

Tsuen Wan Trade Association Primary School

Circular: 22-010/J03

1st September, 2022

Dear parents,

Circular on School-based Talent Pool

Gifted Education is one of the major concerns in our school's curriculum development. To identify 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.

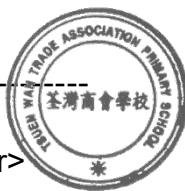
We now invite parents to recommend their children to join the talent pool and conduct assessments to provide evidence for determining whether a child is eligible to be included in the talent pool. We will review the evidence collected from academic results, competition results, ability tests, behaviour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

For any enquiries, please contact Mr. Cheng Chung Hang.

Yours faithfully,

Chow Kim Ho

Chow Kim Ho
Principal



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Tsuen Wan Trade Association Primary School

Reply Slip of Circular 22-010/J03 <Please return it to Mr. Cheng via the class teacher>

Circular on School-based Talent Pool

Dear Principal,

I acknowledge receipt of the above-mentioned circular regarding the school-based talent pool.

Parent's remarks (if any): _____

Student's Name: _____ ()

Parent's Signature: _____

Class: _____

Date: _____

Information of School-based Talent Pool

Class: _____ Name: _____ () Parent's Signature: _____

Area	Items	Specific Items (Training / Award)
e.g. Music	Playing a musical instrument	Piano (Grade 5, 3rd in the 72 th inter-school competition) Zheng zither(Grade 3)
e.g. Bodily Kinesthesia	Participating in ball games	Cricket (1 st in 2019 Easy Sport competition)
	Learning water sports	Canoeing(Junior Kayak Sea Lion Award)

Area	Items	Specific Items (Training / Award)

Examples of items in different areas:

Area	Items Examples
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; Playing language related games likes riddles
Logic / Mathematics and Science	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; Collecting information and data for analysis
Leadership/ Self-recognition/ Social and interpersonal skills	Participating in community activities; Taking the role of a young teacher; Participating in leadership training or team building training programs; Participating in uniform groups such as cub scouts and brownies; 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; Organizing the activities of a class committee
Music	Organizing 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
Spatial concepts	Playing 2-D or 3-D puzzles; Sketching interesting people or landscapes; Drawing; Participating in orienteering games or treasure hunts; 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
Nature	Taking photographs, sketching in the countryside; Bird-watching; Plotting; Investigating weather-related items like recording temperature, humidity, air pressure; Organic farming; Raising and feeding animals; Visiting various places to conduct geographical surveys; Collecting specimens
Computer technology	Tackling strategies of playing computer games; Using computers 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