Title of School-Based Support Service (2025/26):
Quality Education Fund Thematic Network (QTN) —
Implementing AI in STEAM Education & Social Intelligence through Refining School-based Curriculum and Establishing Structured Professional Learning Community cum STEAM Education Resource Hub

1. **Objectives**
   The support service aims to:
   ➢ facilitate professional collaboration:
   - 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
   - assist participating schools in optimising their school-based curricula for subjects such as Science and Technology, thereby enhancing students' understanding of STEAM education, through our school's extensive experience in STEAM curriculum design and Artificial Intelligence (AI) teaching
   - guide students to develop an in-depth understanding of the real-life needs of disadvantaged communities, and apply the latest STEAM knowledge and skills to provide innovative as well as effective solutions to address the needs of these communities
   ➢ facilitate team optimisation:
   - assist in forming a STEAM education team at particpating schools to jointly promote the application of AI and Social Intelligence (SI) in STEAM education, facilitating the continuous development of related research and teaching
   - collaborate with tertiary institutions and industry partners to broaden the horizon of the STEAM education team in the academic and technical areas
   - liaise with various organisations that support disadvantaged communities to provide students with the opportunity to understand their needs firsthand, and invite beneficiaries to share with students in schools
   ➢ establish a culture of sharing:
   - share the teaching experience in promoting AI and applying SI in STEAM education, including designing teaching activities and implementing effective measures to ensure all students have opportunities to gain relevant learning experiences
   - organise teacher training, student activities and parent-child workshops through the STEAM Educaiton Resource Hub to further promote STEAM education

2. **Foci of Support**
   - This plan will be carried out in three stages
   - The first stage consists of preliminary meetings and seminars, with the aim of understanding the conditions of the participating schools and the existing infrastructure within the schools, and jointly planning the direction of cooperation
   - The second stage focuses on peer collaboration, with the aim of preparing teaching and learning activities and materials
   - The third stage is to promote and showcase student achievements, with the aim of summarising the results of the collaboration and sharing them

3. Modes of Support

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

On-site collaboration and Networking Activities	At least 20 times of on-site support and networking activities • Conduct in-depth analysis of school needs, lesson study such as curriculum planning, collaborative lesson planning, on-site workshop, 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, lesson demonstration, company visit and exchange sessions on learning and teaching etc • Develop school-based STEAM curriculum and teaching resources of one unit for sharing, e.g. lesson plans and learning and teaching materials etc • Participate in the sharing in learning community activities and territory-wide dissemination seminar for interschool exchange
STEAM Education Resouce Hub	• Open a special room for teachers to arrange activities and facilitate students' learning in STEAM education • Conduct teacher professional development activities • Organise a variety of learning activities for primary and secondary school students • Organise parent-child STEAM activities for parents and students to enjoy the experience of coding and making STEAM-related products

4. Points to note

- The duration of the support services normally lasts for one year
- Active engagement of participating schools throughout the support services is expected
- At least one representative should attend each QTN activity
- To fully utilise the support services, participating schools should:
  - arrange regular timeslots for teachers to collaborate and exchange, e.g. periods for collaborative lesson planning and lesson observation
  - arrange teachers to participate in two Executive Committee (EC) meetings and a territory-wide dissemination seminar to share their successful experiences in school curriculum development and the learning and teaching materials developed under collaboration
- 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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