

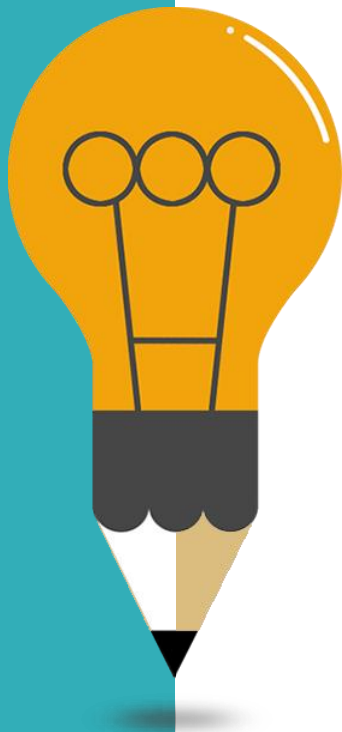
家長眼中的電子學習

效益 與 挑戰

洪婉玲 2019/02/23



個人背景



- 在職母親
- 從事教育工作：香港教育城
- 親子專欄：Oh!爸媽、親子頭條、文滙報
- 女兒小四《2009/10》時，就讀的學校參加了教育局推行的「學校電子學習試驗計劃」
- 女兒現讀真道MS3



家長的疑惑

“ 是否以平板電腦取代
所有教學及功課活動？ ”

“ 長時間對著電腦會否影
響健康嗎？ ”

“ 家長讀書年代，並非資訊
科技發達的時期，如何了
解孩子的電子學習？ ”

“ 如何分辨孩子是在學習還是
遊走在其他網絡世界自我娛
樂中？ ”

“ 會否導致網絡沉溺？ ”

“ 家長應在電子學習模
式中扮演什麼角色呢？ ”





電子學習



01

與家長何干

02

認識效益

03

擁抱挑戰

04

三贏局面

與家長何干 01



Smart Home Concept



Source: <https://theappsolutions.com/blog/marketing/app-for-smart-home/>

Google Assistant Makes Call



Source: https://www.youtube.com/watch?v=_ldoV5FQn0k



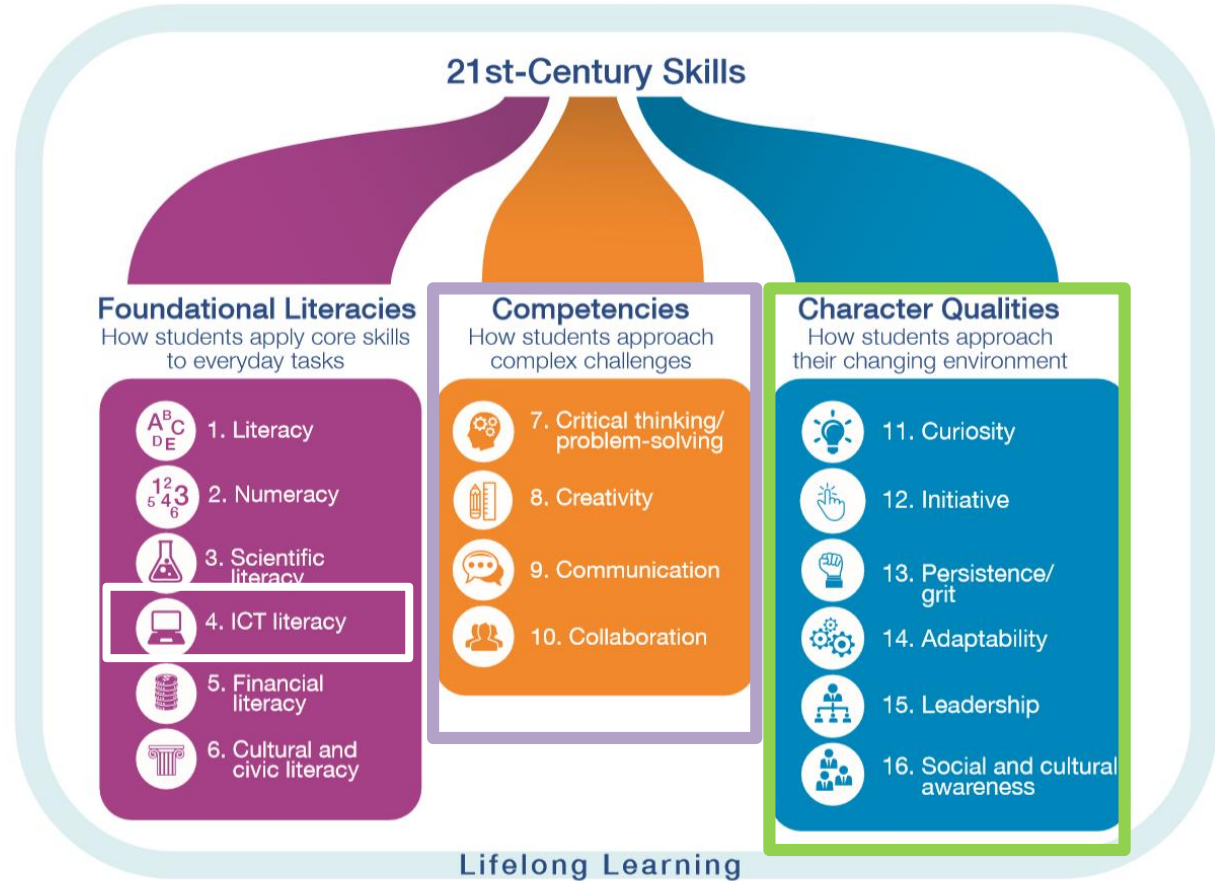
<http://www.mtr.com.hk/ch/customer/main/index.html>



