

2-4月份學校活動

日期	活動名稱
7/2 - 28/3	Sovereign Art Foundation 之 MIB (Make it better) 藝術工作坊高階課程
8/2	TVB 兒童節目《Think Big 天地》- 拍攝活動
9/2 - 27/4	Sovereign Art Foundation 之 MIB (Make it better) 藝術工作坊第二期課程
10/2	第二次家長日
11/2 - 29/4	讀寫訓練小組
15/2 - 26/4	社交訓練小組
16/2 - 30/3	「區本計劃」<識朋友無難度> (P1-3)
17/2 - 28/4	獨輪車下學期訓練班
18/2	2017 優 JOY 悠 JOY 綜藝匯---故事表演隊演出
20/2	科學館傳意週 - 觀看街頭科學劇及參觀展覽廳
23/2 - 6/4	「專心至多星」小組 (P1-3) 及「專注小偵探」小組 (P4-6)
25/2	「Maker Faire HK 2017 x 造大世界」STEM 工作坊
26/2 - 23/4	足球興趣班
25/2	全港青年中文書法比賽
26/2	獨輪車同樂日暨校際公開挑戰賽
28/2 - 28/3	瑜伽遊戲小組 (P1)
28/2	參觀薈色園可觀自然教育中心暨天文館 (P1)
4/3	全港小學校際英文詞彙比賽
4/3, 11/3	欣賞「科學探險行」及「超級英雄大揭秘」科學劇
4/3, 29/4	「香島盃」全港科技比賽
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18/3 - 29/4	Kids4Kids 聽故事、學英文
29/3 - 1/4	杭州/寧波市江北區廣夏小學學習交流團 (P6)
30/3, 6/4	閱卷日及家長日 (P6)
8/4	聯校小學 Rummi kub - 魔力橋邀請賽
15/4	沙田馬場同心同步獨輪車同樂日表演
19-21/4	復活節假期英文輔導班
19/4 - 22/4	智能機械人比賽訓練課程
22/4	數學科 - 合 24 心算比賽



校園點滴

在心頭



樂善堂劉德學校
二零一七年四月份簡訊
校園點滴 (第六十七期)

香港學校戲劇節

粵語組

傑出整體演出獎、
傑出合作獎、
傑出劇本獎、
傑出舞台效果獎、
傑出演員獎 (5A 何美詩、5A 林柏希、6A 羅莉棋)

戲劇組成員：

- 1A 陳煦霖 李嘉晴 崔巧晴 翁梓軒 余日晴
- 2A 孔卓翹
- 3A 林柏匡 林福地 蔡子軒 葉樂瑤 余曉鈺
- 3B 賈俊銘 郭靖
- 4A 陳淑賢 鄭穎茹 鍾慧欣 李嘉盈 吳姻儀 翁柏瑤
黃萬天
- 5A 何美詩 林柏希 曾憲昇 崔梓瑤 余日曦
- 6A 周明慧 鄭學柔 趙峙程 盧欣 羅莉棋
黃千月 黃嫩愷



We are the STEM maker (Part 2)

Toys and games are parts of children's life. However, the most **meaningful** and touching thing is not only play for fun, but to make and to create and to produce. And hence, the biggest success falls on the **sharing of the achievement**.

Our school joined in a STEM programme of making a **maze** with traps called 'Think Big'. The purpose of the programme is to let students **explore** the world around them as well as to **widen their vision** to big and **trifle** things in a way to recreate with science, art and **technology**.

The maze made by our students is made of motors, old toys and Lego. There are **gears, pulleys, levers** and **tracks**. The racing tracks run in all directions with loops and **spirals** and slides that go up and down.

I interviewed several makers and Marcus from 4A shared his work. "Every recess, we built the traps and tracks. Before that, we surfed the Internet, drew up our design and started working with the chosen materials."

Hugo from 5A reflected that the whole construction was **splendid**. "The project provides us with the biggest **opportunity** to explore new things and to solve problems. Sometimes, the racing car was trapped at **joints**. Sometimes, the pulleys did not work. We **overcome** the difficulties one after one."

Most importantly, the programme offers our students **confidence to face and to solve queries** by themselves. Similarly, **in real life, they learn to face adversity**.

