

2016, 2017
Shunique



YOUunique



YouTube: What and Why

5B Choi Lok Ying Bonnie

Can you understand the theme of this year's Shunique-- YOUUnique? Just break it down, and you will see. The "YOU" stands for YouTube, and the latter part is for Shunique itself. Try pronouncing the created word. Does it sound like "unique"? YouTube has developed into a unique and organic way of entertainment. Having over ten years of development, what does YouTube have that set it apart from mainstream media and what will keep it thriving into the future?

What is YouTube for? It is to broadcast yourself. Everyone can be a YouTuber to create content or find content that you are interested in watching on subjects you enjoy knowing. We can see lots of creative and original videos on YouTube with the ideas that the public contributes. The Best of YouTube includes Music, Sports, Gaming, Movies, News, Live and 360° Videos (Virtual Reality) which allows viewers to DIY their own TV shows. Still, they are videos to be viewed and forgotten much like TV shows, so what makes YouTube truly special?

On Youtube, I can hardly find any complete movies or even anime to watch. But it's also this very reason why I love YouTube. It protects copyright. One may say, why should YouTube be like this? It deprives us of enjoying mainstream videos that we are so fond of! Well, let me illustrate the idea this way. How would

you feel if you read in Shunique an article directly ripped from an online source? Would you feel deceived or disappointed by the writer who claims to pen that article in Shunique himself? That's the same for videos. It is the copyright that needs to be protected by Youtube. Infringing on copyright has been effectively stopped on YouTube for the most part. YouTube's strict adherence to copyright regulations is why they can keep the content original and fresh so that their audience keeps coming back.

Being the largest and most popular video sharing website in the world, YouTube is loved by people of all ages. Thanks to its massive video selection and content variety, people of all ages can find their little slice of heaven while surfing the website. YouTube has nearly no limits in its video content or genre range. Whether you are finding mashups, gaming videos or 360° videos, there will be a countless number of them to view. Or if you want to learn more about languages, cosmetics, science or other subjects by yourselves, try typing them in the search bar and a slew of results will pop up. If you cannot find what you are looking for perhaps it is your turn to put the You in YouTube.

To know more, read more in this Shunique! YouTube holds an infinite number of possibilities because it is run by you, the public.



LIFE STORIES ON WHITEBOARD

5B Lui Cheuk Lam Chanel

Have you ever heard of or watched the movie 'Fantastic Beasts and Where to Find Them'? Did you find it interesting? As for me, it made me become a part of the character Newt Scamander's fan club. I saw a video titled 'Newt Scamander -- Fantastic Beasts -- Draw My Life' and I was hooked to the genre and to Newt after watching the first-person introductory video. Intrigued, I searched for more 'Draw My Life' videos and found several channels starring these real actors and virtual characters.

What is Draw My Life?

Draw My Life is a type of fast-motion Internet videos in which the author narrates their own life story while drawing depictions on a whiteboard. Often, the videos reveal previously hidden, upsetting or unfortunate incidents. Many stories end in a twist, hence the hidden aspect. The videos also impart virtues and delve into the meaning of life. They are also meditative in tone in most videos.

The authors only make use of whiteboards and marker pens to visually illustrate a story, enhancing the narrative and stimulating the viewers. This genre has taken the YouTube world by storm, often showing up in Facebook feeds everywhere. Draw My Life provides a stress-free space for people to tell of their life in an artistic way and it becomes a record of the creator's journey invoking introspection in the viewers. Much like a good book does.

These days, there are also videos of people drawing

lives of cartoon characters and movie characters like Iron Man and Harry Potter. When creating such videos, you will be surprised at what you learn about regarding what matters to you, what influences were the strongest in your life, and what you've gained from both the good and bad experiences in your past. Want to know more? There are a multitude of ways that lead you to explore more, try reading books like *Drawing Your Life: Learn to See, Record, and Appreciate Life's Small Joys* by Michael Nobbs. But now, let's discover how to create a Draw My Life video.



PARROTT
ATTENTION Care & Use Instructions

How to Do a Draw My Life Video?

Of course, you may refer to different YouTube videos and websites to know more about how to do a Draw My Life video, but in this article, let me provide you with the simplest way.

The first thing you'll have to do is to do what you do before writing any essay at school -- create an outline. Just write your story out, or at least an outline of your story. You had better know your life well and have a clear idea of what you want to emphasise before you start. Besides, who would know more about you than you. Do the necessary preparation or else you may get messed up with what you want to say. You should concentrate on drawing your story and should not worry about speed. It may take you an hour or longer. The whole point is to take your time and do it well. You can speed up the drawing in the editing stage.

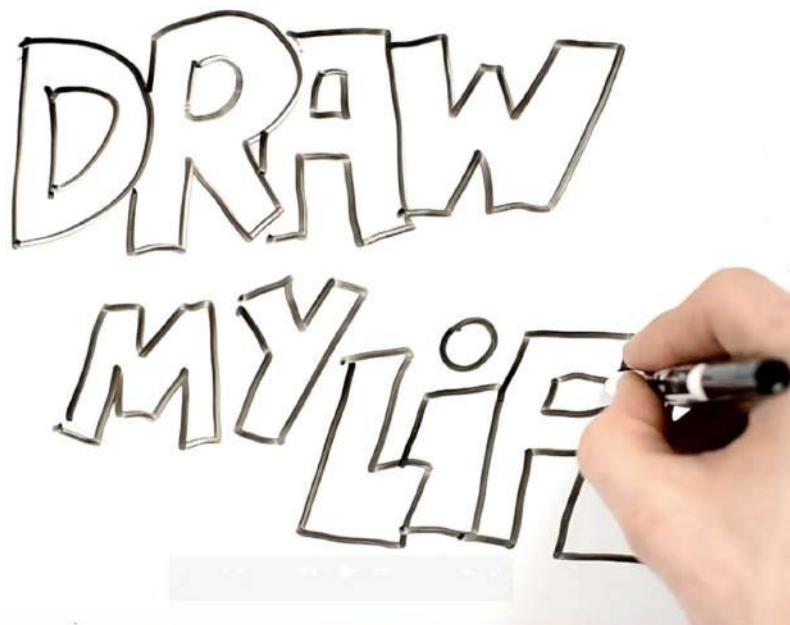
Next, prepare the materials you need. It depends on what method you want to use. You can use a whiteboard, or a piece of white plexiglass for drawing on if you wish. Use a dry-erase pen to draw your story. If you don't like it that way, use plain paper. You can use a permanent marker to draw. Put a stack of paper in front of you and toss each sheet away after you've filled it with a drawing.

You may have worries about drawing--actually, you just need to use little stickman to depict your stories. To ease your worries, let me tell you this--despite applying only basic artistic abilities and primitive stick figure drawings, YouTubers compensate their artwork with fascinating and revealing anecdotes about growing up and how they became the popular sensations on Youtube they are today when they are doing their Draw My Life videos. Clothes don't matter as the emotions in your figures' faces are the focus.

Once you're done with your drawing and video recording, import your video to an editing program and cut out all the dead spaces and oopses. Then open an audio editing program and record your story while watching the video. This part is time-consuming because you will make lots of mistakes and will have to adjust your verbal story to fit the video.

Lastly, for music, you can choose what you want. Music makes great differences in creating the atmosphere and attitude of your video. You may try to make two different versions for your video to find the best 'fit'.

Let's have a go and try this amazingly simple way to stress-proof your life! It is simply in black and white drawings that condense my 16 years on this planet into a few minutes!



How to Make Money on YouTube?

4B Tang Yin Cho Joe

Since its startup in 2005, YouTube has been a free online video sharing platform which attracts plenty of online personalities to join the community. A few of them have stood out in the massive group of YouTubers and successfully converted their passion to their careers. How does YouTube support their living? How can you be one of them to achieve your wildest dreams?

How does a YouTuber get paid?

YouTube is not actually paying you. Google AdSense is the one behind the whole operation. When you sign up for Google AdSense, you become a part of the Google Advertising Program, and that's just the beginning of everything.

Ever skipped an advertisement before you watch one of your favourite YouTubers' videos? Ever dismissed advertisements appearing at the bottom of your screen? That's how YouTubers stock up their bank accounts. Assume that you watch the video for at least 30 seconds, Google charges the advertiser for that particular view. Google then pays a portion to YouTubers from the amount received. A million-viewed video generates USD\$1000-2000 for the content creator. However, the amount of cash they receive may vary if taking AdBlocks, watch time and the length of video into account.

Worlds Outside YouTube ---- Money-making besides AdSense

Sponsors

Brands like to have their products exposed to more people as to increase their sales. One of the ways is to reach out to a YouTuber to include one of their products in their videos. Sponsors usually send their products to YouTubers to make a review or a user experience in a video. YouTubers can also be paid

by putting commercials of the product in between their videos. Technology and gaming channels usually receive more sponsor offers than others. Some of the famous technology channels namely LinusTechTips, NCIX Tech Tips and Austin Evans do reviews on products from a USD\$30,000 custom built computer to a headphone costing only 10 bucks.

