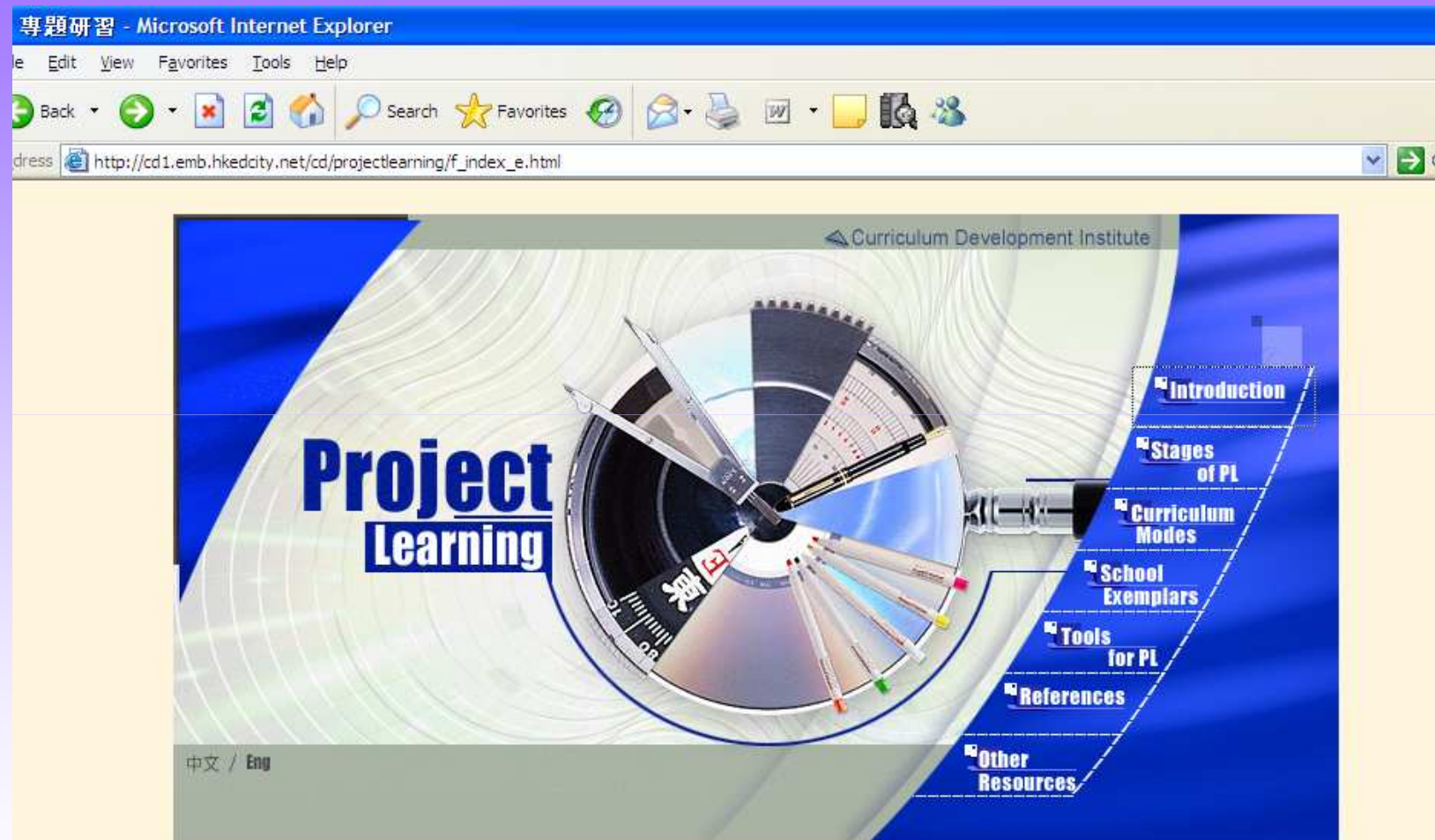


JUMP Programme



http://cd1.emb.hkedcity.net/cd/projectlearning/index_e.html

JUMP Programme,

which is an acronym for

Junior Secondary

Understanding and

Managing

Project Learning

Programme

Background for Project Learning (PL):

- **Project Learning is one of the Four Key Tasks as proposed in "Learning to learn" (2001) .**
- **Prepare students for the new 3+3+4 Educational System**

Aims:

- To nurture students to become *Intelligent and Independent Learners*
- develop their generic skills leading to *Issue-based Enquiry Learning*
- nurture interpersonal relations
- enables students to construct knowledge
- broadens students' horizons

How is it different from previous project work?