科技與生活
息息相關
✓ 改變生活
習慣
✓ 改變學習
模式

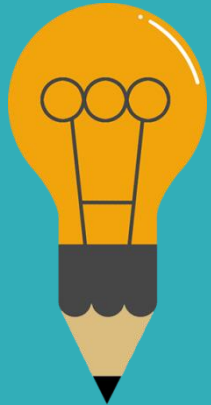
Source: <http://technews.tw/2017/04/24/esports/>

Exhibit 1: Students require 16 skills for the 21st century



Note: ICT stands for information and communications technology.

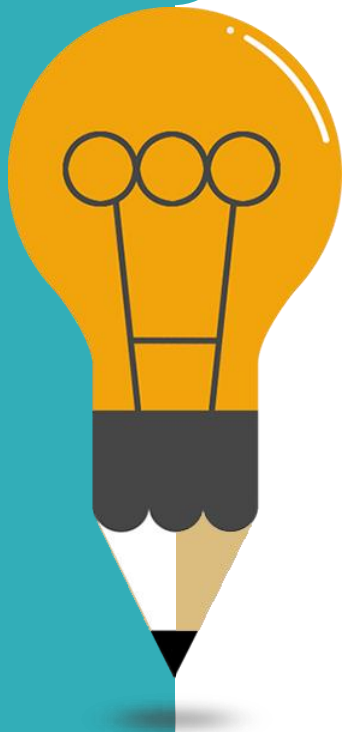
Source: 'New Vision for Education: Fostering Social and Emotional Learning through Technology' by World Economic Forum March 2016





電子學習

透過不同的電子科技媒介，例如電腦、網路、多媒體的輔助，以**學生為中心**，利用科技的特性將**學習內容**有效地呈現，再**配合不同的學習策略**，來達成學習目標。





BYOD - 學生眼中的電子學習



課室內適用的 應用程式

學生回應系統:

-  Nearpod
-  Edmodo
-  Kahoot!