Merchandise

Guess what? YouTubers can also sell their customised t-shirts and mugs with their channels as the brand! With the birth of print-on-demand (POD) services, YouTubers don't have to risk investing a big dough of cash to start out their own branded merchandise. They collect designs, upload them to POD service sites such as Spreadshirt, and start their sales. You might ask, "How do they attract customers?" Easy! They just promote them on their own YouTube channels.



Another way to enjoy music- Mashup

4B Ng Run An Senses

If you are a music lover, have you ever found yourself unable to enjoy all the songs you like at once? If you want to finish your song list in a short time, Mashup is the answer to it.

Mashup, in music, means mixing two or more existing pieces together and form a new piece. From the 80s to 2016, from Katy Perry to Avicii and EDM to the Disney songs, every single song can be the mashup artists' target.

Now, let's narrow our shot down to YouTube. Although you may find thousands of mashup musicians in YouTube, let's talk about the top 3 mashup musicians there.

The first one is "Kurt Hugo Schneider", a talented musician with more than 7.8 million followers on YouTube. Being good at both covers and mashups, he is one of the most famous music YouTubers in the United States and Europe. In 2011, he started a program called "the mashup of the year", in which you may find the musical milestones of the years.

Then, we come to the YouTuber "TheSamTsui". He is a friend of Kurt. Unlike him, Sam's mashups have cohering lyrics. He tries to retain the meanings of different songs while doing a good mashup.

The last musician "Yabancı Müzikler", is the craziest mashup YouTuber ever seen. Not only the songs, music videos are also mashed up by this talented guy. In his mashup collections, 10 to 20 songs are merged. He has produced a 21-minute mashup

of more than 200 famous songs from 2013 to 2016. If you want to finish your song list all at once, check him out!

Lastly, let's talk about the videos! Three fantastic mashups will be recommended as follows. The first one is "See You Again/Love Me Like You Do/Sugar (Acoustic Mashup)", a peaceful mashup which has 39 million views. By mixing songs, guitar sounds and vocals, Megan Davies and her team bring us to the complex feelings of teenagers. If you are finding a song to make you cry, enjoy.

Then, we have "2015 MASHUP-Every Pop Songs in 4 minutes". This yearly remixes of Kurt have already gained 7.2 million views in a year. It consists of more than 15 songs for music lovers to enjoy. Want to remind yourself of those songs you loved? Check it out!

And the last one is the most special one among the three. The "Evolution of Music-Pentatonix", a showcase of music history. Starting from the 11th century to 2010s, Pentatonix creates a time machine for us to have a peek of different music types. If you are a music lover, don't miss the chance!

What do mashups mean for us the viewers? We are into music just because we want to immerse ourselves into the complex emotions and mashups are new ways to enjoy our favourites. We all would like to be swept away and brought from the complicated city to the fabulous music world.



YouTube Gaming - Gaming YouTube

4B Chow Ngo Kiu Yanton

Video gaming, simply known as ‘gaming’, has dominated entertainment for decades, be it console, PC, or mobile gaming. Since the development of the Internet, gaming has never been the same. From sharing cheat codes to multiplayer, co-op mode or PvP (player versus player), and now, a new “player” in the world of gaming, YouTube.

Over 15% of YouTube videos are gaming videos, that is why it should not be surprising to hear that there is a dedicated YouTube channel called “YouTube Gaming”. These YouTube Gamers share their experience on gaming in different ways, namely walkthroughs, let’s play, and live streams.

Walkthroughs

As the name implies, Walkthroughs literally walk you through games. They are meant to teach viewers how to finish a game. So when you are stuck on a level, load a Walkthroughs video to find a way out.

Let’s play

Let’s play is a genre of gaming videos for fun and joy. These videos are casual and the most popular kind of gaming videos. Gamers play together or alone and record their conversation while playing. They talk about whatever is on their mind, be it about the game or not--and they tend to talk a lot! Viewers feel that the gamers are talking to them directly, which virtually bridges the gap of being physically separated. If gamers play with their friends, there are tonnes of jokes cracked and funny moments. You will immerse yourself into the same situation and laugh during the whole video. Let’s play involves more video editing to enhance the effects of jokes and ultimately, your laughter. Gamers who play alone can also be popular, Pewdiepie, Jacksepticeye, and Markiplier are a few of the many channels that have made it to the top spots with the most subscribers and views in the entire YouTube community.

Live streams

Live streams have only become popular since a few years ago as streaming (watching videos online) is such a demanding task for computers. It has taken some time for hardware and infrastructure to catch up with the idea of stable live streaming. Live streams last longer than let’s play and walkthroughs since there is simply no editing. Maybe they seem plain but that is what the audience wants--authenticity and instantaneous responses. For players, they gain a sense of community and connection. The games themselves are just frameworks for the community to express themselves. The most popular games on YouTube, until November 2016, are Grand Theft Auto, Minecraft, Garry’s mod, and different First Person Shooters (FPS) like Call of Duty, Battlefield, and Rainbow Six Siege.

Grand Theft Auto (GTA)

GTA, unsurprisingly, due to its free gameplay, is an easy source for funny video content. The YouTube channel VanossGaming made its name by playing GTA Online with friends, which generates a lot of funny moments and jokes for the audience and the players themselves too. Without the freedom provided by the game, such hilarious content may not have existed. However, GTA has been a controversial game because of its violent nature. After all, it’s a game rated PG-18. So students--beware!





Minecraft

Minecraft though is a very peaceful game. With different game modes, players can either create gigantic structures or collect resources to survive in a world made out of blocks. Its unlimited expandability makes children or adults alike fall in love with this game. Gamers on YouTube seize the opportunity to make videos on Minecraft, doing mod (modified) showcases, playing survival mode or messing around with friends. TheDiamondMinecart and Sky Does Minecraft are two channels that are famous for their Minecraft videos. While they focus on fun, others focus on more complex mechanisms of Minecraft called Redstone. It is a system of electric current like “machines”. With a little imagination and a logical mindset, Mumbo Jumbo and SethBling created the most amazing Redstone contraptions of all time, often stunning geeks and nerds everywhere.



Garry's Mod

Garry's Mod is a weird hybrid of Minecraft and GTA. It starts as a semi-open world (where players can control the outcome) type of game with different props and weapons being used. With some add-ons, the game is no longer aimless. There can be Hide-and-Seek, prop hunt, Deathrun and more mini tasks play. The game's ragdoll physics is what makes the game funny.

Pewdiepie

PewDiePie is the most famous YouTuber in the world in that he has the most subscribers on YouTube. He does not solely dedicate himself to a single game, rather he showcases less well known but interesting games. Outside YouTube, he is known as a comedian who has taken part in multiple shows and often interviewed on late night chat shows such as Conan.

To many of us, becoming a YouTuber is merely a joke between friends. But with the YouTube community expanding, anything is possible. Doing what you like is more than just an interest, it can be your job. Take the first step, and you can become anything.

Virtual Reality

5B Yeung Yuen Ting Tina

Virtual Reality has taken the world by storm these days with its attractive functions. It is so common to see that myriad of shops surrounding us start selling VR, and this is one of the most popular products of them currently. Many people especially youngsters become rhapsodic themselves with this technology. But why has this technology become popular these days?

What is Virtual Reality?

Virtual Reality is the computer-generated simulation of a three-dimensional image or environment that can be interacted with in a seemingly real or physical way by a person using special electronic equipment, such as a helmet with a screen inside or gloves fitted with sensors.

How is Virtual Reality achieved?

The 'virtual' part of virtual reality is achieved using computer technology. Shading an object by illustrating varying levels of brightness enhances the three-dimensional perception. Stereoscopic display is to simulate depth by two slightly different angles of the scene seen by each eye. Parallax is that farther objects to you seem to move slower. Using software to create parallax assists the display of depth. Have you ever enjoyed 3D audio? The 3D acoustic effects further upgrade the construction of the environment. A group of sound effects are produced, creating the feeling of sounds coming from different angles of the listener. All of these techniques help realise the virtual world.



What can Virtual Reality do?

Of course, as an advanced technology, virtual reality's uses are not limited to playing games and watching videos only. Here are some ways you are able to use virtual reality now and in the future.

Entertainment: Tourism

Virtual tourism is one of the best things in its applications. You could visit Himalayas, Moon, or the edge of a cliff. No matter you're watching a spherical video someone shot, or a computationally generated 3D simulation, you can shut out the real world and replace it with these immersive videos. Have you ever thought of visiting the Great Barrier Reef? Try virtual reality! It can take you there and even make you able to soar through the air as an eagle.

Art: Heritage & Archaeology

For fans of the mysteries of the world, visiting monuments is surely a congenial event. However, some sites are often inaccessible to the public due to preservation or maintenance. In this situation, virtual reality is certainly a way out. Virtual reality allows caves, natural environment, old towns, sculptures and archaeological elements to be replicated perfectly and appreciated closely and comprehensively without damaging the original items and the surrounding environment. It also avoids danger to visitors due to weathering.

Education: Simulation

Lessons never get boring anymore with the use of virtual reality, instead, students get more interested in classes and gain more vivid experience. Students could take a class trip to the other side of the Earth without wasting time and money travelling. Thus, students' understanding in knowledge requiring first-hand experience can be enhanced in an easier way.