- **Select own topic**
- **Issue-based**
- **Open-ended**
- **Primary Source Data Collection, rather than Secondary Source Data Collection**
- **Emphasize on Process, not at the End Product**

Stages of Learning:

- **Stage One:**

**Topic Exploration/
Development &
Development of the
Inquiry Plan**

*For example, Last Year's Theme was
"Hong Kong Disneyland"*

1. Develop a "[Question Bank](#)" using *Knowledge Forum*

Some Topic Questions

- **Why is there the tradition of Trading Pins in Disneyland?**
- **Why is Hong Kong Disneyland so attractive and suitable for all kinds of people?**
- **Why is Disneyland built in Hong Kong?**
- **Could Hong Kong Disneyland bring up the tourism of Hong Kong? Why?**
- **What improvements do you think Disneyland can make and Why?**
- **Which kind of transportation will people choose to travel to Hong Kong Disneyland? Why?**

2. Pre-Trip → Field Trip → Post Trip

Activity (1)

Form 1 Project Learning Question Bank

Questions:

About the Park

1. Why Disneyland can attract so many families and children?
What is the most popular game in Disneyland? Why?
2. What is the differences between HK Disneyland and USA Disney and why?
3. Is Ocean Park better or more attractive than Disneyland? Why?
4. Why is Disneyland so small?
5. Why is there the tradition of trading pin with each other in Disneyland?
6. Why people would like to visit HK Disney?
7. What is so attractive about Disneyland that everyone goes there and why?
8. Why is Disneyland so famous?
9. What is the purpose of HK Disneyland?
10. Why did Mr. Walt Disney created Disneyland and Mickey Mouse??

2. *Pre-Trip* → *Field Trip* → *Post Trip*

Activity (2)

Questions:



	Question	Predicted Answer	Is it true? Any evidence?
1.	Which theme park is the most exciting one and why?	Tomorrow land is the most exciting park because there is a Space Mountain.	
2.	Why is there the Disneyland parade?	To let people see the cartoon characters.	
3.	Why won't Disneyland allow us to bring food inside?	It is because they don't want us to make the places dirty. / They want us to spend money inside	

**3. Pre-Trip → *Field Trip* → Post Trip
Activity (3)**



4. Pre-Trip → Field Trip → Post Trip Activity (4)

Questions:

	Question	Predicted Answer	Is it true? Any evidence?
1.	Why Disneyland can attract so many families and children? What is the most popular game in Disneyland? Why?	Because it's fun and children like cartoon characters. Space Mountain is the most popular because it's very exciting. And it's a popular recommendation.	Yes, it's true. Because the games in Disneyland is suitable for families. Through playing the games, they can enhance their relationships. Also, children like Disney cartoon characters very much. Space Mountain is the most popular game because we observe that the queuing time is the longest and it's very exciting indeed. 
2.	What is so attractive about Disneyland that everyone goes there and why?	Disney characters are very cute and Disneyland gives happiness to people of any age, so people like going there.	Yes, it's true. People enjoy playing in Disneyland. The Disneyland parade let them meet all the cartoon characters at the same time, and they can buy souvenirs with their favorite cartoon characters' pattern. The games are also attractive; they can give happiness to people. 

- **Stage Two:**

**Setting up
Questionnaires &
Data Collection**

- **Stage Three:**

**Data Tallying,
Analysis &
Charting**

- **Stage Four:**

Report and Summarize Findings by using a Poster & Oral Presentation

(Students' work will be displayed in the Project Exhibition Day as a form of recognition of their work.)

Mode of Lesson

- **Second Term**
- **Theme: *Ocean Park (example only)***
- **Kick Off Session**
- **Field Trip**
- **1 Integrated Humanities Lesson per week & 2 Computer Literacy Lesson per month will be dedicated to the JUMP programme**
- **3 – 4 teachers per class (2 CT + 2 IH Teachers)**

Subject Department involved in JUMP:

- **Integrated Humanities Department**
- **Geography Department**
- **Health Education Department**
- **Economics Department**
- **Computer Literacy Department**
- **Integrated Science Department**

Assessment for Learning

- **Grade of Each Student will be entered into the Performance Report**
- **~60% Process**
- **~40% Product**

- **Methods of Assessment:**
 - **Teacher's Evaluation (Group + Individual)**
 - **Peer and Self Evaluation**
 - **Self-Reflection**

Role of Parents

- Help Child to **Develop** a Topic of Exploration
- Help Child to **Discover** Her Own Interest
- **Encourage** her to Keep Focus
- Be an Enthusiastic, Interested **Listener**
- Provide Logistical **Support** (such as transportation, providing and arranging meeting venues, etc.)

JUMP Lays a Foundation for...

- **F1 LEAP & LEAD Programme**
- **F2 Cross-curriculum Project**
- **F3 Cross-Curriculum Project**
- **F4 – F6 SBA (School-based Assessment) of**
 - **English Language**
 - **Chinese Lang/Chinese Literature**
 - **Biology**
 - **Chemistry**
 - **Physics**
 - **History**
 - **Chinese History**
 - **ICT**
 - **Liberal Studies**
 - **Visual Arts**

- **What Parents Can Do**
- http://www.edutopia.org/php/article.php?id=Art_889
- **Project Based Learning Handbook**
- **An Introduction to Project Based Learning**
- <http://www.bie.org/pbl/pblhandbook/intro.php>
- **Parents Play A Big Role...**
- <http://childparenting.about.com/od/learningenrichment/a/sciencefair.htm>

"What's important is that they believe in their greatness by experiencing small successes along their journey."

Madeline Binder

The End