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參訪紫竹寺並由導覽員解說在地文化  
Visiting Zizhu Temple to learn about local culture.

## 翻轉始業輔導：「實見啾啾星球」新生探索營

高雄校區學生事務處

### 萌芽於素養導向 綻放於校園創新

本校於 113 年 3 月獲教育部核定為「素養導向高教學習創新計畫(XPlorer 探索者計畫)」第二期 A 類校級計畫學校(全國僅 8 校通過)，計畫名稱為「從『做中學』燃起學習熱情：大一年的探索、定向與轉銜」。此計畫旨在推動以學生為中心的創新學習模式，延續 108 課綱素養導向的培育目標，透過自主學習與體驗探索，激發學生的學習熱情，引導他們順利展開大學生涯，確定職涯方向，並成為終身學習者。

為協助大一新生順利適應大學生活，翻轉過往傳統的新生始業式，本校基於計畫的創新精神，特別規劃「實見啾啾星球」新生探索營，內容涵蓋人際互動、團隊合作、洞察內省、問題解決、關懷社區及跨域探究等六大素養能力的養成，期能透過多元體驗活動，協助學生確立學習目標、拓展視野，並培養團隊合作與問題解決等關鍵能力，為大學生活奠定堅實的基礎。





02 各組成果發表  
Each team demonstrated what they had learned.



03 共同埋下時空膠囊  
Burying the time capsule together.

## 多元體驗 激發潛能

**星際啟航 - 開訓典禮：**在營隊開訓典禮中設計大驚喜儀式，李崑進校區主任化身為星際指揮官，穿著太空裝帥氣登場，瞬間點燃現場氣氛，熱鬧揭開活動序幕。

**星球探索之旅 - 破冰遊戲：**打破以往組別限制，使每位新生藉由輕鬆有趣的團康遊戲，認識來自不同組別的新夥伴。在「默契大考驗」的環節中，新生透過「當我們同在一起」的遊戲，不斷挑戰彼此默契，隨著節奏忽快忽慢，笑聲滿場，氣氛十分熱烈。學員表示：「這些破冰小遊戲讓我們互

相更瞭解，從陌生到熟悉，建立信任。」當夜幕低垂之際，大家聚在一起聊天，分享生活經歷，更增進彼此情感的聯繫。

**星球探索之旅 - 內門宋江文化導覽：**新生參訪內門紫竹寺與木柵教會，透過導覽員生動的解說，深入瞭解這片土地的歷史與文化。在紫竹寺活動中心，學員與木柵國小師生一起進行宋江臉譜彩繪及愛玉製作活動。學員分享：「此活動讓我們對在地的歷史文化有更深層認識，並在活動中心與小學生互動，是很特別的經驗。」

04 「實見啾啾星球」新生探索營活動主視覺  
Main visual design of the freshman orientation camp



**星球引力 - 電影解析探討環節：**新生打破對感情的刻板印象，深入討論如何建立健康的親密關係，各組依序上臺分享從影片中獲得的啟發，大家共同學習在大學生活中如何面對感情問題，並尊重差異。學員表示：「電影後勁很強，很多人看到掉淚，這場討論讓我體悟互相尊重與包容的重要性。」

**星際潮流課程：**老師教導學生利用廢棄物創作，激發大家無限的創意，作品一件比一件更具獨特性，讓學生訝異原本在生活中被遺棄的物品竟能成為藝術品。學員分享：「用廢棄物創作藝術品，讓我重新思考我們是否過度依賴地球資源，這些環保作品都充滿創意與個人風格。」

**外星智能課程：**許多新生第一次操作無人機，不但需要在短時間內學習基本操作，還要進行無人機足球競賽。學員在助教細心的指導下，迅速掌握技能，過程中充滿新奇與挑戰。學員說：「無人機的操作沒想像中簡單，但無人機足球競賽既具挑戰性又好玩，這次體驗讓我學到如何與隊友協作。」

**殲滅外星生物 - 水球大戰：**這是炎炎夏日中學員最期待的活動，各組為爭取榮譽，奮力應戰，合

作精神在比賽中達到巔峰，現場學員都大呼過癮。學員表示：「這場比賽讓我們學習如何運用策略與團隊合作，是這三天中最團結的時刻。」

**宇宙大爆發 - 成果發表會：**各組展現參與營隊活動的學習點滴與努力，有的組別使用簡報，有的組別製作影片，每種形式的呈現都蘊含專屬於個別團隊的回憶。學員分享：「這三天讓我接觸到很多不同領域的事物，踏出舒適圈，學到積極參與及主動社交的重要性。」有的學員因為感動而泛著淚光。最後，大家將寫給未來自己的信放入時空膠囊，在大草坪上一同埋下對未來的期許，圓滿結束三天的奇幻旅程。

