

**Circular on School-based Talent Pool**

2<sup>nd</sup> September, 2019

Dear parents,

Gifted Education is one of our major concerns on curriculum development in our school. To identify ability students and talented students and help them achieve the most out of their educational opportunities, we set up a school-based talent pool and provide suitable learning programs for these students. Member observations of student behaviors and work samples can be used as evidence gathered from teachers, parents, and the community.

We now invite parents to recommend their children to join the talent pool and conduct assessments to provide evidence for determining whether a child is eligible to be included in the talent pool. We will review the evidence collected from academic results, competition results, ability tests, behavior checklists, work products and performances. Apart from the learning program, activities and competition will be arranged for the students in the talent pool.

For any enquiries, please contact Mr. Cheng.

Yours faithfully,

*Chow Kim Ho*

Chow Kim Ho  
Principal



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Tsuen Wan Trade Association Primary School

Reply Slip of Circular 19-002/F03 <Please return it to Mr. Cheng via the class teacher>

**Circular on School-based Talent Pool**

Dear Principal,

I have acknowledged the circular on school-based talent pool.

Parent's Opinion (if any): \_\_\_\_\_

Student's Name: \_\_\_\_\_ ( )

Parent's Signature: \_\_\_\_\_

Class: \_\_\_\_\_

Date: \_\_\_\_\_

## Information of School-based Talent Pool

Class: \_\_\_\_\_ Name: \_\_\_\_\_ ( ) Parent's Signature: \_\_\_\_\_

Area	Items	Learning Interest	Specific Items (Training / Award)
e.g. Music	Playing a musical instrument	✓	Piano(Grade 5, 3rd in inter-school competition) Zheng zither(Grade 3)
Language	Drafting IQ questions		
	Taking the role of a school reporter		
	Learning a foreign language (excluding Chinese and English)		
	Telling stories		
	Writing		
	Reading books, newspapers and magazines		
	Participating in speech contests		
	Playing word games, cross-word puzzles		
Logic / Math. and Science	Playing language related games (e.g. riddles)		
	Playing games of mathematics, logic and reasoning		
	Learning different methods of calculation, such as abacus / quick calculation		
	Participating in mathematics contests		
	Participating in board game contests		
	Carrying out scientific experiments		
	Designing or making models		
	Playing games of logic and reasoning		
Leadership/ Self recognition/ Social and interpersonal skills	Collecting information and data for analysis		
	Participating in community activities		
	Taking the role of a young teacher		
	Participating in leader training programs		
	Participating in uniform groups		
	Working with others to organize activities		
	Serving as a school team leader		
	Serving as a prefect		
	Participating in activities that help understand oneself and test one's ability		
Music	Organising the activities of a class committee		
	Organising a music group		
	Playing a musical instrument		
	Composing music, writing an opera script		
	Joining a musical band or a choir		
	Becoming an exchange student in a famous music school abroad		
	Participating in a musical		
	Participating in the competitions or performances in an inter-school music festival		
Studying the life histories of great musicians like Beethoven or Mozart			

## Information of School-based Talent Pool

Class: \_\_\_\_\_ Name: \_\_\_\_\_ ( ) Parent's Signature: \_\_\_\_\_

Area	Items	Learning Interest	Specific Items (Training / Award)
e.g. Bodily Kinesthesia	Participating in ball games	✓	cricket(1st in 2018 Easy Sport competition)
	Learning swimming, diving and water sports	✓	Canoeing(Junior Kayak Sea Lion Award)
Spatial concepts	Playing 2-D or 3-D puzzles		
	Sketching interesting people or landscapes		
	Drawing		
	Participating in orienteering games		
	Making three-dimensional model		
	Reading or making a map		
	Designing or playing maze games		
	Visiting art galleries		
Bodily Kinesthesia	Learning the art of handicraft such as weaving, carving and making ornaments		
	Participating in ball games		
	Receiving training in gymnastics		
	Learning swimming, diving and water sports		
	Learning to dance		
	Participating in stage performance such as drama, opera.		
	Climbing mountains, sports climbing and hiking		
	Learning the skills of magic and acrobatics		
The Nature	Taking photographs, sketching in the countryside		
	Bird-watching		
	Plotting		
	Recording daily temperature, humidity, air pressure etc		
	Organic farming		
	Raising and feeding animals		
	Visiting various place to conduct geographical surveys		
	Collecting specimens		
Computer technology	Tackling strategies of playing computer games		
	Using computer to design graphics		
	Using computer software to facilitate learning, such as writing and mathematics		
	Designing web pages		
	Writing computer programmes		
	Control robots with programme languages		
	Designing computer games		