Writing tips : **cohesion**

The **cohesion** can be used to reflect the **notion** of the passage. In this passage, the first paragraph mentions 'The **most meaningful thing of the programme is the sharing of the achievement**.' In the last paragraph, 'Students can **learn to face adversity in life**.' Obviously, the main theme of the passage is that through fun and play, students learn to share some life skills.

achievement 成就 **maze** 迷宮 **explore** 探索 **widen their vision** 擴闊視野 **rifle** 細小 **technology** 科技
gears 機件 **pulleys** 滑輪 **levers** 槓杆 **tracks** 路軌 **spirals** 螺旋 **splendid** 壯觀 **opportunity** 機會
joints 接合 **overcome** 克服 **confidence** 自信 **queries** 疑問 **adversity** 逆境

We are the STEM maker (Part 3)

As a primary teacher, the most **motivating and stimulating** ideas for students in a lesson is learning through games. The most exciting thing is not only on playing, it is to make and to explore. And for the first time, I feel the sense of **bewilderment** when students make their own toys with their eyes wide open. This is what exactly happened in the STEM week.

There are four major events in the STEM week. Through talks and videos, students are amazed by the **aquaponics** - the growing of plants and fish together in an integrated system. The fish waste provides **organic** food for the plants. **Reverse**ly, the plants help to filter the air.

The robot programming is **terrific**. With **command cards**, students can set programmes on the robots using iPads. Robots then give out sounds and run on wheels. Similarly, Lego robots allow students to make their own robots by connecting them to an **electric motor**. Besides robots, Legos can be made into cars and windmills. To show off one's **achievement**, there is a competition. It is extremely exciting.

Among all, the most wonderful event is the making of toys. A group of **ambassadors**, with teachers' help, bring it to the **climax**. There are games like blowing a ball using a drinking straw, making a paper animation by twisting two pictures on a rod as well as making a fishing game using magnets. Through games and toys, students are aroused with curiosity and imagination. The most **vivid** moment is the spirit of self **exploration** and self learning. The STEM week ends with joy, fun and merry.

Writing tips : **Use of present tense**

The article is describing something happened before but I use simple present tense. On one hand, a lot of facts are described in present tense. On the other hand, the present tense helps the reader to visualize, like an image on the screen so as to see things crystal clear.

motivating and stimulating 引起及刺激 **bewilderment** 迷惑 **aquaponics** 魚菜共生 **integrated** 整合
organic 有機 **reverse**ly 相反地 **terrific** 了不起 **command cards** 指令 **electric motor** 摩打
achievement 成就 **ambassadors** 大使 **climax** 高潮 **vivid** 真實 **exploration** 探索

「悅讀越多 FUN」閱讀報告及書籍封面設計比賽

*閱讀報告比賽(英文組)

季軍

4A 吳姻儀

*書籍封面設計比賽

良好獎

4A 吳姻儀

優異獎

2A 劉臻謙

5A 王曉彤



獨輪車校際公開挑戰賽

* 小三/小四組-三童運財

冠軍

3B 康駿

3B 康業

4A 李梓濠

* 男子小三/小四組-個人 50 米競速

冠軍

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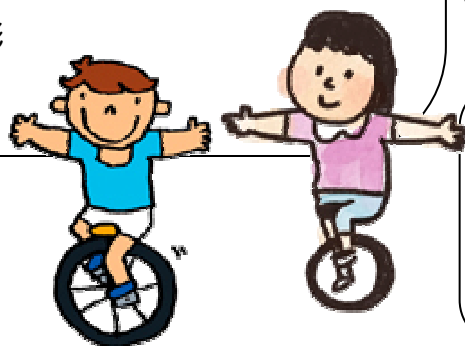
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Overall Winner