學習管理系統 / 平台

-  LMS/ VLE
-  習作
-  電子評估
-  翻轉課堂

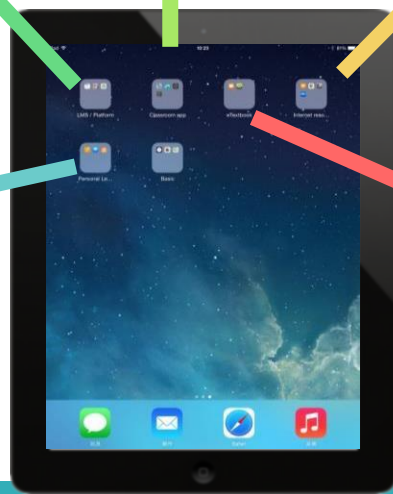
網上資源

-  教城資源
-  教育局一站式平台
-  Khan Academy

電子書

內容

多媒體



個人學習工具

-  字典
-  相機
-  Explain Everything
-  PowerPoint

香港教育城 支援 BYOD



課室內適用的 應用程式

seppo
MIGHTIFIER

學習管理系統 / 平台

VLE 全校 / 翻轉課堂 
電子評估  
學與教    
自學      

網上資源

教學資源  教學資源庫
教育局一站式平台 
教育電視 

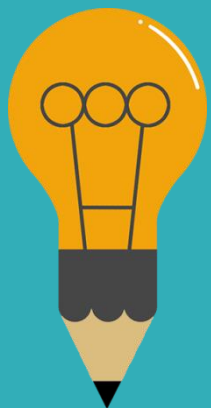
電子書 / 閱讀

e悦讀 學校計劃 
教城書櫃 EdBOOKShelf  香港閱讀城 



個人學習工具

-  字典
-  相機
-  Explain Everything
-  PowerPoint



FlipSC001 › Quizzes › At a clinic

Home

Quizzes

Grades

Files

Discussions

Announcements

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People

Assignments

Outcomes

Conferences

Syllabus

Collaborations

Google Drive


Settings

At a clinic

This is a preview of the draft version of the quiz

Started: 14 Sep at 18:44


Quiz instructions



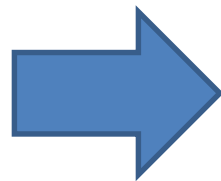
Ready to watch this episode and find out!

Question 1 1 pts

What is the illness?



- a runny nose
- a cough
- a sore throat



安全 | <https://hkcdcity.instructure.com/courses/227/quizzes/3>

Account

Admin

Dashboard

Courses

Calendar


Inbox

Commons

支持 Help

Question 1 1 / 1 pts

What is the illness?




Correct!

- a runny nose
- a cough
- a sore throat

Question 2 0 / 1 pts

What is the illness?



Correct answer

- a fever
- a sore throat

You Answered

- a toothache

翻轉課堂 - 進行預習



English Listening Enhancement 1

1 / 1 Save Submit Quit

Questions
Choose the best answer.

1. The name of the radio show host is _____.

A. Tina Smith

B. George Smith

C. Tina McDonald

D. George McDonald

2. The guest on this show _____.

A. has a su

B. is a job

C. is from

D. is a teer

電子評估 - 分析每個學生的每個學習範疇的強與弱，連繫網上鞏固知識資源。

安全 | <https://e.star.hkedcity.net/eng> Hello, Hung Yuen Ling 中文 Logout Help Download

English Language Subject English Language Close

Publish date 2016-09-30 08:55 **Start time** 2016-09-30 08:55 **End time** 2016-09-30 12:00

Result detail

Class - **Status** All (64) **Student answer** Hide/Show answers Download

| Class - No.▲ | Name | Status | Correct total (student) | Trials | 1-1 | 1-2 | 1-3 | 1-4 | 1-5 | 1-6 | 1-7 | 1-8 | 1-9 | 1-10 | 1-11 | 1-12 | 1-13 |
|--------------|---|---------------|-------------------------|--------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|
| S10D - 0 | 劉錦輝 / Lau Kam Fai | Not submitted | | | | | | | | | | | | | | | |
| S1A - 0 | Hung Yuen Ling / Hung Yuen Ling | Submitted | 9 | 1 | ✓ | X | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | X | X | ✓ | X |
| S1A - 0 | Ho Mun Chi Frances / Ho Mun Chi Frances | Submitted | 11 | 1 | ✓ | X | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | X | ✓ | ✓ | ✓ |
| S1A - 0 | Yeung Ho Kan, Cliff / Yeung Ho Kan, Cliff | Submitted | 12 | 1 | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | X | ✓ | ✓ | ✓ | ✓ |
| | Correct total (BC) | | | | 3 | 1 | 3 | 3 | 3 | 3 | 3 | 3 | 2 | 1 | 2 | 3 | 2 |
| | Correct percentage | | | | 100% | 33% | 100% | 100% | 100% | 100% | 100% | 100% | 67% | 33% | 67% | 100% | 67% |
| | Basic competency | | | | L5-L-2-S3BC | L5-L-2-S3BC | L5-L-1-S3BC | L5-L-2-S3BC | L5-L-2-S3BC | L5-L-2-S3BC | L5-L-2-S3BC | L5-L-2-S3BC | L5-L-2-S3BC | L5-L-2-S3BC | L5-L-2-S3BC | L5-L-2-S3BC | L5-L-2-S3BC |

