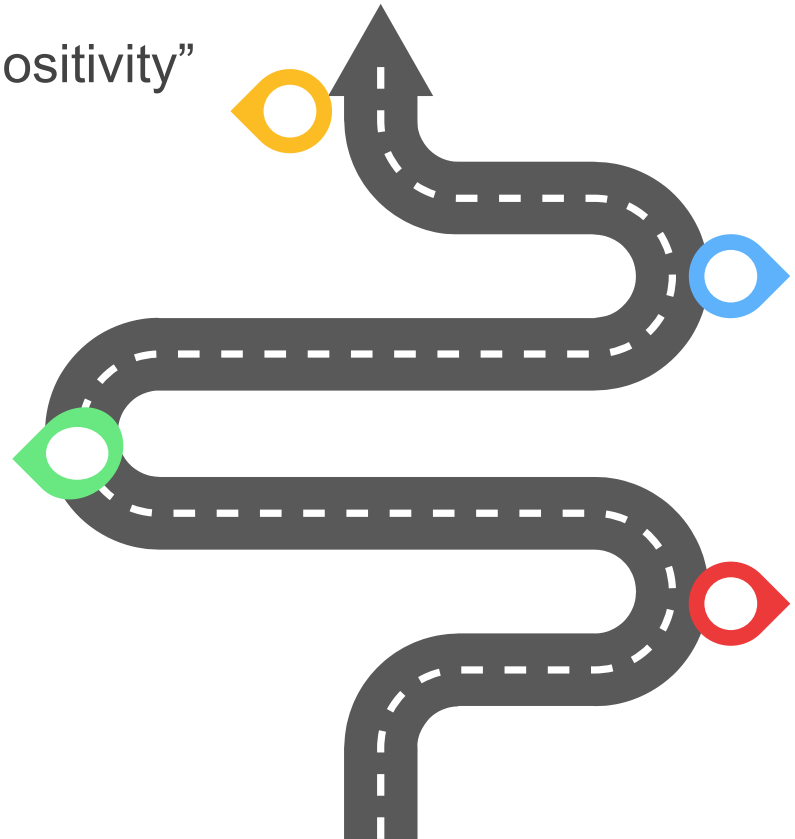
Music Band

A Tree of Positivity

A mascot

School Campus TV of Positivity

Prototype - No plan IS THE PLAN!



WoH “Positivity”

Evaluate and try out again

Periodic try out activities that symbolise “Positivity”

Build a team

with teachers and English ambassodors

Test – Trial and Error

1. Create a mascot

Can a mascot bring “positivity”?

Test to find out!

2. Use music

Can music bring “positivity”?

Ask the school band to play live music randomly in the playground in the morning/during recess.

Test – Trial and Error

3. Movie Night

Can a movie bring “positivity”?

4. Book Camp

Can a book camp bring “positivity”?

Test – Trial and Error

SOW 2.0 Hope ➔ SOW 3.0 Positivity

TEAMWORK

Design Thinking Guiding Principles:

1. Student Centeredness
2. Iterative
3. Trial and error
4. Participation
5. Empathy