

Light It Up 點亮它

Exploring Electricity

Students explored how electricity works through the *Light It Up* project. They learned that electricity helps power things we use every day, like lights and devices at home and school. Through hands-on activities, students built simple circuits and discovered that electricity needs a complete path to flow. They saw that if the path is broken, the light will not turn on. This learning helps students understand how to use electricity safely and solve simple problems, like why something is not working. It also connects to real life, as electricity is important for lighting, safety, and everyday living.

Creating a Special Card

The goal of this project was for students to build a simple, working circuit by designing a special light-up card for someone else, connecting their learning to service learning by creating something meaningful for others. As students designed and built their cards, they developed the 4Cs: creativity in designing their cards, critical thinking when solving problems if the light did not work, collaboration by working with classmates, and communication by sharing ideas and explaining their observations. This hands-on project helped students understand how circuits work in real life while encouraging them to help others, think deeply, and work together.

探索電力

學生透過「點亮它」這項專題活動來瞭解電是怎麼運作的。他們學到電力能讓日常生活中的各種東西運作，像是家裡或學校的燈和各種設備。透過實作的活動，學生親自搭建簡單的電路，也發現電流必須在一個完整的路徑中才能流動，如果路徑中斷，燈就不會亮。這樣的學習幫助學理解如何安全用電，並解決一些簡單的問題，例如：為什麼某個東西無法運作。同時也與生活連結，因為電力對照明、安全和日常生活都非常重要。

製作特別的卡片

這項專題的目標，是讓學生設計並製作一張會發光的卡片，透過動手操作完成一個簡單且可運作的電路，並為他人創造有意義的作品，將課堂學習與服務學習緊密結合。在設計與製作卡片的過程中，學生培養了「4C 能力」：在卡片設計上展現創意 (creativity)、當燈不亮時進行問題解決的批判思考 (critical thinking)、和同學一起合作完成作品 (collaboration)、以及分享想法與說明觀察結果的溝通能力 (communication)。這項專題不僅讓學生瞭解電路在真實生活中的應用，也鼓勵他們幫助他人、深入思考，並學習團隊合作。

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1

ASK + IMAGINE
提問 + 創思

2

We explored circuits through fun games.

透過有趣的遊戲，我們認識了電路。



3

PLAN
計畫



We explored materials to use in our designs.

我們一起探索在設計中可以使用的各種材料。



4

CREATE
創造



Using our circuit knowledge, we created a card that can light up.

運用學到的電路知識，我們做出了一張會發光的卡片。



5

IMPROVE
改進



We made improvements based on peer feedback.

我們根據同儕的回饋進行修正。

