Tsuen Wan Trade Association Primary School

Circular: 17-024/D05

Circular on School-based Talent Pool

12th September, 2017

Dear parents,

Gifted Education is one of our major concern 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 17-024/D05 <return 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.

Opinion:_____

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

Class:_____   Date:_____

Information of School-based Talent Pool

(Please put a "✓" next to a topic which your children have strong interest in or strength in.)

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

Dimension	Items	Strength (in details)
e.g. Music	Learning to play a musical instrument, organizing a musical band or a music group	✓ (Piano, Zither)
Language	Drafting IQ questions	
	Taking the role of a school reporter	
	Learning a foreign language (excluding English)	
	Telling stories, writing, reading books, newspapers and magazines	
	Participating in speech contests	
	Playing riddles, word games, cross-word puzzles or other language related games	
Logic / Math. and Science	Playing games of mathematics, logic and reasoning	
	Learning different methods of calculation, such as abacus / quick calculation	
	Participating in mathematics contests or board game contests	
	Carrying out scientific experiments	
	Designing or making models	
	Collecting information and data for studies and analysis	
Leadership/ Self recognition/ Social and interpersonal skills	Participating in community and voluntary activities	
	Taking the role of a young teacher or serving as a school team leader, prefect etc.	
	Participating in uniform groups or leader training programs	
	Working with others to organize activities or holding the activities for the class	
	Participating in activities that help understand oneself and test one's ability	
Music	Learning to play a musical instrument, organizing a musical band or a music group	
	Joining a choir or participating solo singing contest	
	Composing music, writing opera script or participating in other musical works	
	Becoming an exchange student in a famous music school abroad when grow up	
	Participating in a musical or music competitions/performances	
	Studying the life histories of great musicians like Beethoven or Mozart	
Spatial concepts	Designing or playing two-dimensional or three-dimensional puzzles, maze games	
	Drawing, Sketching interesting people or landscapes	
	Making three-dimensional model	
	Participating in orienteering games, map reading or drawing	
	Visiting art galleries	
Bodily Kinesthesia	Learning the art of handicraft such as weaving, carving and making ornaments	
	Participating sports such as ball games, gymnastics, water sports	
	Participating in stage performance such as drama, dance	
	Climbing mountains and hiking	
	Learning the skills of magic and acrobatics	
The Nature	Taking photographs, sketching in the countryside, bird-watching	
	Plotting, organic farming	
	Studying the weather and recording daily temperature, humidity, air pressure etc.	
	Raising and feeding animals	
	Visiting various place to conduct geographical surveys	
	Collecting specimens	
Computer technology	Using computer and software to facilitate learning	
	Using computer to design graphics and multimedia	
	Constructing websites, writing computer programs	
	Tackling and designing computer games	