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The Most Promising Writer

4A 鍾偉禧

5A 王曉彤 伍偉樂

6A 余梓恒

The Most Promising Illustrator

5A 王曉彤

2017 聯校小學 Rummikub - 魔力橋邀請賽

三等獎

6A 范曉嵐



開卷有益 書中自有黃金屋

一月至三月份各班閱讀龍虎榜

1A 190 次

2A 8 次

3A 147 次

3B 157 次

4A 213 次

5A 163 次

6A 197 次



一月至三月份全校十名借閱尖子

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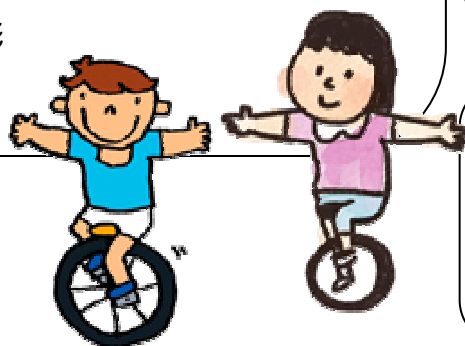
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2017 聯校小學 Rummikub - 魔力橋邀請賽

三等獎

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香港學校戲劇節

粵語組

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「悅讀越多 FUN」閱讀報告及書籍封面設計比賽

*閱讀報告比賽(英文組)

季軍

4A 吳姻儀

*書籍封面設計比賽

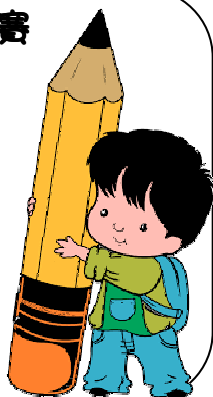
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冠軍

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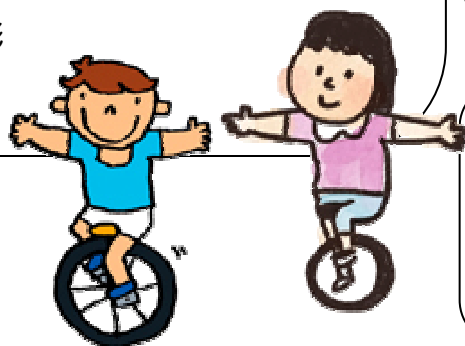
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Overall Winner

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The Most Promising Writer

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2017 聯校小學 Rummikub - 魔力橋邀請賽

三等獎

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開卷有益 書中自有黃金屋

一月至三月份各班閱讀龍虎榜

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校園點滴

在心頭



樂善堂劉德學校
二零一七年四月份簡訊
校園點滴 (第六十七期)

香港學校戲劇節

粵語組

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季軍

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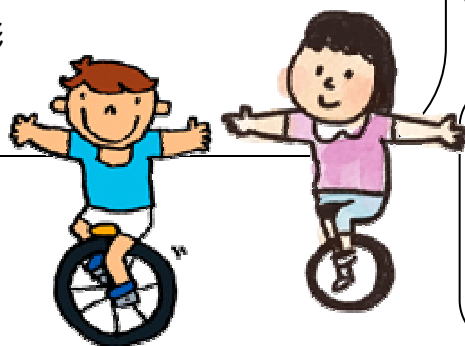
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校園點滴

在心頭





樂善堂劉德學校
二零一七年四月份簡訊
校園點滴 (第六十七期)

香港學校戲劇節

粵語組

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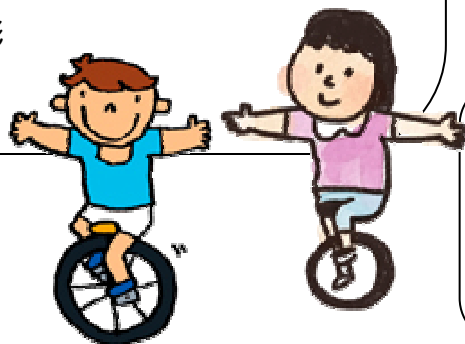
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校園點滴

在心頭



樂善堂劉德學校
二零一七年四月份簡訊
校園點滴 (第六十七期)

香港學校戲劇節

粵語組

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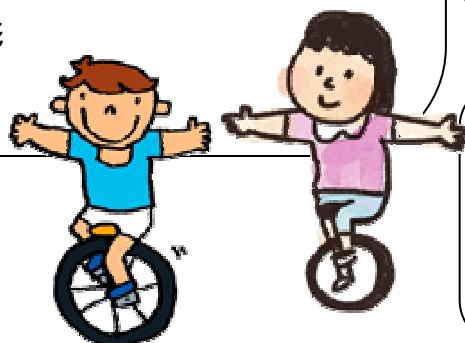
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校園點滴

