

The General Education Foundation (GEF) Programme is designed with the vision of shaping students into better global citizens by cultivating their knowledge, attitudes, and values regarding nature, science, and humanity through the reading of classics. To engage students in critical reflection on the classics through direct experience and consideration of real-life situations, farming sessions have been introduced as experiential learning in the GEF Programme. Students are offered a chance to do a bit of farming, followed by interactive discussions on related classics with the teacher and with fellow students in each session. From our experience, students' general lack of understanding of the relation between nature and farming and lack of the necessary farming techniques presented an obstacle to their learning. A considerable amount of time had to be spent on explaining basic knowledge and techniques in each practice session. Meanwhile, inadequate attention or mere forgetfulness on the part of the students could lead to poor growth of the crops, resulting in a disappointing learning experience.

In view of this, we have developed the mobile App "Growing Edibles 101" (GE101) to support the farming practices in the GEF courses as experiential learning. The objective of which is to improve the teaching and learning of the GEF courses. With the help of the App, we are able to flip the experiential learning sessions and strengthen the blended learning in the GEF Programme. Interactive learning materials are developed for student access and use prior to the practical farming sessions. Some of the functions of the App include:

- Connecting the knowledge, attitudes, and values taught in the GEF Programme with farming practices by asking reflective questions and displaying inspiring famous quotes;
- Equipping students with essential knowledge and basic farming skills by notes, illustrations, and tailor-made demonstration videos;
- Facilitating the selection and planting of crops based on the selection criteria input;
- Issuing reminders and confirmations of daily farming tasks for student groups;
- Serving as a platform for communication among students in groups and between teachers and students.

The combination of the App technology with farming experience in the classics-reading GEF courses will synergize the students' learning experience, and foster deeper reflection and a better appreciation of the classics concerned through direct experience and considerations of real-life situations. The project also equips students with the fundamental farming knowledge and practical skills which allow them to grow and taste their own crops, and will increase their engagement in studying the GEF Programme. The App can be extended for use in other courses. Any course with a component of experiential learning through farming, or of agriculture-related topics, can be benefited. Teachers and students from other institutes, schools, and the general public are welcome to use this app to support their farming and planting.