Psychology: Meditation

Virtual worlds can be very detached from the reality. Studies have shown that the immersive multimedia can divert attention and so it can be an effective virtual 'painkiller'. Becoming totally immersed in a disconnected world can help people relax without any disturbance and take away their apprehension.



Telepresence

The future of communicating and interacting with each other is full of possibilities. Do you know that a thing called Kissenger was developed last year? Maybe one day, we can kiss and hug each other in virtual reality with lifelike feeling.

YouTube videos for enjoying Virtual Reality

Are you excited to engage in the fantasy brought by Virtual Reality? Actions speak louder than words. Why don't you give yourself a try? Here are two Youtube videos for you to enjoy the fantasy brought by VR with the headset.

STAR WARS Hunting of the Fallen 360 VR



STAR WARS 360 VR - Hunting of the Fallen

CUBE CZ

6 個月前 · 觀看次數：959,711 次

We are so happy to present you our Star Wars Fan-film called Hunting of the Fallen 360 VR . The reason why we made this film ...

4K 360°

Seeking Pluto's Frigid Heart | 360 VR Video | The New York Times



Seeking Pluto's Frigid Heart | 360 VR Video | The New York Times

The New York Times

6 個月前 · 觀看次數：897,647 次

For a more immersive virtual reality experience, download the NYT VR app: <http://nyti.ms/1XCeUuH> Set foot on an alien world, ...

3D 4K 360°

Journey of Zoella

5A Chiu Wing Yan Cayla

Plenty of tech-savvy people are biding their time to be the next big thing by merely tapping on the keyboard and YouTube is their ticket to success and fortune. Of course, it's always easier said than done. I have witnessed the growth of some remarkable content creators in just the short span of a few years. Let me introduce you Zoella, my favourite YouTuber of all.

Zoella, born Zoe Elizabeth Sugg on 28 March 1990, is an English fashion and beauty vlogger (video blogger), a YouTuber and an author. Before creating her fashion vlog, she was once an apprentice in a renowned interior design company. However, her strong will had other plans. She intended to build a community for all beauty lovers on YouTube and share that experience with her online followers. Since then, Zoe has emerged as one of the most prominent YouTubers. From "beauty haul" shopping sprees to personal views on life, her channel engages her audience with authentic and personable content.

As one of the most successful YouTube channels, Zoella has reached 11.7 million subscribers with 850 million views and counting. In 2016 she reportedly has a net worth of £3 million (\$28.8 million HKD) according to Cosmopolitan. Indubitably, she has paid heaps of effort towards creating appealing content on her channel. Her weekly routine is to upload at least one video on her main channel -- Zoella and occasionally upload vlogs on her alternative channel -- MoreZoella, giving fans a glimpse into Zoe's daily life. She is not only willing to share fashion and beauty tips but also intimate details of her personal life.

In order to build her online beauty empire, she has embarked upon her own Zoella fashion and beauty line and published her semi-autobiographical debut novel - *Girl Online*. With all her hard work, Zoe is even influential throughout social media. She has been nominated and has won numerous awards, ranging from the Cosmopolitan Blog Award to Teen Choice Award. She has ended up with a result beyond her imagination.

Behind the glamorous façade, she is merely an ordinary girl who experiences ups and downs. Years ago, Zoe's parents were divorced, which brought her sibling and her into saddening circumstances. Zoe, as the eldest sister, suffered the most as she started to develop anxiety and depression symptoms. What brought her out of her downward spiral was YouTube, where she met oodles of affectionate fans. Having been through emotional peaks and valleys herself, she decided to convey positive energy through her YouTube channel. She made videos suggesting ways to relieve anxiety and emotional struggles to those she influenced online and this may mark her greatest contribution to society and the online world.

To be as influential as Zoella, there may be an endless number of hurdles for you to overcome. Pursuing a dream is never a child's plaything. Zoe Sugg is a living proof of that. As long as you have a strong will, you can transcend all the odds. So, why are you still sitting here reading this article?





開學感恩祭

二零一六年九月二日的開學彌撒由狄和詩神父主持，並有以前校監顧厚德神父、天神之后堂主任司鐸馬德良神父及我們的校友蔡俊源神父共祭。是年適逢我校三十五周年，當天亦邀請到以往的校長、老師、牧民助理、校友等回來參與這個共同的聖祭，一起慶祝校慶。



祝聖聖水禮



詠唱天主經 - 友愛團結地向天主祈禱



互祝平安



讀經、證道、講道及奉獻禮



觀賞禮儀舞 - 以身體語言表達感恩的心



三十五周年校慶 啟動儀式

35周年校慶的標誌主題是地鹽世光，校監狄神父、詹校長連同顧神父、馬神父、蔡神父、前任校長康校長以及黃校長進行亮燈儀式，為我們加鹽到鹽甕及按著燈掣，寓意我們要成為「地上的鹽、世界的光」。儀式後更派發小襟章予在座的順利人，願此標誌一直提醒著我們發揮生命的力量，成為一個對社會、世界有貢獻的人，照亮世界。



Our Happy Campus – Experiential Learning Day

The second wave of the 35th anniversary of our school – the Experiential Learning Day – was celebrated during January 6-7, 2017. The goal of this activity is to encourage our students to play the leadership role of leading different groups of students in planning, coordinating and producing games and booths on campus. The “Happy Campus” atmosphere was experienced by our teachers, students, parents, alumni and primary six students from other schools. Everyone could learn and benefit from the games they played. The activity was held several months ago, but we believe that you still remember vividly every happy smiling face and the lively atmosphere around the 18 booths in the playground. Let’s revisit our beautiful memories once again. Spot yourself in the photos now!



Do you want to master new technology? Let’s visit the AR Science learning booth.



The game designed by the Science Society is far from easy, which requires much control in perspectives and strength.

Do you know whether Miss Liu and the students succeed or not?



Art Club members receive a lot of compliments. All the participants are impressed by their quality body painting on the spot.



Are you knowledgeable and with good eyesight? You need to answer the question correctly and shoot the ball into the basket perfectly at the same time.



Without any electronic device, Chinese History Society teaches you how to play some Chinese traditional games and everyone enjoys it very much.



Through playing the "Flying under the Headwind" (逆風飛翔) game, we can understand the importance of nurturing resilience.



Putonghua Club tests our knowledge of Putonghua.



It is worth collecting our beautiful anniversary souvenirs including folders, magnet bookmarks, as well as key chains with the theme of our school uniforms of the previous years.



A lot of challenges and surprises are created by the 4 Houses for the participants.



Our teachers are discussing the transformation of Kwun Tong enthusiastically.



The booths which are designed by our senior form students promote our school core values.



The booth which is designed by the Form Two students is very popular. Many students are queuing there!



If you collect stamps on the gaming card, you may redeem nice gifts. Do you receive any big prize?



“Learning Quarter” (智優學苑) embraces the value of mutual learning. Our students and the elderly learn from each other. It is extremely meaningful.



As always, Parent-Teacher Association gives their full support in our school activities. The horizons of our teachers and students are widened after they visit Mr. Poon's Spring Couplets booth as well as the Wire Keychain Workshop that are managed by the parents.





Our students are happy and excited in many ways.

Feedback of our participants

Mr. Kwok Wai Lun

I am most impressed by our student leaders who are the main drivers of this Experiential Learning Day. The committee members from Student Union and the 4 Houses were responsible for gathering planning proposals, reviewing and screening the best booth ideas, and keeping track of the work progress of the booths. Students are the important stakeholders of our school anniversary. Their leadership quality highlights the significance of our school anniversary. This is also a valuable learning opportunity for them.

2D Chan Tsz Ying

Our teacher encouraged us to actively participate in the celebration of the school anniversary, so as to gain wonderful collective memories. Thus we wrote a plan in the name of class 2D and signed up for the booth production. During the event, each classmate was assigned duties at different time. Thus everyone not only could try to host the game, but also was able to enjoy the activities from the other booths. I personally appreciated the Art Club's body painting activity. As far as I know, they strove for perfection and had practised two days in a row before the event, to ensure that the painting would not be deformed on the hands or the face. I want to acquire this attitude of excellence.

3D Chan Hiu Laam

I was helping to sell little artwork in the Learning Quarter “智優學苑” booth. Several senior students had participated in a competition organized by the Hong Kong Academy for Gifted Education. They designed some mutual learning activities for students and the elderly. They even contacted Shun Lee District Elderly Center. Our student taught the elderly how to create plastic ornaments and bracelets. The elderly taught our students how to make glutinous rice cakes and paper lanterns. The finished products were on sale at a price only covering their cost. I was fortunate to participate in this activity. Not only did I experience the lively atmosphere of the anniversary, but also I discovered the energetic personality of the elderly. I hope the next anniversary celebration will bring me such an unforgettable experience as well.

Upcoming Events

35th Anniversary Home Coming Day

Theme: 35th Anniversary, Back to School

Participants: Shun Lee alumni and their family members, teachers, students and parents

Date: 29 April 2017

Time: Around 2:00-9:00pm

Wonderful Programs:

Hall Show, Shun Lee Museum, School Tour, Body Paint, different kinds of games and snack booths, anniversary souvenirs for sale, Poon Choi Feast.....



