

Playing with Logic Concept

(E1PHI001C)

<p>Introduction</p>	<p>“I have never committed any crimes, so I am not a bad person.” “You went to a supermarket to buy expensive ice-cream after school. It shows that you come from a wealthy family.” “Since three good friends of yours failed the exam, your academic performance is not likely to be good.”</p> <p>We make a lot of judgements and many thoughts come into our minds every day. However, have you ever doubted if your conversations and thoughts make sense? We often accept what others say without any hesitation, but we seldom think carefully if it is reasonable or logical.</p> <p>The tools of formal logic can help us formulate ideas and arguments more precisely. As soon as you complete this course, you will find that many of our thoughts are illogical.</p>
<p>Programme Type / Level</p>	<p>Logic I Course (Level I) (Token-required)</p>
<p>Instructor(s)</p>	<p>Dr YEUNG Chun Keung (Instructor of Hong Kong Practical Philosophy Society)</p>
<p>Pre-requisite</p>	<p>No special prerequisites are needed.</p>
<p>Target Participants</p>	<ul style="list-style-type: none"> ➤ P4 – P6 HKAGE student members only in 2020/21 school year ➤ Class size: 40 ➤ This programme is same as Logic I Course (Level 2): Playing with Logic Concepts (HUMP2341) in 19/20 school year.
<p>Medium of Instruction</p>	<p>Cantonese with Chinese notes</p>
<p>Certificate</p>	<p>E-Certificate will be awarded to participants who have:</p> <ul style="list-style-type: none"> ❖ Attended AT LEAST 4 sessions AND ❖ Completed all the assignments with satisfactory performance
<p>Intended Learning Outcomes</p>	<p>Upon completion of the programme, participants should be able to:</p> <ol style="list-style-type: none"> 1. Identify the fundamental principles in a logic system; 2. Construct the categorical syllogism with the understanding of concept of proposition, premise and conclusion; 3. Evaluate the validity of inference by examining formal fallacies; 4. Explain the application of formal logic in different subjects and daily encounters.
<p>Application Procedure</p>	<p><u>This programme is Programmes with No Screening</u></p> <p>There are no screening questions, written test or other screening methods for this type of programmes.</p> <ul style="list-style-type: none"> ● Student members can select up to 5 programmes from a list of selection. Applicants have to state the priority when submitting the application. (1st priority, 2nd priority, 3rd priority, etc). 1 token is required for each programme (For programme list, please refer to the issue 20 of Gifted Gateway (click here)); ● Application can only be submitted once. Once it is submitted, the priority and the programme selection cannot be changed; ● If a student member removes a programme from the application before the application deadline by withdrawal, the choice priority will remain unchanged. (For example: A student has selected three programmes and removed the programme with the 1st priority from the application. The choices of 2nd and 3rd priority will remain unchanged with no promotion in priority.); ● We will select the students based on the student’s choice of priorities and a randomly generated selection by the computer system. If there is time clash between the applied programme and other programmes with offer, HKAGE will consider if the application will be accepted;

- Priority will be given to student members who have not completed the applied programmes;
- Student members should avoid applying programmes with time clash;
- The decision of HKAGE on the result of selection should be final.

Application
Deadline

22 Oct 2020
12:00 n.n.

Application Result
Release Date

30 Oct 2020

If student members withdraw from the programme after the Application Deadline, the token will be deducted.

Schedule

Session	Date	Time	Venue
1	2-Jan-2021 3 Aug 2021	10:00 a.m. – 1:00 p.m.	Buddhist Kok Kwong Secondary School ¹ (Classroom 27) Room 203, HKAGE
2	16-Jan 5 Aug		
3	23-Jan 7 Aug		
4	30-Jan 10 Aug		
5	6-Feb 12 Aug		

¹ Buddhist Kok Kwong Secondary School: Sha Kok Estate ShaTin New Territories ([Map](#))

Sample Examples for the Programme

歸納法(induction)

歸納法是一種論證方式，用這種方法所推出來的結論，並不必然地真



不完全歸納論證

例三

烏鴉1是黑色的

烏鴉2是黑色的

烏鴉3是黑色的

.....

烏鴉N是黑色的

所以，烏鴉都是黑色的（結論）

根據某一對象中的某些部分而推出結論



Enquiries

For enquiries, please contact Academic Programme Development Division on 3940 0101 after language selection, press "1".