在心頭





樂善堂劉德學校
二零一七年四月份簡訊
校園點滴 (第六十七期)

香港學校戲劇節

粵語組

傑出整體演出獎、
傑出合作獎、
傑出劇本獎、
傑出舞台效果獎、
傑出演員獎 (5A 何美詩、5A 林柏希、6A 羅莉棋)

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- 6A 周明慧 鄭學柔 趙峙程 盧欣 羅莉棋 黃千月 黃嫩愷



We are the STEM maker (Part 2)

Toys and games are parts of children's life. However, the most **meaningful** and touching thing is not only play for fun, but to make and to create and to produce. And hence, the biggest success falls on the **sharing of the achievement**.

Our school joined in a STEM programme of making a **maze** with traps called 'Think Big'. The purpose of the programme is to let students **explore** the world around them as well as to **widen their vision** to big and **trifle** things in a way to recreate with science, art and **technology**.

The maze made by our students is made of motors, old toys and Lego. There are **gears, pulleys, levers** and **tracks**. The racing tracks run in all directions with loops and **spirals** and slides that go up and down.

I interviewed several makers and Marcus from 4A shared his work. "Every recess, we built the traps and tracks. Before that, we surfed the Internet, drew up our design and started working with the chosen materials."

Hugo from 5A reflected that the whole construction was **splendid**. "The project provides us with the biggest **opportunity** to explore new things and to solve problems. Sometimes, the racing car was trapped at **joints**. Sometimes, the pulleys did not work. We **overcome** the difficulties one after one."

Most importantly, the programme offers our students **confidence to face and to solve queries** by themselves. Similarly, **in real life, they learn to face adversity**.

Writing tips : **cohesion**

The **cohesion** can be used to reflect the **notion** of the passage. In this passage, the first paragraph mentions 'The **most meaningful thing of the programme is the sharing of the achievement**.' In the last paragraph, 'Students can **learn to face adversity in life**.' Obviously, the main theme of the passage is that through fun and play, students learn to share some life skills.

achievement 成就 **maze** 迷宮 **explore** 探索 **widen their vision** 擴闊視野 **rifle** 細小 **technology** 科技
gears 機件 **pulleys** 滑輪 **levers** 槓杆 **tracks** 路軌 **spirals** 螺旋 **splendid** 壯觀 **opportunity** 機會
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We are the STEM maker (Part 3)

As a primary teacher, the most **motivating and stimulating** ideas for students in a lesson is learning through games. The most exciting thing is not only on playing, it is to make and to explore. And for the first time, I feel the sense of **bewilderment** when students make their own toys with their eyes wide open. This is what exactly happened in the STEM week.

There are four major events in the STEM week. Through talks and videos, students are amazed by the **aquaponics** - the growing of plants and fish together in an integrated system. The fish waste provides **organic** food for the plants. **Reverse**ly, the plants help to filter the air.

The robot programming is **terrific**. With **command cards**, students can set programmes on the robots using iPads. Robots then give out sounds and run on wheels. Similarly, Lego robots allow students to make their own robots by connecting them to an **electric motor**. Besides robots, Legos can be made into cars and windmills. To show off one's **achievement**, there is a competition. It is extremely exciting.

Among all, the most wonderful event is the making of toys. A group of **ambassadors**, with teachers' help, bring it to the **climax**. There are games like blowing a ball using a drinking straw, making a paper animation by twisting two pictures on a rod as well as making a fishing game using magnets. Through games and toys, students are aroused with curiosity and imagination. The most **vivid** moment is the spirit of self **exploration** and self learning. The STEM week ends with joy, fun and merry.

Writing tips : **Use of present tense**

The article is describing something happened before but I use simple present tense. On one hand, a lot of facts are described in present tense. On the other hand, the present tense helps the reader to visualize, like an image on the screen so as to see things crystal clear.

