

資訊科技教育 教學法系列： 在小學有效運用流動電腦裝置進行電子學習 第二節



香港中文大學 學習科學與科技中心 (CLST)

Centre for Learning Sciences and Technologies (CLST)
The Chinese University of Hong Kong



導師簡介

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範疇 : 資訊科技、對外聯繫、訓導及學務

任教 : 數學、常識、電腦及體育

- 行政長官卓越教學協會 資訊科技組 副召集人
- 前教育局 資訊科技教育卓越中心 借調老師
- 香港教育大學 資訊科技學習領域 教學顧問
- 香港中文大學 學習科學與科技中心 (CLST) 導師

Centre for Learning Sciences and Technologies (CLST)
The Chinese University of Hong Kong



小學 AA班

第一節：

日期：2022/6/8(星期四)

時間：18:30 - 21:30

地點：中文大學信和樓614室

第二節：

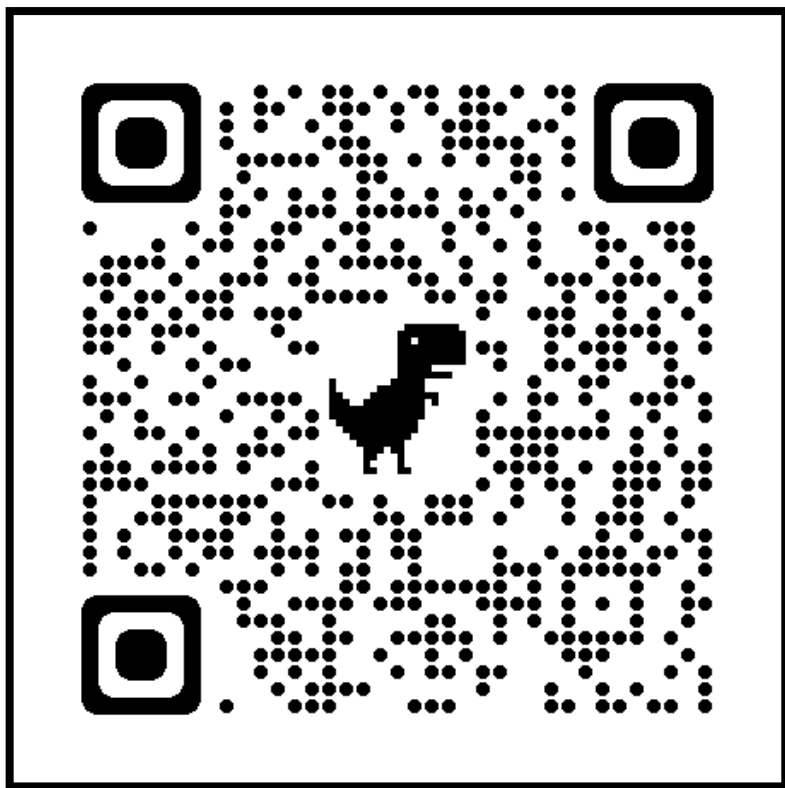
日期：2022/6/15 (星期四)

時間：18:30 - 21:30

地點：中文大學信和樓614室

請加入Whatsapp群組

中大 Mobile 2022 June Pri AA



課程目標：

本課程旨在介紹基本的電子學習應用程式和其功能，以有效運用流動電腦裝置進行電子學習。

活動詳情：

1. 疫情下支援學生在家學習的重要性
2. 概述常用的流動電腦裝置
3. 了解流動電腦裝置用於學與教的基本操作
4. 運用Google Classroom促進電子學習
5. 運用EdPuzzle進行翻轉課室；
6. 介紹擴增實境 (AR) 虛擬實境 (VR) 增強課堂體驗；及
7. 運用EduVenture 進行探究式學習。

課業簡介

Centre for Learning Sciences and Technologies (CLST)
The Chinese University of Hong Kong



課程習作

試用 Google Applications, 去設計一個有效的教學設計，及說明如何提升教學成效。
(詳情參考習作工作紙)

完成後電郵到：趙崇基 Richard Chiu (richard.cuhk@gmail.com)

標題請註明：

小學有效運用流動電腦裝置進行電子學習2022 (**class AA**)

Mobile Device eLearning2022 (**class AA**)