順利天主教中學 順利天主教中學校友會
合辦

35週年校慶
Home Coming
同樂日 2017

日期: 2017年4月29日(六)
時間: 2:00pm-6:00pm
地點: 順利天主教中學
對象: 順利校友及其家屬、順利師生、家長

節目豐富: 35週年學校紀念品義賣、順利博物館、校園特色攝影站、Body Paint、Art Jam、扭波波、康華雞蛋仔義賣、School Tour、書法題字、科學學會小實驗、權位遊戲、校友會週年大會、禮堂「回到校園時」聚會等

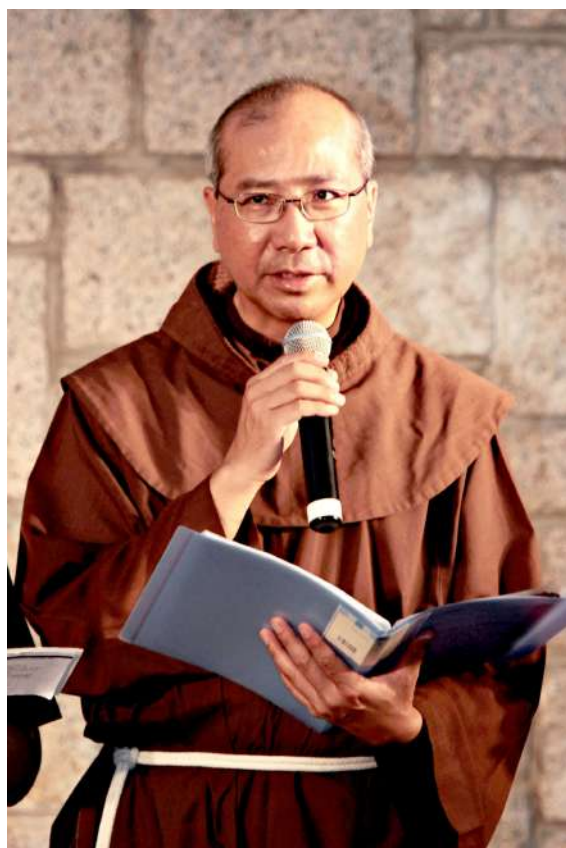
為配合當天活動「回到校園時」的主題，請參加者穿著自己所屬的社團色衣服回校

★智社 - 綠色; 勇社 - 紅色;
石社 - 藍色; 誠社 - 紫色

同場加映 Home Coming 盒菜

6點準時開飯啦!

活動費用扣除開支後將撥捐校友會獎學金。



Closing Ceremony and Celebration

Date: 14 July 2017

Theme: Thanksgiving and Inheritance

Highlights:

Bishop Joseph Ha Chi Shing is going to be the guest of honor to host this ceremony and to share the joy with us. In addition to presenting the awards to our outstanding students, appreciation will be given to the teachers who have been working for our school for 30-35 years. A collection of photos related to "Shun Lee" in the past 30 years will be shown. Moreover, a 35th anniversary theme song with melody and lyrics written by our alumni will be premiered that day—a song belongs only to Shunleers. We will also take a sneak peek at the rehearsal video of the Shun Lee Musical, which will be held on July 16. There's a lot to look forward to!



活動預告：

三十五周年音樂劇匯演 “Oliver!”

本校二十二位中二至中五同學將於七月十六日與友校長沙灣天主教中學的同學假屯門大會堂演出 “Oliver!” 英文音樂劇。此歌劇是由狄更斯小說《孤雛淚》改編，活動由康文署贊助，並由 HK 3 Arts Musical Institute 提供唱、演、跳的訓練。

是次音樂劇於九月時有約六十位學生參加試鏡，最後劇團選出二十二位學生參與練習及演出，每星期一次的練習使學生接觸了很多在學校學不到的新鮮事，學生亦可藉此寶貴的機會發揮個人才華，一同實踐歌劇夢。

演出者心聲

5B 戴曉婷

我本來很喜歡唱歌，對音樂劇有濃厚興趣，前兩年在校外有參加過音樂劇訓練班，適逢今年學校三十五周年校慶，有機會與同學一齊演出，感覺很新鮮，躍躍欲試。

校內的訓練與校外的同樣是分三部分——唱、演、跳來排練，這樣做可讓同學有效率地學習演出音樂劇。雖然我們都不是專業演員，甚至很多同學都沒有舞台經驗，但這樣卻可讓大家感受到從零開始、慢慢進步的過程，與同學一起進步，成功感更大。我最享受的部分是當我們分別盡力練好自己的部分，最後合在一起排練時，那個畫面真的很美，亦使我感覺到一定要努力練習好自己的部分，演出才能成功，我們每個人都缺一不可。

雖然劇團每個星期一都會來校與我們練習，但我們仍感覺一星期一次不夠，想加練以做到更好，曹靖敏老師就為我們在星期三及星期五加練。我最記得有一次練習唱歌時，因為主角在音樂室練習中，其他同學為了爭取練習時間，便與曹老師在樓梯間練歌，因為那兒回音較大，除了經過的同學會好奇地望望我們以外，樓上樓下亦有不少同學聽到我們的歌聲，雖然有點害羞，但也是一個難忘的經歷。

這次演出最特別之處是與另一所學校（長沙灣天主教中學）分幕出演，對這種合作方式我感到很新奇，也很期待與不同學校的同學切磋切磋，希望演員之間可以更熟絡，演出成功！

4B 吳潤安

我的角色是主角的哥哥，但卻是劇中的大反派，希望令主角失去名聲。因為音樂劇很多時候也要跳舞，但我身體不是很靈活，常常擔心跳出來的效果不太好。但在排練時發現平時不太說話的朋友也有唱歌或跳舞的天份，感覺就像發現新大陸一樣，自己也可以從活潑的人變成沉靜的人，那感覺很有趣，像認識了另一個自己。希望到時各位看官們會被我們感染，喜歡上音樂劇吧！

5A 庚穎心

我所擔任的角色是 Nancy，在故事裡是頗重要的人物，有擔心過自己可能未能發揮得好，也未能帶領其他演員。但一想著所有前后台的成員都在努力，再想著這是慶祝學校成立三十五周年的表演，身為順利中五的同學，只要努力去做好就可以了，所以也沒擔心太多。

在排練中我明白到不私下加緊練習是一定沒法達到預期成效的，因此除了正規的訓練外，在平日也有抽時間練習，以掌握角色的性格及感情，以求在演出的瞬間忘卻自己，融入角色。我也明白到音樂劇的演員不能只顧自己，也要了解其他角色的對白，才能互相協助，萬一對忘詞或有突發事件，“The show must go on”，要用盡方法接下去，因此也明白到團體精神的重要。

最難忘是曹靖敏老師與我們加排的日子，她甚至比我們還緊張，想令我們的動作及咬字做到最好，當有一個人做得不好時，就要全部人重來。比起辛苦，這種不只求把事情完成，而是追求卓越的態度更令我滿足。

我期望是次音樂劇能令觀眾眼前一亮，亦為同學帶來美好回憶。



期望大家可以到場欣賞！

總結以上的探究活動，原來這個足球擁有以下一些奇妙的數字：

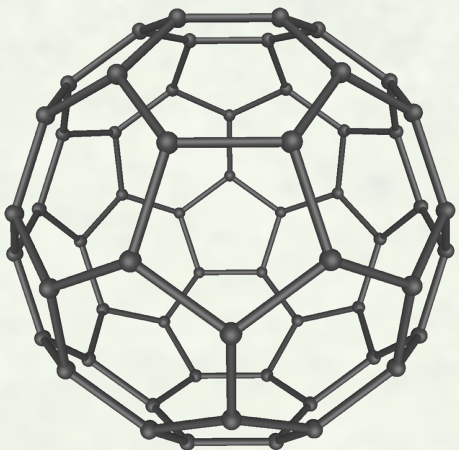
黑色正五邊形的數目：12

白色正六邊形的數目：20

$$\text{面的數目} : F = 12 + 20 = 32$$

$$\text{頂點的數目} : V = \frac{5(12) + 6(20)}{2} = 60$$

$$\text{邊的數目} : E = \frac{5(12) + 6(20)}{2} = 90$$



富勒烯的分子 (C₆₀ molecule)

順帶一提，在頂點的數目方面，原來在化學 (chemistry) 及科學 (science) 的領域上，也有著非常重大的意義。在 1985 年，英國化學家哈羅德·沃特爾·克羅托博士率領一群科學家，發現原來元素碳 (carbon) 除了傳統為人所熟悉的鑽石 (diamond) 及石墨 (graphite) 兩種存在形式以外，還可以呈現成為一種由 60 個碳原子 (carbon atom) 所組成的碳原子簇結構分子富勒烯 (fullerene, C₆₀) 的存在形式。克羅托的科學家團隊的發現及所作出的貢獻更讓他們獲得了 1996 年的諾貝爾化學獎呢。

每一個富勒烯的分子 (C₆₀ molecule) 的形狀正好像一個足球，分子中的每一個碳原子就如足球表面上幾何圖形的每一個頂點，碳原子之間的每一個共價鍵 (covalent bond) 則如足球表面上幾何圖形的每一條邊，而這些共價鍵在 C₆₀ 分子中則交織成正五邊形及正六邊形的幾何圖形，結構竟與一個足球的樣子完全無異。因此，富勒烯又被稱為「足球烯」呢！