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「悅讀越多 FUN」閱讀報告及書籍封面設計比賽

*閱讀報告比賽(英文組)

季軍

4A 吳姻儀

*書籍封面設計比賽

良好獎

4A 吳姻儀

優異獎

2A 劉臻謙

5A 王曉彤



獨輪車校際公開挑戰賽

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冠軍

3B 康駿

3B 康業

4A 李梓濠

* 男子小三/小四組-個人 50 米競速

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「為善寫作」圖書創作比賽

Overall Winner

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The Most Promising Writer

4A 鍾偉禧

5A 王曉彤 伍偉樂

6A 余梓恒

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2017 聯校小學 Rummikub - 魔力橋邀請賽

三等獎

6A 范曉嵐



開卷有益 書中自有黃金屋

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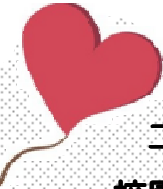
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校園點滴

在心頭



樂善堂劉德學校
二零一七年四月份簡訊
校園點滴 (第六十七期)

香港學校戲劇節

粵語組

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校園點滴

在心頭



樂善堂劉德學校
二零一七年四月份簡訊
校園點滴 (第六十七期)

香港學校戲劇節

粵語組

傑出整體演出獎、
傑出合作獎、
傑出劇本獎、
傑出舞台效果獎、
傑出演員獎 (5A 何美詩、5A 林柏希、6A 羅莉棋)

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Our school joined in a STEM programme of making a **maze** with traps called 'Think Big'. The purpose of the programme is to let students **explore** the world around them as well as to **widen their vision** to big and **trifle** things in a way to recreate with science, art and **technology**.

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「悅讀越多 FUN」閱讀報告及書籍封面設計比賽

*閱讀報告比賽(英文組)

季軍

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良好獎

4A 吳姻儀

優異獎

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* 小三/小四組-三童運財

冠軍

3B 康駿

3B 康業

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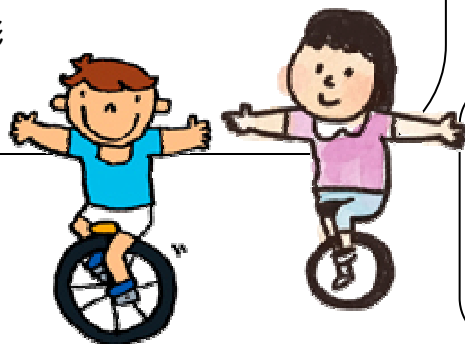
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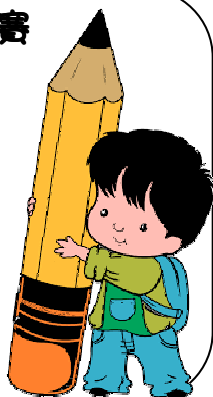
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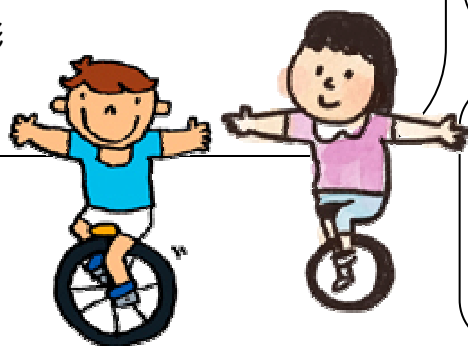
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校園點滴

在心頭



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二零一七年四月份簡訊
校園點滴 (第六十七期)

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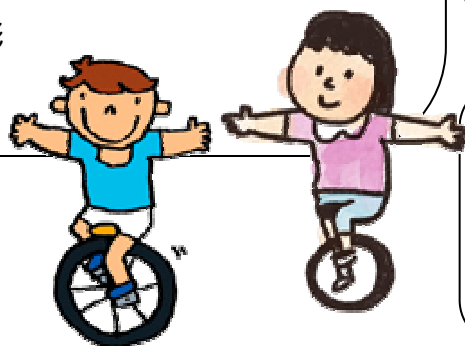
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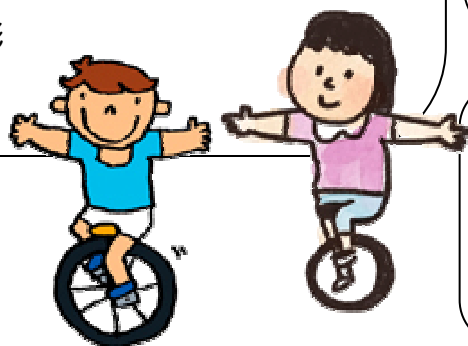
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一月至三月份全校十名借閱尖子