User Authentication and Account Management

用戶身份驗證和帳戶管理



用戶身份驗證和帳戶管理

facebook



Google for Education



用戶身份驗證和帳戶管理

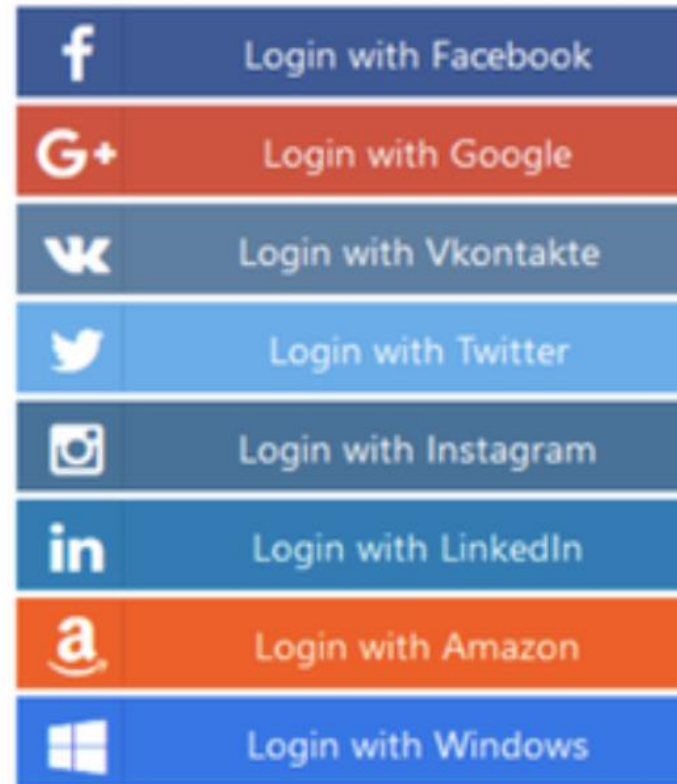
Current Authentication

Authenticate to **multiple systems** with Many username
and Many password



用戶身份驗證和帳戶管理

Single Sign On
One Credential
Authenticate to multiple
systems with **one**
username and **one**
password



用戶身份驗證和帳戶管理

<https://www.hkedcity.net/home/>



The screenshot shows the HkedCity website homepage. At the top, there is a search bar, social media icons for Facebook and Twitter, and links for '登入/註冊 | English | Home'. The main navigation menu includes '認識教城', '教師', '中學生', '小學生', '家長', and '企業'. A prominent banner features an illustration of a girl reading a tablet in space, surrounded by books and a large moon. The banner text reads: 「閱讀策略與實踐—塑造學生良好品格」網上研討會, 於7月13日(一)舉行. Below the banner, there are sections for '焦點' (Focus) and '活動' (Activities). The '活動' section highlights a webinar on July 11: 網「樂」同行家長講座(四): 護骨E世代及認識資訊素養(網上研討).

香港教育城 HkedCity

搜尋

登入/註冊 | English | Home

訂閱教城資訊

認識教城 教師 中學生 小學生 家長 企業

「閱讀策略與實踐—塑造學生良好品格」網上研討會

於7月13日(一)舉行

焦點

擁抱學習新常態 Embracing the New Normal in Learning

活動 更多活動

11 Jul 網「樂」同行家長講座(四): 護骨E世代及認識資訊素養(網上研討)

www.hkedcity.net/registration/form.php?reg_form_id=1045



用戶身份驗證和帳戶管理

<https://www.hkedcity.net/home/>

登入/註冊

以電郵地址或教城帳戶登入:

保持登入狀態 🔒

[忘記密碼](#)

註冊成為會員

或以其他帳戶登入:






將第三方帳戶與教城帳戶連繫

您可以使用以下第三方帳戶登入教城網站。
請點擊以下圖示以連繫 / 取消連繫。



輕鬆實踐網上教學

認識教城 教師 中學生 小學生 家長 企業

香港教育城 HkedCity × Microsoft 網上教學普及計劃

輕鬆實踐網上教學

簡易登記即時啟動Office 365帳戶

職教網上研 促進專業交流

共建教師社群

焦點

活動 | 更多活動

15 Apr 「教城 x Microsoft : 網上教學普及計劃」網上研討會
15/04/2020

20 Apr 於小學中文科運用STAR深化學習及照顧學習差異
20/04/2020

多元資源助學生持續學習

【通識習作】香港年金計劃

精選閱讀挑戰：小王子的領悟

<https://www.hkedcity.net/o365>

認識教城 教師 中學生 小學生 家長 企業

搜尋

登入/註冊 | English |

教城 x Microsoft : 網上教學普及計劃

香港教育城（教城）與Microsoft香港攜手推出「網上教學普及計劃」，透過結合教城完備的教師會員系統及Microsoft Office 365 教育版（Office 365 A1）帳戶的全面功能，免費支援數萬位教師輕易地以Microsoft Teams雲端協作平台，展開遙距教學，滿足網上學與教需要，促進電子教學普及化；同時，持有帳戶的教師可在平台上互相交流，促進跨校合作，共建專業教育社群。

