

**Title of School-based Support Service (2025/26):
Quality Education Fund Thematic Network (QTN) –
ATS (AI x Technology x STEAM) Education**

1. Objectives

The support service aims to:

- enhance curriculum leadership and professional level of the teachers of participating schools by adopting train-the-trainer approach with a focus on nurturing curriculum leaders
- enhance students' interests in STEAM education-related subjects
- let students experience and comprehend the fundamental concepts and practical applications of artificial intelligence (AI)
- develop students' foundational skills in the field of AI, such as image recognition and voice recognition
- guide students to think and discuss AI-related ethical and social issues
- promote students' creativity and problem-solving abilities

2. Foci of Support

- Utilise building block kits, microcontroller boards and sensors to introduce AI education to primary and secondary schools
- Enhance teachers' and students' interests in learning AI
- Organise teacher workshops to familiarise teachers of participating schools with the knowledge of incorporating AI in STEAM education
- Provide students with the opportunities to practise and innovate so as to cultivate their scientific and technological thinking, as well as their creativity and problem-solving abilities. Assist the teachers in preparing students to take part in ATS Cup competition
- Lead the teachers and students of participating schools to carry out cross-school projects

3. Modes of Support

- QTN coordinator will support and collaborate with teachers of participating schools, details are as follows:

<p>On-site collaboration and Networking Activities</p>	<p>At least 18 times and 3 days of on-site support and networking activities</p> <ul style="list-style-type: none"> • Conduct in-depth analysis of school needs, lesson study such as curriculum planning, collaborative lesson planning, lesson observation and post-lesson discussion to enhance teacher professionalism through close exchange • The core teaching teams participate in cross-school professional development activities to share and promote effective practices and resources with a view to facilitating professional exchange among schools • Organise professional development activities such as workshops and lesson demonstration • Develop school-based STEAM education curriculum, support participating schools in implementing AI-related projects and provide teaching resources, e.g.
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	<p>lesson plans and learning and teaching materials</p> <ul style="list-style-type: none"> • Arrange networking meetings, share successful experience and the challenges faced • Participate in the sharing during learning community activities and territory-wide dissemination seminar for interschool exchange • Assist the teachers and students of participating schools to take part in ATS Cup competition
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4. Points to note

- The duration of the support services normally lasts for one year
- Active engagement of participating schools throughout the support services with 1-2 teachers is expected
- At least one representative should attend each QTN activity
- To fully utilise the support services, participating schools should:
 - nominate panel head / deputy panel head to coordinate QTN activities
 - arrange regular timeslots for teachers to collaborate and exchange, e.g. periods for collaborative lesson planning and lesson observation
 - assign teachers to attend at least 3 training workshops and 2 networking activities
 - assign at least one form of students to participate in one STEAM education-related project
 - arrange teachers to participate in two Executive Committee (EC) meetings and a territory-wide dissemination seminar to share their successful experience and the learning and teaching materials developed under collaboration
- Allow support officers to collect materials including video clips and photographs of learning activities, teachers' reflection and student work during the support period for professional discussion
- Encourage the core teaching team to disseminate successful experience, within and across schools, in school curriculum development and the learning and teaching resources co-developed (The copyright of these materials will be owned by Quality Education Fund. Quality Education Fund also reserves the right to compile and modify these materials for educational promotion purposes)
- Participating schools should comply with relevant laws, such as compliance with the Copyright Ordinance in developing school-based learning and teaching materials.

5. Enquiries

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