6A 陸朗謙 56 次

5A 謝彥立 48 次

3A 林福地 44 次

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2-4月份學校活動

日期	活動名稱
7/2 - 28/3	Sovereign Art Foundation 之 MIB (Make it better) 藝術工作坊高階課程
8/2	TVB 兒童節目《Think Big 天地》- 拍攝活動
9/2 - 27/4	Sovereign Art Foundation 之 MIB (Make it better) 藝術工作坊第二期課程
10/2	第二次家長日
11/2 - 29/4	讀寫訓練小組
15/2 - 26/4	社交訓練小組
16/2 - 30/3	「區本計劃」<識朋友無難度> (P1-3)
17/2 - 28/4	獨輪車下學期訓練班
18/2	2017 優 JOY 悠 JOY 綜藝匯---故事表演隊演出
20/2	科學館傳意週 - 觀看街頭科學劇及參觀展覽廳
23/2 - 6/4	「專心至多星」小組 (P1-3) 及「專注小偵探」小組 (P4-6)
25/2	「Maker Faire HK 2017 x 造大世界」STEM 工作坊
26/2 - 23/4	足球興趣班
25/2	全港青年中文書法比賽
26/2	獨輪車同樂日暨校際公開挑戰賽
28/2 - 28/3	瑜伽遊戲小組 (P1)
28/2	參觀薈色園可觀自然教育中心暨天文館 (P1)
4/3	全港小學校際英文詞彙比賽
4/3, 11/3	欣賞「科學探險行」及「超級英雄大揭秘」科學劇
4/3, 29/4	「香島盃」全港科技比賽
4/3 - 29/4	夏威夷小結他班
6/3	親子伴讀技巧講座
11/3	樂善「糖」甜心行動 2017
14-16/3	國際聯校學科評估 ICAS
15/3 - 26/4	樂多 FUN 音樂訓練課程 (P1-2)
18/3	第三屆魔力橋 Rummi kub 小學邀請賽
18/3 - 29/4	Kids4Kids 聽故事、學英文
29/3 - 1/4	杭州/寧波市江北區廣夏小學學習交流團 (P6)
30/3, 6/4	閱卷日及家長日 (P6)
8/4	聯校小學 Rummi kub - 魔力橋邀請賽
15/4	沙田馬場同心同步獨輪車同樂日表演
19-21/4	復活節假期英文輔導班
19/4 - 22/4	智能機械人比賽訓練課程
22/4	數學科 - 合 24 心算比賽



校園點滴

在心頭



樂善堂劉德學校
二零一七年四月份簡訊
校園點滴 (第六十七期)

香港學校戲劇節

粵語組

傑出整體演出獎、
傑出合作獎、
傑出劇本獎、
傑出舞台效果獎、
傑出演員獎 (5A 何美詩、5A 林柏希、6A 羅莉棋)

戲劇組成員：

- 1A 陳煦霖 李嘉晴 崔巧晴 翁梓軒 余日晴
- 2A 孔卓翹
- 3A 林柏匡 林福地 蔡子軒 葉樂瑤 余曉鈺
- 3B 賈俊銘 郭靖
- 4A 陳淑賢 鄭穎茹 鍾慧欣 李嘉盈 吳姻儀 翁柏瑤 黃萬天
- 5A 何美詩 林柏希 曾憲昇 崔梓瑤 余日曦
- 6A 周明慧 鄭學柔 趙峙程 盧欣 羅莉棋 黃千月 黃嫩愷



We are the STEM maker (Part 2)

Toys and games are parts of children's life. However, the most **meaningful** and touching thing is not only play for fun, but to make and to create and to produce. And hence, the biggest success falls on the **sharing of the achievement**.

Our school joined in a STEM programme of making a **maze** with traps called 'Think Big'. The purpose of the programme is to let students **explore** the world around them as well as to **widen their vision** to big and **trifle** things in a way to recreate with science, art and **technology**.

The maze made by our students is made of motors, old toys and Lego. There are **gears, pulleys, levers** and **tracks**. The racing tracks run in all directions with loops and **spirals** and slides that go up and down.

I interviewed several makers and Marcus from 4A shared his work. "Every recess, we built the traps and tracks. Before that, we surfed the Internet, drew up our design and started working with the chosen materials."