Office 365 A1帳戶特色：

- 隨時隨地舉行線上課堂及會議
在Microsoft Teams平台進行不設時限的網上會議（最多250人），獲邀參加者無需帳戶，直接點擊會議連結以「訪客」身份參與。會議主持人可錄影網上課堂、會議及研討會，錄影將儲存於Microsoft Stream網上平台供會議主持人下載分享予參加者。
- 於雲端共享及設計教學資源
每個帳戶配備1TB OneDrive雲端容量，用戶可即時存取、共用和編輯 Word 文件、PowerPoint 和 Excel 檔案，讓教師在網上共同作業，設計及優化教學資源。
- 建立專業教育社群
計劃協助持有Office 365 A1帳戶的教師於Teams平台上可建立專屬社群。持有帳戶的教師可在平台上聊天、建立或加入不同群組，以組織各式各樣的教育社群，凝聚同工共享教學資源、討論教育心得等，促進跨校協作。

[立即登記](#)

註：

- 本計劃只限「教師會員」登記；如申請人的「教師會員」帳戶被移除，其註冊的Office 365 A1帳戶亦會被刪除。
- Microsoft Office 365 教育版（Office 365 A1）帳戶由Microsoft 提供，用戶須同意Microsoft使用協議條款。
- 教城提供教師會員帳戶，也是根據此計劃創建的Domain的管理員。使用教城服務須同意教城的服務條款、私隱政策、版權及知識產權政策及免責聲明。

1



以教城教師帳戶登入

會員登入:

保持登入 顯示密碼

[忘記密碼](#) | [忘記帳戶](#)

登入

或以其他帳戶登入:



加入成為會員:

註冊

2



教城 x Microsoft : 網上教學普及計劃

申請Microsoft Office 365 教育版(A1) 帳戶

* 登入帳號¹

* 密碼²

* 確認密碼

確認

可更改登入名稱

設定個人密碼、
再確認

註

1. 登入帳號：申請人可選擇以教城帳號（系統自動填寫）或自訂帳號開戶。自訂登入帳號須由5至15個字元組成，可包括大寫字母、小寫字母、數字及 / 或符號「_」。
2. 密碼：包含至少8個字元，以及下列任何三項：大寫字母、小寫字母、數字或符號。

Centre

The Chinese University of Hong Kong



Microsoft Teams

Search for or type a command

Activity Chat Teams Assignments Calendar Calls Files

Teams

Join or create team

Your teams

HKEdCity x Microsoft - A

HKEdCity Innovators

Microsoft Teams

Search for or type a command

Activity Chat Teams Assignments Calendar Calls Files

All teams

HKEdCity x Microsoft - A

General

Share Your Problems

General

Posts Files TEAMS 教學影片 遙距教學資源... New

+ New Upload Sync Copy link Download Add cloud storage All Documents

Name	Modified	Modified By
Resource Recommendation	April 3	Thom Lai
Experience Sharing	April 3	Thom Lai
如何批准學生加入會議.mp4	5 days ago	Microsoft Educatio...
Teams 快速入門手冊.pdf	5 days ago	Microsoft Educatio...
會議直播設定.mp4	April 6	Microsoft Educatio...
如何開展直播.mp4	April 6	Microsoft Educatio...
如何登入TEAMS.mp4	April 6	Microsoft Educatio...




- Activity
- Chat
- Teams
- Assignments
- Calendar
- Calls
- Files
- ...
- Apps
- Help


< Back

Join or create a team


Search teams



Create a team



Create team



Join a team with a code

Enter code

Got a code to join a team? Enter it above.



