

Incorporating Greater Bay Area (GBA) components into Experiential Learning courses

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INTRODUCTION

The GBA development presents unique opportunities for innovation and education. The Faculty of Education at HKU is committed to broadening students' perspectives within the dynamic GBA landscape, focusing on education and culture. To align with this vision, the Experiential Learning (EL) Team has introduced two new undergraduate courses recently: 'GBA Hong Kong School Experiential Learning – STEAM projects (BBED6804)' and 'Museums as Classrooms – Experiential Learning at Hong Kong, GBA, and Singapore Museums (BBED6808)'.

PLANNING

Influencing factors

COMMUNITY PARTNER (CP)

THEME - Initially, BBED6804 was designed to emphasize Values Education at a GBA Hong Kong school. However, following thorough consultations with the school management, the project theme was adjusted to STEAM to align with the school's objectives.

FUNDING SUPPORT

SCOPE - Originally planned for local museums, BBED6808 has expanded its scope to include the GBA and Singapore, with support from initiatives such as the 'Funding Scheme for Mainland and Global Engagement and Student Learning Experience' and the 'Tin Ka Ping Foundation Grant for Experiential Learning' etc.

EVALUATION

BBED6804 obtained full SFTL scores and positive student feedback

STUDENTS' REFLECTION & FEEDBACK

PROFESSIONAL GROWTH

"My horizons are broadened through the overall experience of being part of the school, from the observing lessons and living in the school. Also, the skillsets in navigating and utilizing the [Stop Motion Animation] app and implementing the lessons are undeniably useful to my future professional development because these skills can be applied."

CAREER ASPIRATION

"The realization that GBA is a developed region with a strong focus on education has sparked my interest in potentially pursuing career opportunities in the region. The high level of English proficiency observed at the school has also encouraged me to consider the GBA region as a viable option for future career endeavors."

CULTURAL SENSITIVITY

"Interacting with students from different backgrounds and experiencing the GBA educational system broadened my cultural sensitivity and understanding. It enabled me to embrace diversity, adapt to various learning styles, and cultivate an inclusive classroom environment."

NATIONAL IDENTITY

"This placement not only enriched my educational journey but also instilled in me a stronger sense of national pride and a greater appreciation for the cultural and educational diversity that exists within our society."

TEACHER'S REFLECTION

CHALLENGE

ENROLLMENT

- Despite positive feedback from the first cohort, BBED6804 and another STEM EL course were cancelled in the subsequent year due to low enrollment.
- BBED6808 had a 300% over-enrollment in its first year.

FINANCE

Participation in non-local EL activities incurs expenses for transportation, accommodation, and other costs, creating financial challenges for students.

ADMINISTRATION

Communicating with CPs in GBA requires a substantial time commitment. Some documents may require bilingual versions.

'KAIZEN'

(continuous refinement in the Japanese lesson study tradition)

- Review EL project themes to prevent duplication
- Consider offering similar courses biennially
- Adjust course quotas based on demand

- Seek funding for non-local activities
- Explore scholarships and bursaries for students
- Simplify fund applications with batch processing

- Utilize AI technology for document translation

IMPLEMENTATION

BBED6804 was launched as a full-year Community-based Professional Practicum in the academic year 2023-24, while BBED6808 is scheduled for implementation in the summer semester of 2024-25.

INPUT SESSIONS



STEAM Education sharing by local school principals and teachers

Hands-on training sessions on 'Stop Motion Animation' for HKU students

Pre-departure rehearsal for STEAM workshops

ONE-WEEK GBA TRIP



experiencing GBA campus life / lesson observations / exchange with the school management



Student-led STEAM workshops