

Activity Week Experience (AWE) Programme

Experiential Learning

Experiential Learning is the process of learning from direct experience or hands-on learning, and will broaden students' horizon and inspire them with "awe" in their pursuit for whole-person development. Conceived in 2002, the Activity Week Experience (AWE) Programme is an integral part of the curriculum of our school, with the purpose to provide students with learning experiences that go beyond the classroom and campus.



Understanding civilization and faith in Rome

The AWE programmes are designed and organized under these themes: **English Enrichment, Learning about China, Technology Exploration, Virtue Formation and Lifelong Interest.** These themes echo our mission in forming students in both their academic and personal development aspects.

Project Learning

Participation in the programmes involves students the completion of projects and the acquisition of an interdisciplinary array of knowledge skills and values. Project Learning is a powerful learning and teaching strategy cherished by our school to promote self-directed and self-regulated learning as well as self-reflection within and across Key Learning Areas¹ (KLAs). It is also a process of learning that inter-links with other Key Tasks², particularly Reading to Learn, and the Use of IT in Learning.



Presenting gifts to students in rural Yunnan

Learning Objectives

The programmes require the students to attain specific objectives, including school-wide objectives, activity-specific objectives and individual and personal objectives. Students need to produce a project report at the end of the activity and will be assessed according to the extent which they manifest the qualities described by these objectives.

- 1 English Language Education, Chinese Language Education, Mathematics Education, Personal, Social and Humanities Education, Science Education, Technology Education, Arts Education and Physical Education
- 2 Moral and Civic Education, Reading to Learn, Project Learning and Information Technology for Interactive Learning