Basic competency note

| | | |
|---|---|------|
| 1 | L5-L-1-S3BC : Understanding the use of a range of language features in simple literary / imaginative spoken texts | WLTS |
| 2 | L5-L-2-S3BC : Using an increasing range of strategies to understand the meaning of simple texts* on familiar and less familiar topics which are delivered clearly and in generally familiar accents | WLTS |



透過聖經述事培育品格 (遊戲學習)

學習領域：跨學科 / 其他;

作者：李君尚校牧

最後更新：13/02/2017



遊戲化學習



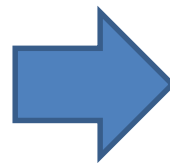
電子學習



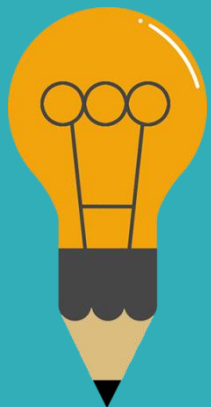
教師亦可了解每位學生的學習進度，從而調適課堂內的教學內容及方法，使學與教的效能提升。



輔助學習工具



個人化學習





家長的挑戰

“「低頭一族」”

“眼睛、骨骼健康”

“網絡沉溺”

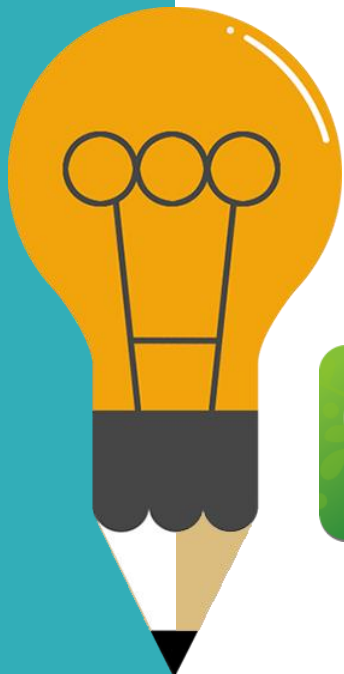
“選擇電腦裝置”

“家長保護控制”

“資訊真偽”

“數碼鴻溝”





① 電腦裝置 = 學習工具

- 教育科技只是一項工具，目的是要達到學習果效
- 不是每一個科技產物都自動成為學習工具



小校園



PUBG



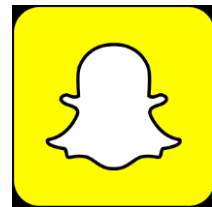
Overcooked



抖音

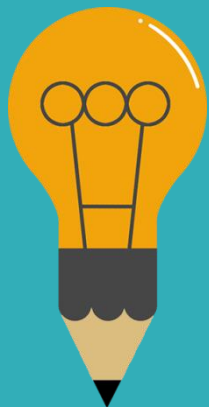


YouTube



Snapchat

- 個人化學習，個人化裝置



② 慎選學習資源及分辨資訊真偽

- 很多公開且免費資源
- 人人都為網上資訊供應者
- 資訊可以重塑

使孩子成為一個負責任、且有智慧的
網絡公民，家長的教導及以身作則是
不可或缺的

Source: www.iste.org/explore/articleDetail?articleid=192

CITIZENSHIP IN THE DIGITAL AGE

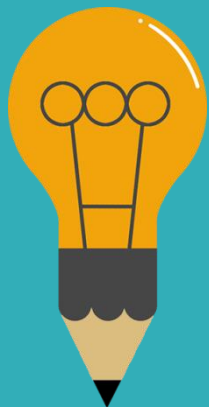
Many of the hallmarks of the good citizen — from being respectful and responsible to being civically engaged — are the hallmarks of digital citizenship as well. But students need more than to simply know how to use technology to be a good citizen in the digital age.