### 點亮青春星火 啟動大學新航程

新生學員參與三天的探索營隊，透過破冰遊戲、水球大戰等活動，不僅探索自我，拓展視野，並與來自不同背景的同儕建立深厚情誼。學員表示：

「平時都待在家裡，藉由這次營隊，讓自己踏出舒適圈。」本次營隊活動，使新生有機會增廣知識、深入反思，並激發對新事物的學習熱情，亦進一步瞭解個人的興趣、優勢與價值觀，為未來的學習與生活奠定更清晰的方向。■

05 互動式團康遊戲  
Group games



06 大型團康遊戲  
Large group games







07

07 高空拍攝水球大戰  
A bird's eye view of the water balloon game

## A Unique Opening Ceremony: Freshman Orientation Camp

Office of Student Affairs, Kaohsiung Campus

### Innovation that drives student competency

Shih Chien University (SC) has been selected by the Ministry of Education to participate in the second phase of **The XPlorer Project: A University Competency-Based Education Initiative** (Category A University) in March 2024. Only eight universities were selected to take part in Category A. SC's program **Igniting Passion for Learning through Learning by Doing: Freshman Year Exploration, Orientation and Transition** focuses on a student-centered innovative learning method. Following the goals set in the curriculum guidelines of the 12-year basic education and through self-directed learning, the program aims to guide students as they start life in university, helping them find the passion to learn, discover their career paths and become lifetime learners.





08

## 08 「星際啟航」開訓典禮 Opening ceremony

To help freshmen smoothly transition into university life, SC organized a freshman orientation camp “**SC Freshman Planet**” that was unlike traditional opening ceremonies and included interpersonal interaction skills, teamwork, self-reflection and insight, problem-solving skills, community engagement and interdisciplinary research. The aim was to help students identify their learning goals, broaden their horizons, acquire teamwork and problem-solving skills through various experience activities.

### Diverse experience to unlock potential

**Opening ceremony:** The ceremony was designed as a surprise when Kaohsiung Campus Director Lee Kun-Chin (李崑進) dressed up as the stellar commander as he entered the venue to kick off the event.

**Ice breaker games:** Every student had the chance to get to know each other better through group activities. During a

teambuilding activity, students played a game along with a classic song to see if they could work well together. It was lively as people tried to follow the changing rhythm of the music. “These ice breaker games helped us get to know each other better and build trust,” said a student. As it got darker, the students sat around to chat about their experience and bonded with each other.

### Tour of Song Jiang Battle Ritual:

Students visited Zizhu Temple and Muzha Church in Neimen to learn more in depth about local history and culture through the lively introductions of the tour guide. At the Zizhu Temple activity center, students took part in face painting for the Song Jiang Battle Ritual and the making of Aiyu jelly with the pupils and teachers from Muzha Elementary School. One of the students said, “This activity gave us a chance to learn more about the history and culture of this place and interact with elementary students. It was a very special experience.”





09 操作無人機  
Operating a drone

**Film discussion:** Breaking free from traditional relationship stereotypes, students discussed how to establish a healthy relationship. Each group shared what they had learned from the film and how to cope with relationship issues as well as how to respect differences at university. “The film creates a strong impact. Many cried as they watched it. The discussion helped me understand the importance of respect and tolerance,” a student said.

**Upcycling:** Students were taught how to make things out of waste materials, and many of them demonstrated brilliant creativity with unique works. They were very impressed that discarded things could be turned into artwork. “Making artwork from waste materials helped me rethink about whether we have been overly reliant on resources on earth. These eco-friendly works are both creative and unique,” one student said.



**An exercise for the brain:** For many students, it was their first time operating a drone. They were asked to learn the basics with limited time and participate in a drone football game. With the guidance of the teaching assistant, students were able to quickly grasp basic maneuvering

skills. “Operating a drone was harder than I expected, but the drone football game was challenging and fun. I learned how to work with teammates,” a student said.

**Water balloon game:** The most highly anticipated activity in the heat of summer. Each team did their best and worked perfectly together. Everyone had a great time. “We learned how to use strategy and work as a team in the competition. Over the past three days, we were at our best as a team during this competition,” a student said.

**Presentation:** Each team shared their progress and what they have learned after the three-day event. Some groups demonstrated with slideshow briefings, and other groups presented videos they had made. All these different kinds of demonstrations are special memories unique to the participants. “Over the past three days, I tried many different things and stepped out of my comfort

zone. I learned the importance of active participation and social skills,” a student said. Some students became tearful as they were deeply moved by the experience. At the end of the camp, participants put the letters they wrote to their future selves in a time capsule and buried them to wrap up the magical journey.

### Equipped to kick-start university journey

Through ice breaker games, the water balloon game and other games at the three-day camp, students explored, broadened their horizons and formed friendships with students of different backgrounds. “I stay at home most of the time. The camp gave me a chance to step out of my comfort zone,” a student said. The camp helped the freshmen learn, reflect, become interested in new things, and explore personal interests, advantages and values. The design of the activities also gave them a clearer direction about learning and life in the future. ■

10 與木柵國小學生互動  
Interaction with pupils from Muzha Elementary School



11 利用廢棄物創作作品  
Turning waste into artwork

