

校長的話（二零二四年五月）

透過「漫遊太空」視覺藝術展 提升科學素養

本校一年一度的視覺藝術展覽已圓滿結束，今年特以「漫遊太空」為展覽主題，不僅符合祖國「實施科教興國戰略，強化現代化建設人才支撐」的教育施政方針，亦與政府加強推廣的 STEAM 教育（科學、技術、工程、藝術與數學）政策一致。這次展覽主題不僅為本校提供了一個平台，提高學生的科學知識與素養，也為他們提供展示其藝術才能的機會。

在展覽籌備過程中，學生除了深入探索太空，還對神秘的外太空進行無窮盡的想像。一眾年輕的學習者創作了一系列與太空科學相關的藝術作品，運用了多種藝術元素，包括刮畫、點描法、廣告彩、利用環保物料及報紙塑造雕塑、拼貼畫和結合 LED 燈的創作和陶藝。展覽亦突顯了 24 個性格強項中的創造力、團隊精神和好奇心。當中展區分為「衝出地球」、「星際漫遊」、「太空歷險」和「登陸星球」四部分，並設有互動區域，通過一個共享創造樂趣的平台，培養學生的探索精神和創新思維。此外，展覽還設有「親子創意比賽 — 未來城市」作品投票，邀請到場人士選出「最受歡迎大獎」。

從籌備到展覽，本校以「漫遊太空」作主題式教學單元，發展相關的課題，建構學習情境。本校期望能成為未來科學家的搖籃，從小啟發學生的科學創造力和潛力。本校的目標是加強科學教育，培養學生的好奇心、學習動力和創新能力。透過有系統的跨學科實踐學習活動，本校現已開展教育局於 2025/26 學年全港實施的小學科學科。我們相信這次展覽不僅引發了學生創意及想像力，也培養他們在現今社會中所需的慎思明辨和運用創新科技能力。通過結合藝術創造與科學探索，我們啟發每個學生對知識的渴求，讓他們的潛能盡展。

隨著活動的完結，本校為慶祝並感謝學生的努力創作，將會製作影片展現他們在視覺藝術中的非凡成就。請掃描以下的二維碼欣賞漫遊太空元宇宙虛擬展覽館 2024。本校亦感謝所有視覺藝術科老師的付出，讓展覽順利舉行。

何詠懿校長



太空元宇宙
虛擬展覽館 2024



視藝作品



Principal's Message (May 2024)

Enhancing Science Literacy through Visual Arts Space Odyssey Exhibition

We are delighted to announce the success of our recent annual Visual Arts Exhibition with the theme of “Space Odyssey”, aligning with the national strategy of “Invigorating the country through science and education” and our Government’s further step-up in the promotion of STEAM (i.e. Science, Technology, Engineering, Arts and Mathematics) education. The chosen theme of the exhibition not only reflects our dedication to broadening the scientific literacy of our students, but also serves as a stage for showcasing their artistic pursuits.

During the process, students conducted a series of imaginations about the mysterious space while exploring the expanding universe. In preparation for the exhibition, our young learners have been engaged in crafting artworks that resonate with the wonders of space science. They have explored and mastered diverse artistic techniques such as scratch art, pointillism, watercolour painting, creation of three-dimensional sculptures using recycled materials, collage, LED light incorporation, and pottery. Among the 24 Character Strengths, three are highlighted in the exhibition, namely creativity, team spirit and curiosity. Additionally, the exhibition is divided into four distinct sections, including “Escape Planet Earth”, “Interstellar Odyssey”, “Space Adventures” and “Planet Landing”. An interactive zone is further designed to foster students’ exploration, unleash their creative imagination and provide a platform for experiencing the joy of creation together. Meanwhile, attendees are invited to vote for “The Most Popular Award” among the nine outstanding student entries in “The City of the Future - Parent-child Creative Competition”.

Throughout the preparation to the exhibition period, “Space Odyssey” is used as a thematic unit across subjects to develop relevant topics and construct learning scenarios. Through hands-on cross-curricular product-based learning activities, we provide a cradle for future scientists, and inspire students’ creativity and potential in science from an early age. Our aim is to strengthen the promotion of science education to foster students’ curiosity, desire for learning and innovative skills. More importantly, it serves as a facilitator to the 2025/26 compulsory primary science subject which our school has already offered. We believe that this exhibition not only stimulates curiosity and imagination of students but also prepare them with the critical thinking skills necessary in a scientifically driven society. By integrating artistic creativity with scientific exploration, we develop in every of our student a thirst for knowledge and empower them to be the thinkers of tomorrow.

As the event draws to a close, we celebrate and acknowledge the exceptional effort demonstrated by our students through the production of videos on the exhibition. Please scan the below QR code to enjoy! We extend our heartfelt thanks to all the visual arts teachers whose dedication has ensured a smooth and enriching experience for our students.

Ho Wing Yee Catherine
Principal



Space Metaverse
VR Exhibition 2024



Student Visual
Arts Work