

體藝文化生活教育

- 科目：**
體藝文化生活教育包括音樂、家政、視覺藝術，設計與科技及體育共五個科目
- 教學目標：**
 - 2.1 培養學生的創作能力
 - 2.2 提高學生對體育、藝術、設計等的欣賞能力
 - 2.3 激發學生的體藝潛能
- 教學策略：**
 - 3.1 強調理論與實踐並重。老師除了於課堂進行不同的教學活動，亦會透過聯課活動，如參觀、比賽、學會及展覽等，讓學生對各科有更深入認識。
 - 3.2 實行跨科協作。學生透過分組製作完成一份習作，例如：中二級的MTV製作和中三級的時裝設計，以培養學生的創意、鑑賞能力及協作精神，讓學生認識不同的藝術形式，擴闊視野。
 - 3.3 推廣及實踐「一生一體藝」計劃。舉辦多項訓練課程，發展學生多元智能與身心健康，豐富學生的生活質素及提高學生的體藝能力。
- 評核方法：**

範疇	內容	成績表佔分比例
4.1 平時分	課業及課堂參與	約 20%
4.2 技能	樂器演奏、繪畫及設計等	約 40%
4.3 報告	專題習作	約 20%
4.4 知識／理論	筆試	約 20%

Physical, Arts, Cultural and Life Education

- Subjects**
Five subjects, namely Music, Home Economics, Visual Arts, Design & Technology and Physical Education are included in Physical, Arts, Cultural and Life Education.
- Teaching Objectives**
 - 2.1 Develop students' creativity.
 - 2.2 Enhance students' ability in appreciation of sports, arts, and designs.
 - 2.3 Activate and realize students' potentials in arts and sports.
- Teaching Methods**
 - 3.1 Both theory and application are emphasized. Classroom and co-curricular activities are organized (e.g. visits, competitions, exhibitions and school clubs) so that students can develop a better understanding of all subjects involved.
 - 3.2 Cross-curricular collaboration is implemented. Students are required to complete cross-curricular projects in groups, examples are S2 MTV production and S3 fashion design. This aims to cultivate students' creativity, the spirit of teamwork, and enhance their ability to appreciate arts. It is hoped that their horizons will be broadened through the learning of different art forms.
 - 3.3 'One Sport One Art for Life' is promoted. There is a wide spectrum of training courses to develop students' multiple intelligence, physical and mental health as well as to enrich their quality of life and enhance their ability to engage in sports and arts.
- Assessment**

Domain	Content	Weighting
4.1 Daily Assessment	Assignments and class participation	About 20%
4.2 Skills	Instrument- playing skills, drawing and design techniques	About 40%
4.3 Report	Project	About 20%
4.4 Knowledge/ Theory	Written tests	About 20%