| A GOOD CITIZEN... | A GOOD DIGITAL CITIZEN... |
|---|--|
| 1 Advocates for equal human rights for all. | Advocates for equal digital rights and access for all. U.S. citizens with internet access at home: African-Americans 78%, Hispanic 82%, Whites 88% |
| 2 Treats others courteously and never bullies. | Treats others with respect in online spaces and never cyberbullies. 88% of social media users have been harassed someone being mean or cruel. |
| 3 Does not steal or damage others' property or persons. | Does not steal or damage others' digital work, identity or property. The average teen's media player contains 800 illegally downloaded or shared songs. |
| 4 Communicates clearly, respectfully and with empathy. | Makes appropriate decisions when communicating through a variety of digital channels. SIX MILLION teens report that they have received socially suggestive images from someone they know. |
| 5 Actively pursues an education and develops habits for lifelong learning. | Uses digital tools to advance their learning and keeps up with changing technologies. Working Americans who use digital tools on the job: 62% Internet, 96% Technology |
| 6 Spends and manages money responsibly. | Makes responsible online purchasing decisions and protects their payment information. A typical teen reports having lost an average of \$400 to cybercrime. |
| 7 Upholds basic human rights of privacy, freedom of speech, etc. | Upholds basic human rights in all digital forums. 26% of U.S. high school teachers believe websites should not publish freely without "government approval." CENSORED |
| 8 Protects self and others from harm. | Protects personal information from outside forces that might cause harm. 54% of teens have private online conversations with strangers. 10% of teens |
| 9 Proactively promotes their own physical and mental health. | Proactively limits health risks of technology, from physical to psychological. 8% of youth ages 8-18 are addicted to video games. |

ISTE Connected learning. Connected world.
SOURCE: Pew Research, Microsoft, Scripps Association for Publishing & Science
www.iste.org

良好數碼公民

1. 倡議平等的數碼權利，任何人都可享自由使用網絡的權利
2. 應透過不同數碼渠道，提倡各類基本人權包括言論自由
3. **應體諒及永不網絡欺凌其他人**
4. **不可剽竊**其他人的作品、身份、財產，包括非法下載及分享歌曲
5. 在數碼世界溝通時能作出合適的決定，拒絕不合適的資訊
6. 懂得善用數碼工具提高學習力、緊貼科技變化
7. 應負責任及精明地進行網上交易，並懂得保護付款相關的個人資料
8. 保護個人資料免遭傷害同樣重要，與陌生人在網絡上溝通時，尤其需多加注意
9. 積極減少科技對身心健康的傷害，包括不要沉迷電子遊戲



Source: www.iste.org/explore/articleDetail?articleid=192

CITIZENSHIP IN THE DIGITAL AGE

Many of the behaviors of the good citizen can now being impacted and responsible to digital world. We are the owners of digital citizenship as well. Our students must learn to be good digital citizens and be a leader in the digital age.

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ISTE.org
Connected learning. Connected world.

