<u>仁愛堂田家炳中學</u>

多元學習津貼 - (其他課程:資優教育課程)計劃書2023-2024

(F.2)	(F.4)	23/24 (F.5)	3	學生學習的評估/成功指標 (a) Full attendance in the registered courses provided by the universities (b) Verbal evaluation with students (c) Sharing with fellow schoolmates inside classrooms and/or school publications (d) Academic performance in related subject	23/24 (F.4) 4,000	23/24 (F.5)	23/24 (F.6)	負責教師
4	4	3	3	provided by the universities (b) Verbal evaluation with students (c) Sharing with fellow schoolmates inside classrooms and/or school publications	4,000	3,000	2 000	
北朗 4- 20				at school			3,000	LKW
这 學生 20	20	20	20	學生藝術評賞及自學能力提高	11,660	11,660	11,680	lsc
或學生 20	20	20	20	學生能夠掌握不同媒介及物料的應用	5,330	5,330	5,340	lsc
秀學生 7	7	8			16,800	19,200		оүнс
ents 7	7	8		biotechnology. (b) To improve students' scientific processing skills, particularly in conducting	16,000	19,000		LP
因應情況, 部份費用可能由學員繳付(Fee may be Partly paid by Participants)					53,790	58,190	20,020	
		5學生 ————————————————————————————————————	5學生 	rts 7 8	電腦程式 2. 参加校外比賽 3. 参加校內選拔賽,進身學校奧林匹克隊 (a) To enhance the knowledge, skills and attitude of students in the field of biotechnology. (b) To improve students' scientific processing skills, particularly in conducting biotechnology research. (c) To develop students' STEAM and generic	電腦程式 2. 参加校外比賽 3. 参加校内選拔賽,進身學校奧林匹克隊 (a) To enhance the knowledge, skills and attitude of students in the field of biotechnology. (b) To improve students' scientific processing skills, particularly in conducting biotechnology research. (c) To develop students' STEAM and generic	電腦程式 2. 参加校外比賽 3. 参加校内選拔賽,進身學校奧林匹克隊 (a) To enhance the knowledge, skills and attitude of students in the field of biotechnology. (b) To improve students' scientific processing skills, particularly in conducting biotechnology research. (c) To develop students' STEAM and generic abilities.	電腦程式 2. 参加校外比賽 3. 参加校内選拔賽,進身學校奧林匹克隊 (a) To enhance the knowledge, skills and attitude of students in the field of biotechnology. (b) To improve students' scientific processing skills, particularly in conducting biotechnology research. (c) To develop students' STEAM and generic abilities.