說回那個足球，我先假設在它的表面上共有 x 個黑色的正五邊形 (regular pentagon) 和 y 個白色的

正六邊形 (regular hexagon)，所以

$$\text{面的數目： } F = x + y$$

由於三個邊共用一個頂點，所以

$$\text{頂點的數目： } V = \frac{5x + 6y}{3}$$

此外，由於兩個面共用一個邊，所以

$$\text{邊的數目： } E = \frac{5x + 6y}{2}$$

根據尤拉公式：

$$F + V - E = 2$$

$$x + y + \frac{5x + 6y}{3} - \frac{5x + 6y}{2} = 2$$

$$6(x + y) + \frac{5x + 6y}{3} - \frac{5x + 6y}{2} = 6(2)$$

$$6x + 6y + 10x + 12y - 15x - 18y = 12$$

$$x = 12$$

在以上運算中，恰巧 y 被完全抵消，故此輕易得出結論為「足球的表面上共有 12 個黑色的正五邊形」。既然已成功算出了在足球表面上共有 12 個黑色的正五邊形，那麼白色的正六邊形又共有多少個呢？但有點無奈的是，在以上尤拉公式的運算中， y 是被完全抵銷了的，我到底該如何去找出 y 的數值呢？

我再次翻動著這個足球，看見這 12 個黑色的正五邊形，每個旁邊均是連接著 5 個白色的正六邊形的。即是說，如要計算這 12 個黑色正五邊形旁邊的白色正六邊形的數目，總數會是 $12 \times 5 = 60$ 個。可是，這個計算結果卻包含了重複計算白色正六邊形的數目。再細看這個足球，由於每一個白色正六邊形的旁邊均是連接著 3 個黑色正五邊形，因此每個白色正六邊形的數目其實重複計算了 3 次。所以，白色正六邊形的實際數目該是 $12 \times 5 \div 3 = 20$ 個。換句話說，在足球表面上共有 20 個白色的正六邊形。



足球面面觀

李偉瀚老師



今天和一班順利老師進行了一場激烈的足球比賽，但令我印象最深刻的，卻是以下的一幕……

話說比賽期間，皮球被踢出橫邊界外。由於我在最近的位置，便上前拾起皮球，然後預備擲出界外球。然而，當我手拿著皮球時，看著那些鋪嵌著整個足球表面的幾何圖形，我忽然想探究一下，構成足球這個美麗圖案當中涉及的一些數學問題。

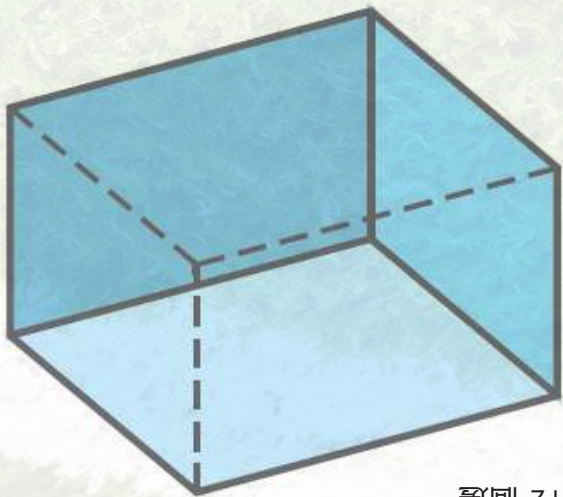
我先前在想，到底這個足球表面一共有多少個黑色的正五邊形和白色的正六邊形呢？我翻動著皮球，拼命地數，但數了良久，卻又不能肯定某某正六邊形是否已經被數算了，情況令人相當氣餒……

我抬頭望天，忽然靈機一觸，想起為何不試試運用數學方法去解決這個問題呢！各位同學，你又會否想出答案來呢？

我想起中一級數學科課程中，學生學習過一個有關立體圖形的公式，名為尤拉公式 (Euler's formula)。有關公式說明了一個立體圖形 (solid figure) 中，面的數目 (number of faces, F)、頂點的數目 (number of vertices, V) 和邊的數目 (number of edges, E) 之間的關係為如下：

$$F + V - E = 2$$

即例如以下長方體中，共有 6 個面、8 個頂點及 12 個邊。



故此，尤拉公式可驗證如下：

$$F + V - E = 6 + 8 - 12 = 2$$

又例如影響比賽勝負的關鍵是防守籃板，就像上圖 (40:25) 一樣，當被對手搶了不少進攻籃板時，他們就可收得到不少二次進攻機會，增加得分，最終已方輸了比賽。所以，一般球員應拿下自己的防守籃板，減少被人得到二次進攻的機會。

數據在比賽中的實際運用

想像一下：你的球隊正在奮戰，落後 5 分；離最終全場結束只剩最後兩分鐘。你想要派出隊裡最強的防守球員，死守對方的持球員，企圖製造對方失誤以增加獲勝的機會。下列的數據數字可作參考：

- 哪一個球員對球隊表現有最大的影響力 (進攻與 / 或防守) ?
- 哪一位球員防守的成效最佳 ?
- 哪一位球員的籃板球數目最多 ?

假設你現在離比賽結束只有 10 秒，雙方平手。現在控球權在你隊的手上。下列的數據數字可協助你作出決定：

- 哪一位球員得分命中率最高 ?
- 哪一位球員助攻數最高 ?
- 哪一位球員的失誤率最低 ?

由此可見數據的確有它的重要性。它可以協助教練在短時間內得到參考，幫助教練作出適當的決定，帶領球隊勝出的機會更高。作為球迷的你，也可以看到教練的換人和戰術的運用是否合理。在中學的籃球比賽中，我們也可以更多運用統計數據去為球賽作分析，用以提升球隊的成績。我在過去四年都有協助學校籃球隊做統計，除統計自己學校隊伍，也會找出將會面對的隊伍作統計和分析。雖然未能親身落場比賽，但在統計這崗位為帶隊老師提供客觀的數據，我已很滿足了。而現在我看球賽也和以往的角度大不相同了。

資料提供：Basketball-Reference.com (截至 2017 年 4 月 5 日)

職業生涯平均得分

排名	球員	平均得分
1.	Michael Jordan*	27.91
2.	LeBron James [^]	27.61
3.	Shaquille O'Neal*	26.43
4.	David Robinson*	26.18
5.	Wilt Chamberlain*	26.13
6.	Chris Paul [^]	25.70
8.	Kevin Durant [^]	25.23
10.	Dwyane Wade [^]	24.37
13.	Tim Duncan	24.22
14.	Magic Johnson*	24.11

* = 名人堂退休球員 ^ = 現職球員

排名	球員	平均得分
19.	Dirk Nowitzki [^]	23.12
20.	Yao Ming*	23.02
21.	Kobe Bryant	22.94
23.	Stephen Curry [^]	22.88
24.	Russell Westbrook [^]	22.82
28.	Kevin Love [^]	22.13
30.	James Harden [^]	22.00
33.	Dwight Howard [^]	21.87
38.	Pau Gasol [^]	21.62
44.	Carmelo Anthony [^]	21.13



不同數據英文簡稱，代表著不同意思

在一場籃球比賽中有不同的技術可以分析，當中簡單的有 REB-Rebound 籃板球，FGM-Field goal made 投籃得分，AST-Assist 助攻 和 TOV-Turn Over 失誤等。而其中較少人明白的算是 EFF-Player Efficiency rating 了。EFF 是指出場效率，是球員的綜合效能，有些球員做的貢獻可能不是看得如此清楚。一般人留意的很多時只看球員得分，但命中率下滑以及其他防守有關的數據卻沒被發覺。但有 EFF 的攻防數字，我們便可更客觀和全面去分析球員個人的表現了。

公式是這樣的：

EFF 出場效率等於：

得分 + 籃板 + 助攻 + 抄截 + 封阻 - [(投籃數 - 命中數) + (罰球數 - 罰球命中數) + 失誤] 除出場次數
 例如：球員 A 得 34 分, 23 籃板, 5 助攻, 12 抄截, 3 封阻, 投了 35 次籃 - 命中 14 次, 投了 12 罰球 - 命中了 5 球) + 13 失誤, 出場 3 次, 球員 A 出場效率是 12

SAN ANTONIO SPURS (12.4)													PHILADELPHIA 76ERS (12.1)																		
POS	MIN	FGM-A	3FM-A	FTM-A	±	OFF	DEF	TOT	AST	PF	ST	TO	BS	BA	PTS	POS	MIN	FGM-A	3FM-A	FTM-A	±	OFF	DEF	TOT	AST	PF	ST	TO	BS	BA	PTS
REBOUNDS													REBOUNDS																		
FIELD GOALS													FIELD GOALS																		
TEAM REBS: 4													TEAM REBS: 9																		
TOTAL TO: 7													TOTAL TO: 13																		
61.8%													34.7%																		
84.0%													57.1%																		
47.76													26.75																		
4.11													4.24																		
21.25													12.21																		
7													6																		
40													25																		
47													31																		
32													14																		
17													25																		
4													3																		
7													13																		
1													1																		
119													68																		
DNP - COACH'S DECISION													DNP - COACH'S DECISION																		
M. Gortals													K. Marshall																		
B. Mananovic													J. Sampson																		
R. McCollum													H. Thompson																		
R. Butler													R. Holmes																		
D. West													N. Sauskas																		
P. Mills													J. Oyster																		
J. Simmons													T.J. McConnell																		
B. Diaw													L. Canaan																		
T. Parker													N. Noel																		
D. Green													J. Grant																		
M. Gomer													R. Covington																		
L. Aldridge																															
K. Anderson																															