「聰明e主人」 電子學習資源套



1. 故事動畫

[請按此觀看共十套故事動畫](#)

2. 學生小冊子



3. 建議學與教活動

[請按此下載建議學與教活動](#)

4. 網上問答題

請按以下連結，以教城學生帳戶登入完成問答題。

 [網上問答題](#)

教師可以教城帳戶登入以下連結，瀏覽學生報告。

 [學生報告](#)

故事4 網絡欺凌零容忍



故事5 轉發？不轉發？



③ 眼睛健康



1. 三八制

- 8小時學習或工作、8小時睡眠、8小時休閒。如多於大自然做戶外活動，有助減慢近視加深的速度

2. 20-20-20定律

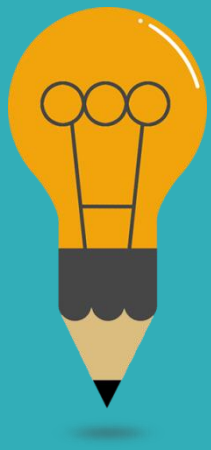
- 每工作20分鐘，休息20秒，看20呎以外的物件和風景。這能夠舒緩眼睛的肌肉，達致休息的效果。切忌工作20分鐘後，花20分鐘看電視，雖能讓心情放輕鬆，卻未能讓眼睛休息，使眼睛繼續操勞

3. 30-40-50

- 使用電子產品時，眼睛和螢幕必須有適當的距離。手提電話和眼睛需距離30厘米，平板電腦要有40厘米，桌面電腦要有50厘米

4. 光暗度調節及過濾藍光

- 電子產品的光用讓眼睛更用神，所以使用時可把光暗度調節至舒服的水平，避免在光線不足的地方下使用，又或使用一些有效過濾藍光的App





④ 骨骼健康

1. 使用適合尺寸的電子產品，最好大於5吋，不用將裝置和頭的距離拉近也能輕鬆使用
2. 打字時用雙手輸入，避免單手打字，減少令其中一隻手過份勞累
3. 坐下時，不要用大腿承托裝置，減少低頭的幅度
4. 使用時注意自己的呼吸，勿因太集中、專注而忽略了呼吸
5. 配合定時5至10分鐘的拉筋和伸展運動，令肌肉得以鬆弛，可保持骨骼的健康

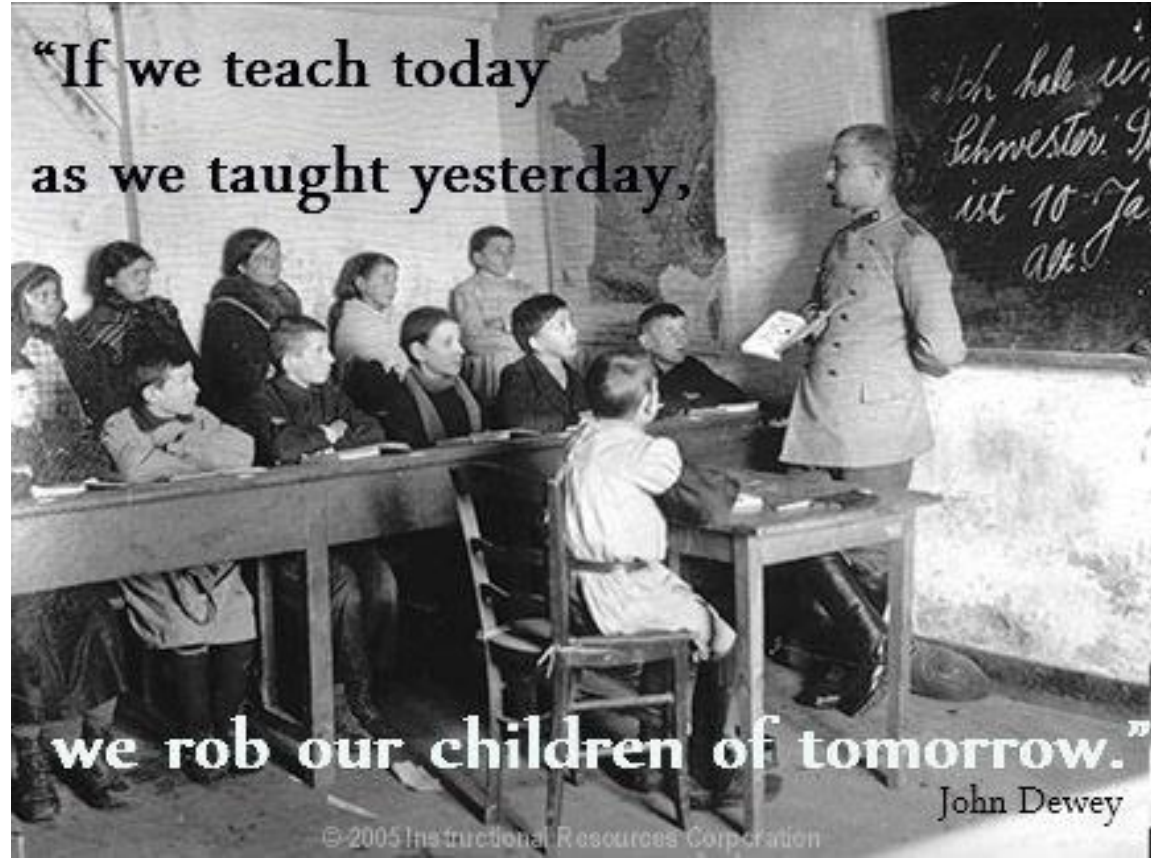
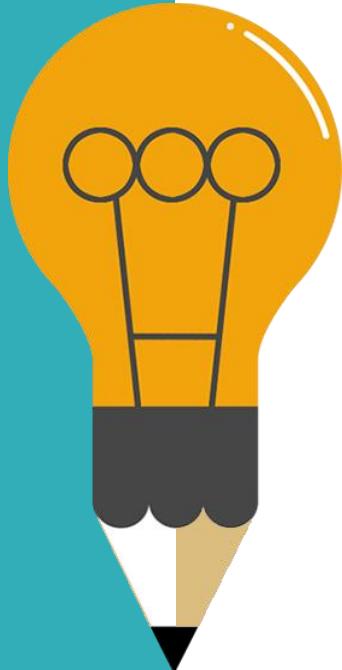