Hugo from 5A reflected that the whole construction was **splendid**. "The project provides us with the biggest **opportunity** to explore new things and to solve problems. Sometimes, the racing car was trapped at **joints**. Sometimes, the pulleys did not work. We **overcome** the difficulties one after one."

Most importantly, the programme offers our students **confidence to face and to solve queries** by themselves. Similarly, **in real life, they learn to face adversity**.

Writing tips : **cohesion**

The **cohesion** can be used to reflect the **notion** of the passage. In this passage, the first paragraph mentions 'The **most meaningful thing of the programme is the sharing of the achievement**.' In the last paragraph, 'Students can **learn to face adversity in life**.' Obviously, the main theme of the passage is that through fun and play, students learn to share some life skills.

achievement 成就 **maze** 迷宮 **explore** 探索 **widen their vision** 擴闊視野 **rifle** 細小 **technology** 科技
gears 機件 **pulleys** 滑輪 **levers** 槓杆 **tracks** 路軌 **spirals** 螺旋 **splendid** 壯觀 **opportunity** 機會
joints 接合 **overcome** 克服 **confidence** 自信 **queries** 疑問 **adversity** 逆境

We are the STEM maker (Part 3)

As a primary teacher, the most **motivating and stimulating** ideas for students in a lesson is learning through games. The most exciting thing is not only on playing, it is to make and to explore. And for the first time, I feel the sense of **bewilderment** when students make their own toys with their eyes wide open. This is what exactly happened in the STEM week.

There are four major events in the STEM week. Through talks and videos, students are amazed by the **aquaponics** - the growing of plants and fish together in an integrated system. The fish waste provides **organic** food for the plants. **Reverse**ly, the plants help to filter the air.

The robot programming is **terrific**. With **command cards**, students can set programmes on the robots using iPads. Robots then give out sounds and run on wheels. Similarly, Lego robots allow students to make their own robots by connecting them to an **electric motor**. Besides robots, Legos can be made into cars and windmills. To show off one's **achievement**, there is a competition. It is extremely exciting.

Among all, the most wonderful event is the making of toys. A group of **ambassadors**, with teachers' help, bring it to the **climax**. There are games like blowing a ball using a drinking straw, making a paper animation by twisting two pictures on a rod as well as making a fishing game using magnets. Through games and toys, students are aroused with curiosity and imagination. The most **vivid** moment is the spirit of self **exploration** and self learning. The STEM week ends with joy, fun and merry.

Writing tips : **Use of present tense**

The article is describing something happened before but I use simple present tense. On one hand, a lot of facts are described in present tense. On the other hand, the present tense helps the reader to visualize, like an image on the screen so as to see things crystal clear.

motivating and stimulating 引起及刺激 **bewilderment** 迷惑 **aquaponics** 魚菜共生 **integrated** 整合
organic 有機 **reverse**ly 相反地 **terrific** 了不起 **command cards** 指令 **electric motor** 摩打
achievement 成就 **ambassadors** 大使 **climax** 高潮 **vivid** 真實 **exploration** 探索

「悅讀越多 FUN」閱讀報告及書籍封面設計比賽

*閱讀報告比賽(英文組)

季軍

4A 吳姻儀

*書籍封面設計比賽

良好獎

4A 吳姻儀

優異獎

2A 劉臻謙

5A 王曉彤



獨輪車校際公開挑戰賽

* 小三/小四組-三童運財

冠軍

3B 康駿

3B 康業

4A 李梓濠

* 男子小三/小四組-個人 50 米競速

冠軍

3B 康業

季軍

3B 康駿

* 女子小五組-個人百步穿楊

冠軍

5A 王曉彤



Kids4Kids "Writing for a Cause" Competition

「為善寫作」圖書創作比賽

Overall Winner

4A 李樂勤



The Most Promising Writer

4A 鍾偉禧

5A 王曉彤 伍偉樂

6A 余梓恒

The Most Promising Illustrator

5A 王曉彤

2017 聯校小學 Rummikub - 魔力橋邀請賽

三等獎

6A 范曉嵐



開卷有益 書中自有黃金屋

一月至三月份各班閱讀龍虎榜

1A 190 次

2A 8 次

3A 147 次

3B 157 次

4A 213 次

5A 163 次

6A 197 次



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