分數淨值 (+ or -): 該球員在場上的時候該隊伍分數與對手分數的比較值

例如：Z 上場時比數為 A 隊 20:16 B 隊，這時候 Z 的 (+/-) 是 0 而 Y 已經上場一段時間 (+/-) 為 +2 如果這時候 Z 得分變成 22:16，在場上的所有 A 隊球員 (+/-) 都會往上 +2, Z 變成 +2, Y 變成 +4，接下來對手進一個三分球，場上所有 A 隊球員 (+/-) 就 -3, Z 變成 -1, Y 變成 1，也就是說只要場上任何一 A 隊球員得 X 分，所有球員的 (+/-) 都會上升 X，反之只要被對手得 X 分 (+/-) 就會下降 X。為了提升球隊及選手在籃球場上的表現，透過統計的方法，可以知道自己球隊水平。

數據分析可以在三個時間去運用。比賽前，教練可以分析對手而計劃已隊的攻防策略。而在比賽中，可以數據去決定戰術和換人的安排。在比賽後，數據可以找出球隊的缺失，並持續評估球隊陣容的進攻與防守能力，令球隊了解自己的不足，從而以訓練來改善和針對他們的弱點。所以這些分析對教練十分重要，如果適當運用這些數據，球隊勝算也較高。

數據分析的意思

而要解釋另一個令中學生喜愛籃球運動的原因，就不能不說NBA（美國國家籃球協會）聯賽了。不只香港，就算是中國國內、亞洲、甚至全世界都有成千上萬的球迷。他們不但觀賞賽事，還會玩NBA相關的電子遊戲。而無論是觀賞比賽或是玩NBA遊戲，我們都會看到很多有關比賽的統計數據。

籃球運動是現今世界上最熱門的球類活動之一，當中包括了參與比賽和觀賞比賽。而在香港，根據文署的研究報告，籃球運動是香港青少年最喜愛參與的運動。客觀地分析，這可能是因為香港大部分中學都只能設置籃球場，而未能設有足球場有關。在休息、午飯和放學後，同學們都會去籃球場投篮或作半場比賽，舒展一下筋骨。久而久之，青年人們便愛上了這運動，更會留意相關的資訊。



你看籃球比賽客觀嗎？

S5B 梁維晉

2016年中國中學生作文大賽參賽文章

初中組 林小鈺

《平凡中的發現》

陣陣涼風吹皺了平靜的海面，白天擁擠的人潮已離去，海浪一波又一波地抹去沙灘上的腳印，艷麗的晚霞，像是打翻了的顏料，灑在天邊，烘托着鮮紅的夕陽。而夕陽卻投入了水面，晃啊晃啊，把海洋都染成了耀眼的殷紅。

海灘上，坐著兩位老夫妻，老奶奶扶著老爺爺，坐在軟綿綿，暖乎乎的沙上，兩人依偎著對方，看著夕陽西落，殊不知，這是最美好的畫，這畫其實並不豪華，也未加修飾，卻將老奶奶和老爺爺的真實生活融入畫中。這是平凡的幸福。

幸福是一種情感，一種感覺，幸福或不幸福，關鍵取於一個人對人生的態度。人應有追求，但不可強求，追求過度，怎麼也不滿足，則令人痛哭、悲傷、乏力。讓任何事平凡自然的來到，人就會變得喜悅、灑脫、幸福。

有些人認為有錢就是幸福，平凡何嘗不是種幸福？汪國真曾經說過：「你要活幸福快樂些，就只能活得簡單平凡些；你要活得輝煌些，就只能活得痛苦些；你要活得長久開心些，就只能活得平凡些。」是的，平凡是人生最難達到的境界，有些人活得平凡，卻覺得生活浮躁乏味，於是就追求成功，名利，金錢，滿足自己的一己私利，填滿心里的虛榮心，當人有了金錢，就要擔心如何處置，如何防備別人偷取，煩惱頓時繁生，那又如何幸福？

平凡簡單和卓越出眾本是一對孿生兄弟，他們只是生活的兩種形式，卻有著同樣的目的——幸福。在卓越中，你可能會得到暫時的幸福，但又霎時消失，為了再抓住卓越的幸福，你就會繼續追求、強求，永無止境。而在平凡中，你也可以同樣得到另一種幸福。夕陽西下，與家人飯後一邊散步，一邊聊天；春風纏繞，和家人在海灘上看夕陽；躺在軟沙上，看著海，看花開花落。在平凡中，做一個平凡的人，做一些平凡的事，享受那屬於自己的平凡生活，享受當下，也未嘗不是一種幸福。

當今社會的人們大多數人是忽略了平凡，是體會不到平凡的含義，有些人他們雖然天天都要應酬，而說是應酬又不恰當，倒不如來個「交易」還痛快些，為了客人的需要他們必須陪別人，雖然飯桌上有許多山珍海味，但又有誰能品嚐出這一桌的味道呢！反而增添了幾分心計或只是精心於人際溝通，早已無暇體味這其中的滋味了。倒也不如平凡的家常小菜，就算是只有幾個饅頭，一盤咸菜，豆瓣，與家人聊聊天，談談笑，也會是一種平凡的幸福。

夕陽西下，夜幕漸臨，帶來一個看似喧鬧繁華的世界，兩個老人站了起來，挽著手，聊著天，步伐蹣跚的離開。想必這就是平凡中的幸福，平凡中發現的幸福。

順誌中文部編輯名單：

郭雨軒 4B

李嘉雯 4C

李瑞琪 4C

馬嘉慧 5A

楊嘉瑤 5A

負責老師：

鄭佳晶老師

特別鳴謝：

校友龐凱峰設計封面

到了男子的目的地，我轉身對他說了句：「累了要回家，對着摯親，可以脫下面具吧。」他遲疑了一刻，說了一個地址，我微笑了，應道：「收到！」

繼續在這城市中不同地方穿梭，我就像一個旁觀者在聽着不同的客人為我帶來一個個不同的故事。我有時回應着，有時靜聽着，每接一個新的客人也可以用不同個性的自己示人——是戴着不同「面具」嗎？

放學時間，我駛過矗立在飛鵝山下的學校，那是我從前學習的地方。學校旁的居屋，原來住着不少「中產」，據說有不少於上個世紀北上發展的第一代廠家發了財，卻不願遷出這「風水屋」，所以有不少價值不菲的名車出入。一橋之隔的是老化的公共屋邨，邨內不是久居的老人，便是新入住的新移民。從前，我沒有感受到這貧與富的差距，同學的背景大多相約，家長日到來的時候，看見其他人的父母都衣著樸素，看上去多是工人階級，頂多是個小白領。這使同學之間很少比較，相處融洽。

遠處有數個高矮不一的少女，穿著母校雪白的校服，拿著大包小包的，最矮的一位一手抱著一個大畫框，另一隻手慌忙截車，旁邊有兩個身材高挑的，趾高氣揚的抱住手臂。我小心翼翼地停車。

矮少女開車門，請其他同學先坐進來，然後想將畫框放進車內，讓同學接住。

「你動動腦好嗎？我先下車，你讓我坐進去幹嗎？」長得最高的女孩高聲說道，她長得最美，但那不可一世的嘴臉最難看。

「是是是。真對不起。」矮女孩讓開，好讓她的「朋友」下車，坐在最外面。

一路上，矮女孩唯唯諾諾，面露恭敬的樣子，對方一直碎碎念念，害得我也不想聽。

「下一個路口有落。」長得最高的女孩以獨特的高頻聲線叫喊著。

「再見！明天我會記住把畫框帶回來給你的。」矮女孩歡欣的道。

原來如此。

「啊——那個誰！家裡有點錢，放假便周遊列國，回來派手信！若不是班裡的同學對她阿諛奉承，我豈要看着她臉色？」然後，她吁了一口氣，脫下她的面具。

差不多黃昏了，我接了最後的乘客，是一位母親，和一個小學生。母親說的目的地後，拿出課本給旁邊的兒子著他閱讀，然後閉目養神。兒子拿著書本，若有所失地望著窗外，心不在焉。拐了個彎，母親猛然醒來望向兒子，他竟然比母親早了一瞬將視線放到書本之上，然後別過頭望向母親，展露乖孩子的笑容！這面具，是孩子與生俱來，還是誰人為他戴上的呢？

懷着千斤重的石頭回家，等着我的是香味撲鼻的晚飯和孩子純真而燦爛的笑容。摸着孩子的頭，忽然有種安心又真實的感覺。吃過飯後，我坐在沙發和妻子看電視，孩子恣意地在紙上塗鴉。我凝望着孩子，好好記住此時此刻。