家校合作

1. 與學校及教師保持連繫
 2. 了解學校推動電子學習的方向及策略
 3. 明白及認同學校希望家長參與的角色
- ✓ 避免對學校有不必要的誤解
 - ✓ 減少和孩子生無謂的衝突

以開放、尊重及配合的態度支援學校及孩子擁護電子學習帶來的機遇



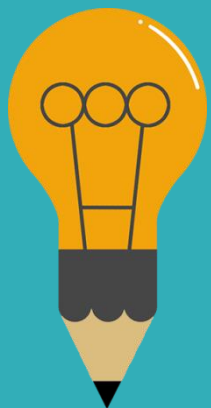




www.hkedcity.net/parent/



www.hkedcity.net/parent/s_elearningseries/





孩子的同行者，學校的合作夥伴

訂閱教城資訊 · 成為會員



查詢
電話
2624 1000
電郵
info@hkedcity.net

香港教育城 **hkedCity**

認識教城 教師 中學生 小學生 家長 企業

搜尋 [] [] [] 登入/註冊 | English | 家

訂閱教城資訊

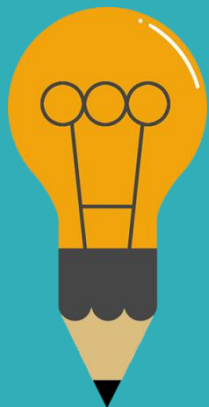
拆解App世代網絡文化及 管教技巧

2019年2月23日 (六)

App世代管教錦囊 家長講座

'Nurturing the App Generation'
Parent Seminar

主辦 Organised by: [] 香港教育城 **hkedCity**



焦點

他們人生的耀眼一章

主題書單：他們的驕傲

21st Century Classroom

人工智能應用於學習

簡易製作文言文遊戲

| | | | |
|----------|----------------|----------------|---------|
| 一事無成 | 無以忘恩，不知老之將至... | 無所用心，難矣哉！ | 主一無適 |
| 其為人，發憤忘食 | 飽食終日 | 言不及義，好行小惠，雖... | 坐遠山，望那山 |

Quizlet

簡易製作文言文遊戲提升溫習
趣味

活動 | 更多活動

23 Feb

「學與教
討會

23/02/2019

2 Mar

「Code
式設計工

02/03/2019