2016 年中文故事創作比賽參賽文章

高中組 黃曉晴

《面具》

北風還在敲打著窗子，寒冷的空氣總是在我耳邊誘惑著我躲在暖烘烘的被窩裏，但為了生計還得咬着牙齒起床。別過頭看見妻子和孩子熟睡著的樣子—那是我努力工作的最大動力，亦是令我會心微笑的畫面。凌晨四時，霓虹燈和街燈的光輝交錯映照在粗糙的地面。我瑟縮著身子，抵著刺骨的寒風，在蕭條的街道上踢著地上一個空啤酒罐，不知這啤酒罐又盛載著一個怎樣的故事呢？

到了停車場，我的好拍檔百年如一日地穿著紅色戰衣，準備好和我展開勞碌的一天。我打開車門，坐在那彷彿自動配合我脊骨形狀而凹陷的座位，扣上我不太喜歡的安全帶。引擎發出低吼聲，那是拍檔的問好。

時間尚早，馬路上沒太多的車輛，我和拍檔任性自由地在路上飛馳，像是揮灑著熱血的青春。繞到燈紅酒綠的蘭桂坊，昨夜暢飲狂歡的人東歪西走地踏著步，空氣還瀰漫著輕鬆慵懶的氣味。我的拍檔停下，揩了一個醺醉的男人，他和朋友道別時還在放肆地大笑，離別後卻靜得一語不發。

曾聽盛智文說過一句話：「一百個人心中有一百個蘭桂坊」，每個人在這個地方都有不同的故事、經歷和感受。或許是與朋友談笑風生的地方，在節日中享受狂歡氣氛的地方，又或許是應酬上司老闆的地方。我很少喝酒，亦很少到這裏，但我喜歡這個地方，喜歡這地放容得下不同的個性。

車裏寂靜的氣氛被那男子的一句：「司機你真好，不用帶着面具對着人。」

接著他繼續抱怨：「我覺得自己虛偽極了，明明看不順眼上司做的東西，卻要在他面前恭恭敬敬。」

到了紅燈處，我緩緩地說：「戴上面具也是迫不得已，那是在社會上和不喜歡的人和睦共處的道具。」

他問道：「但虛偽地做人真的好嗎？」

我說：「如果你處處反駁你上司，他又處處針對你，這樣豈不是使你更累嗎？」

我從倒後鏡瞄了瞄他，繼續說：「其實面具並不代表虛假，走進隨時有巨大變遷的社會內，要和不同的人打交道自然要發展不同角色的自己。再也不是可以任性的小伙子，肩膀上的重擔會提醒你學懂做人處世。」

他靜靜地沉思着。其實我也不曉得要如何令他明白我的說話，大概那是要經歷一定的磨練吧。想到我年輕氣盛，血氣方剛時也和他一樣，把心一橫想要做「自己」。有一次我直言不諱地頂撞了老闆，令他在許多人面前出醜了，結果被辭退。心情不爽的我回家就用力關門，謾罵着社會的不公，又煩惱着失業後如何養家。此時，母親捧着一碗熱湯進來：「怎麼了？工作不順利嗎？」我奇怪自己為何沒有對她訴說我的不忿，才頓覺我不再像小時候被老師罰了然後淚奔回家，衝到母親懷抱裏要求她哄回的那小孩。我接過熱湯，摸到了她粗糙的手，那是她為這個家努力的印證。我回她：「沒甚麼，小事而已。」我的聲音有點顫抖，喉嚨有哽咽的感覺，眼眶模糊起來。我低頭喝着湯，不想被她發現。這也是面具嗎？

年輕人是一個國家創新進步的動力。我們身為年輕人更不應走尋常的坦途，要多走崎嶇的山路。美國是一個創新大國，他的成功很大程度上有賴於年輕人敢於不走尋常路。蘋果公司創始人喬布斯只念了一個學期的大學就休學了。他在展銷會中興沖沖地買了很多電子芯片並自行組裝成第一台電腦。此時，他賣了自己的小汽車與朋友一同在家中的車房成立了蘋果公司。這時他才二十一歲。微軟公司的創始人比爾蓋茨在哈佛大學讀了一年後便退學了，他開始自己編寫電子程式，更成立的微軟公司。這也是他二十一歲。而現在人人均用的社交網絡面書的創辦人馬克·扎克伯格也是透過自己的創意，創造了面書，成為世界上最重要的社交網站之一。現今美國在創新事業上獨占鰲頭，都有他們的功勞。美國青年可以做到的事難道我們中國青年做不到嗎？在開創新世界的征程中，年輕的你、我、他誰都不該缺席。我們是國家创新的動力，更應雄赳赳，氣昂昂地踏上征途。

《大學》有云「苟日新，日日新，又日新。」強調了要不斷革新。當前的時代機會之多歷史少見，只要你敢於創新，勇於探索，便會發現處處都是機會。愛因斯坦曾說過「若無某種大膽放肆的猜想，一般是不可能有所知識的進展的。」我們在此時更應放膽去做，想別人沒想到的；做別人不敢做的；走別人不敢走的路。創新不但令我們個人有成就，更是推動社會進步、國家發展的力量。

《周易》有云「變則通，通則久。」說明要「變」才會「通」，只有不斷去「變」，去創新，我們的國家的繁榮才能「久」。二十一世紀是一個大「變」的世紀，會有翻天覆地的變化。作為日後世界的主人公，我們更應觸機便發，抓住時代創新變革的機會。機不可失，時不再來。「莫等閑，白了少年頭，空悲切。」在此時我們更要不走尋常路，去走前人未走過的未知道路。魯迅曾說「年輕人應當有朝氣，敢作為。」身為當代的年輕人，我們敢做敢為，義不容辭地擔當時代的急先鋒。我們是國家的未來，祖國的希望。梁啟超曾寫道「今日之責任，不在他人，而全在我少年。少年智則國智；少年富則國富；少年強則國強；少年獨立則國獨立；少年自由則國自由；少年進步則國進步；少年勝於歐洲則國勝於歐洲，少年雄於地球則國雄於地球。」

如果清朝時國家敢於創新，就不會被列強欺侮；如果喬布斯不敢創新，就不會有蘋果手機；如果美國青年不敢創新，就不會有科技發達、設備先進、國力富強的美國。我們身為中國青年，更應帶著好奇心和探索的精神上路。以紮實的學問、過硬的本領和斬新的思想觀念武裝自己。走在不尋常的道路上，為了社會的發展、國家的富強，一路披荆斬棘、同心同德，向著創新的世界一路高歌猛進。

2016年中國中學生作文大賽銅獎

高中組 張榕江

《不走尋常路》

二十一世紀是一個創新的世紀。互聯網發展一日千里，各種與互聯網有關的產業如雨後春筍，煥發著勃勃生機。年輕的一代在這機會處處的創新時代更應走不尋常的道路。魯迅曾寫道「世上本來沒有路，但是走的人多了，便成了路。」在開創新世界的征途上年輕人更應扛起大旗，走在最前線。

循規蹈矩、墨守成規已經不合時宜。勇於探索、敢於創新才是時代的新節奏。一些人可能仍故步自封，照葫蘆畫瓢，依照前人走過的尋常路前進。讀書、找工作……庸庸碌碌就此一生，不知老之將至。他們便與這個時代失之交臂了。如果一個人抱著這樣的想法，他就會失敗；如果一個國家抱著這樣的想法，這個國家就會衰落。在工業革命後，那時的世界也是一個創新世紀。蒸汽機的發明帶動了工業文明的發展。汽車、紡織機等不斷面世。正當歐洲在工業革命如日中天的時候，中國仍是閉關鎖國，並認為治國之道在人不在器，仍抱著自己是天朝上國的觀念，跳不出傳統思想的框框，最終與工業革命失之交臂，被列強欺凌。可見歐洲諸國接受創新、敢於創新，最後便會進步。中國清政府不接受創新、因循守舊，堅持自己的那一套，最後便會落後於時代。

我們說的不走尋常路，不是說走歪路、歧路。而是走創新之路。這條路沒有成規可依，要我們用自己的智慧去探索。現今的電子商業便是顯例。在十多年前，從未有人想象過網上可以購物、理財。在當時，這些都是天方夜譚。有一個青年，當時認識到了互聯網，他認為這是日後發展的大勢所趨，拿著幾萬塊錢和幾個志同道合的朋友，毅然投身到這個嶄新的行業。當年的翩翩少年現在也已屆不惑之年了。他就是電子商務阿里巴巴的創始人馬雲。他曾勉勵當今的年輕人「沒有一個時代比現在好。在人類歷史有過三次重大革命，工業革命，英國花了五十年時間發展起來了；技術革命，美國花了五十年時間；而今是人類歷史的第三次革命，互聯網時代已經過去二十年，接下來三十年才是關鍵。」各種資訊在互聯網上不用幾秒即可信手拈來，世界上的各種資訊如商業、科技等，我們足不出戶便能知天下事。在這個資訊爆炸的年代，創業、搞科學創新等均比以前要容易。如果馬雲只是規行矩步，不敢創新，那就沒有淘寶；沒有支付寶；更沒有阿里巴巴。就是他當年敢想、敢試、敢不走尋常路的精神成就了他自己。更加改變了千千萬萬中國人的消費方式。他是當年的青年，我們是當今的青年，他當年敢做的事情，我們難道不敢做嗎？

市集對市民的影響

市集熱潮的興起是因為近年年輕人掀起一股創業潮，但基於香港同時亦是一個租金昂貴，而且國際品牌大型連鎖店競爭相當激烈的地方，所以市集的出現為年輕創業家提供了一個實現夢想的平台。對店主來說，市集是個讓他們創業夢慢慢起步的好機會，通過每個市集跟客人的溝通，更能創作客人想要的產品。而且市集除了能讓他們分享自己的成品外，更能與會不同客人分享自己背後的故事，甚至可從中獲得鼓勵，當中充滿人情味的互動交流更是無價，這也是年輕創業家選擇在市集擺攤的重要原因。對大眾而言，市集是他們消費模式的新選擇，他們可以從市集中找到獨特以及創新的手作，就例如布藝產品、自家設計和二手衣服等創意產物，而且市集的購物模式有別於連鎖店，市集店主又能與顧客有更多面對面的接觸、交流，而不是一買一賣般冷冰冰的交易。市集的出現正能為這個人情淡薄、機械式的社會注入新的生活模式，提醒我們大品牌賣的的確是高質產品，但我們更需要的是有溫度的接觸交流，放慢步調去感受生活的滋味。



訪問

成立背景

我們訪問了其中一間已成立了兩年並以售賣花草及布艺手作為主的攤檔——Flowered。Flowered的創立源於店主自小已對花藝感興趣，加上大學畢業後感到生活單調乏味，希望可以尋找到自己的空間，於是便和丈夫及妹妹在網上平台創立自己的網上店舖。兩姊妹的創作靈感主要都是來自日常生活，由於店主與妹妹自小在深水埗長大，所以很多的創作靈感也是來自於深水埗棚仔的材料，然後再加以拼湊完成。及後Flowered希望能夠與客人有第一身的交流以及更多的親身接觸，於是便開始在市集擺攤了。

擺攤原因

訪問中他們亦有提及近年市集越來越普及，為文化創意事業提供了一個很好的平台，讓他們有更多的機會去推廣自己的創作，並能引起更多人對手作文化的關注。再者，他們以花草作為創作主題的原因是希望為都市人緊張的生活作一點調節。他們所用的手製布料均是獨一無二的產品，透過人手一針一線縫製，故此客人擁有的並非大型商場連鎖店裏千篇一律的產品。店主認為市集有別於大型連鎖店的是她們在每一次的擺檔過程中都能與顧客有更多的交流，令顧客知道每份作品背後的故事，亦能藉此機會知道自己的不足之處，以便作出改善，這也是她們希望顧客能擁有的另類購物經驗。



經營困難

在這一天的訪問之中，兩位店主也表達了在經營攤檔時經常遇到許多困難。首先，攤檔並沒有固定的擺攤時間，所以難以達到收支平衡。兩位店主通常都是等待有組織舉辦市集的時候才能申請擺攤，偏向被動，以致擺攤的次數不定，也不能確保每月的收入。其次，市集的宣傳度不足，很難吸引不同年齡層的人前來。兩位店主亦表示，通常會來市集購物和參觀的大部分都是年輕人，因為青年人能從不同的社交網站很快地接收到網頁的宣傳，所以他們會因應自己的興趣而前來閒逛。反之，其他年齡層的人士卻較難接收到市集的宣傳而無法親身前往體驗，故此兩位店主希望政府能定期舉辦市集，例如學習外國正流行的weekend market，讓她們能夠有更大的平台去發展自己的創意並可以實現自己的夢想，將興趣化成自己的職業。



市集是什麼？

現代的市集有不同的主題，但仍保留古時墟市售賣貨品的特色，不過店主多為個別的小市民，而非固定的集團式經營。現代市集出售的貨品林林種種，主要是店主自家設計和手製的產品，有的是店主精心採購的貨品。一般而言，這些市集開放的時間很短，大概只有2-3天，許多的攤檔主志同道合地聚在一起，細心地向消費者推介自家的貨品，即使最終顧客沒有購買也不介意，就是一種有麝自然香的態度。

青涌生活節

筆者是次適逢機會，能夠實地參與具市集特色的青涌生活節。青涌生活節是由西九文化區管理局及葵青區議會合辦的跨界實驗空間計劃，計劃目的是希望藉著西九文化區這個平台，展現葵青區的生活氣息。當日所見，青涌生活節的場地設立了不同的區域，有讓小朋友一展身手的「運動會」；讓手作人分享他們創作成果的「大笪地」；與街坊漫話的「葵青有段故」；也有「美食街」和「開放舞台」等，讓一眾參加者大飽口福和眼福，可見現代的市集模式多元化，而且更具備不同的主題，讓人更能體會市集的樂趣。



現代市集大不同

引言

香港人生活步伐急速，不但工作時講求效率，即使是放假時也不忘快的宗旨。自然地，追求快捷和方便的香港人不論逛街或散步時也多選擇附近的商店。可是每當你到不同的商場走走，看看新穎貨品的時候，就會發現身邊商店售賣的貨品都是大同小異，結果大家的選擇就只能困在這些倒模般的商店和產品裡。

近年，一股舉辦市集的風氣席捲香港，這些市集為大眾提供了新的消費選擇、創業機會甚至是實現夢想的地方。新穎的攤檔，自家的貨品選擇，還有休閒的地點都讓忙碌的香港人從煩囂之中逃出。有意創業的小市民可以在市集找到他們的生存空間；有夢想的人可以在這裏一嘗願望實現的感覺；有人從攤檔裏實現創業夢；也有人一展他們的表演夢。參加市集的人群與平日冷漠的香港人截然不同，他們大都主動地與不同的檔主和陌生人的交流，即使不相識也面露親切的微笑，讓人感受到人與人之間應有的關懷。



買「東西」真的要去東面和西面？

在經濟空前繁榮的唐代，長安城開設了固定的東西兩市，供人們逛街購物。而所謂買「東西」也正是源自於此。

東市：達官貴族

據《長安志·東市》中記載，東市有「二百二十行，四面立邸，四方珍奇，皆所積集」，可見東市在當時主要經營奢侈品，滿足皇室貴族和達官顯貴的需求。

西市：國際性的貿易市場

西市較接近唐朝長安絲綢之路的起點開遠門，那裡周圍坊里住了不少外商，從而形成了一個國際性的貿易市場。西市包括兩百多個行業和四萬多家商鋪，不僅提供生活日用品，還出售大量西域等國的海外商品。

古時的季節性商品

古時由於商業、交通等不發達，人們為了滿足日常生活各種需求，便用自己的智慧創造了市集。

季節性市集：

以節令商品居多，如《成都古今記》載：「正月燈市、二月花市、三月蠶市、四月錦市、五月扇市、六月香市、七月寶市（即用多種寶物裝飾的器物）、八月桂市、九月藥市、十月酒市、十一月梅市、十二月桃符市。」

非季節性市集：

大多出售生活必需品，如菜市、漁市、米市、茶市、馬市等。



古代墟市大拆解

古代中國的市集

不知道大家是否曾經參加廟會或逛墟市呢？今年二月，一年一度的廣府廟會在羊城拉開帷幕，是次活動增加了不少創新的項目如低槓尋寶、移動支付等的新嘗試，當中更少不了不同的藝術表演，包括雜耍、廣東音樂、粵劇、粵語講古、古琴表演、情景互動、非洲風情表演等。由此可見，無論古今，廟會及市集都是民間老百姓常有的娛樂及交易平台。

廟會

古時的廟會通常是在寺廟附近舉行，主要是進行祭神活動，是中國文化的傳統風俗，亦是伴隨著民間信仰活動而普及起來。有別於現時偏重娛樂的廟會，在明清兩朝前的廟會均著重祭祀典禮。廟會的起源可追溯至遠古時代，當時的百姓為了求得祖先及神靈的保佑，因此紛紛在廟中拜祭，後來更有人表演戲劇，即今日的酬神戲，自此廟會的習俗便開始了。後來在各地不同的廟會上漸漸出現不同的活動，當中包括祈子、祈福求財、求醫祛病、卜問凶吉等。廟會在保持祭祀活動的同時逐漸融入市集交易活動，商人會售賣民間玩具和小食，因此廟會又被稱為廟市。

鬼市真的有鬼？

不少人聽到鬼市一詞都會嚇一跳，鬼市其實不是真的有鬼，而是像現在的古玩舊貨市場，也是古時的黑市市場。古時鬼市是一個魚龍混雜的地方，有人在此賣假貨或賊贓。鬼市營業時間從晚上五更（凌晨三點）點燈開市，至天亮之前散市。鬼市的形成，主要是因為一些破落戶或官宦的後代，在生活潦倒時變賣家檔來維持生計。他們為了不拋頭露面，所以只趁天未破曉，路上行人稀少之際，到晦暗的角落裡出賣衣物；也有小偷在偷到東西後，跑到這裏來變賣。



城市生活



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