Physical Education
Public

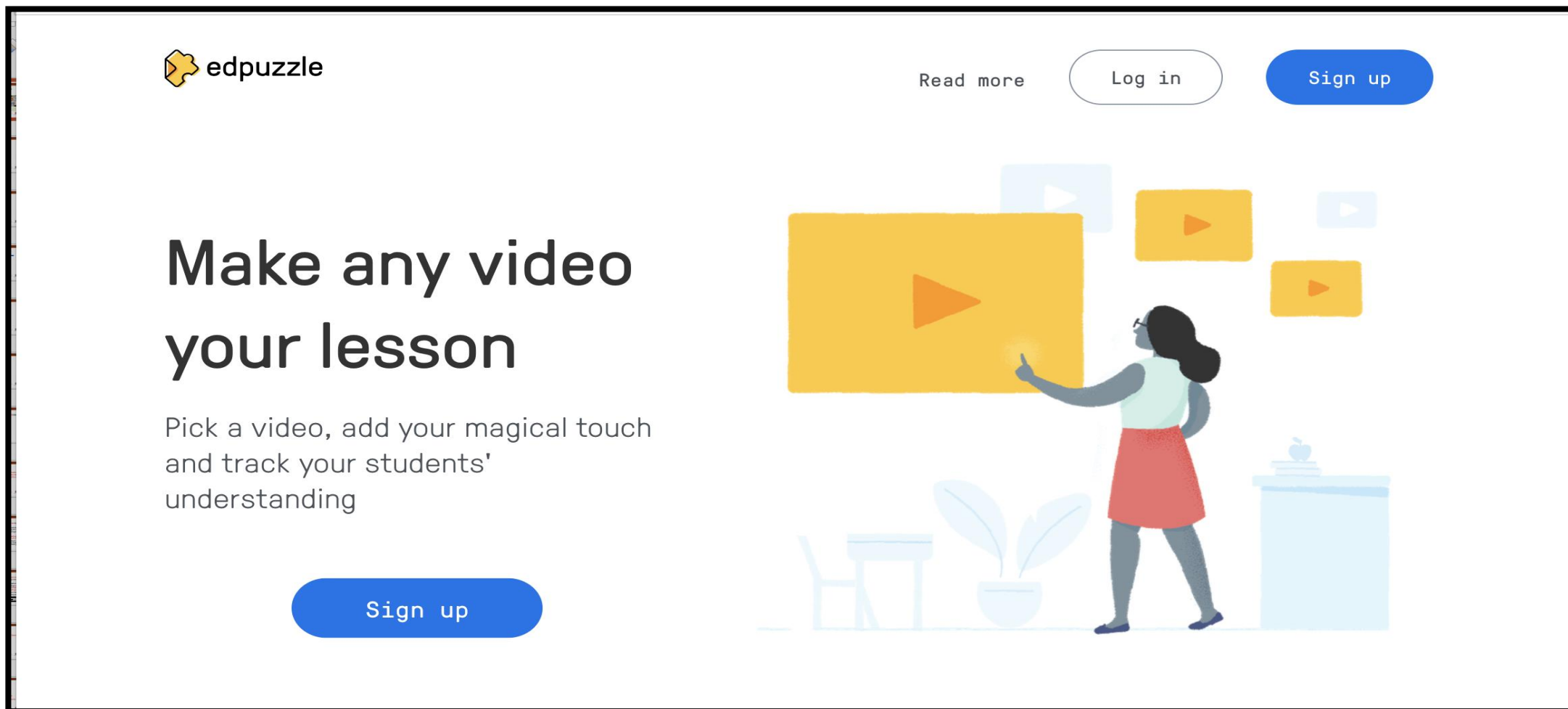
感謝教城與MICROSOFT的信任，經過多方專家背後的努力，於6/4/2020讓有關平...

3. 運用 EdPuzzle 進行翻轉課室



運用EdPuzzle進行翻轉課室

<https://edpuzzle.com/>



The image shows a screenshot of the EdPuzzle website landing page. The page features a clean, modern design with a white background. At the top left is the EdPuzzle logo, which consists of a yellow puzzle piece icon followed by the text "edpuzzle". To the right of the logo are three navigation links: "Read more" in a light blue rounded rectangle, "Log in" in a white rounded rectangle with a light blue border, and "Sign up" in a solid blue rounded rectangle. The main heading is "Make any video your lesson" in a large, bold, black sans-serif font. Below the heading is a sub-headline: "Pick a video, add your magical touch and track your students' understanding". At the bottom left of the main content area is a large blue rounded rectangle with the text "Sign up" in white. On the right side of the page is a large illustration of a woman with dark hair, wearing a light green top and a red skirt, standing in a classroom. She is pointing at a large yellow video player icon with a play button. Several smaller yellow video player icons are floating around her. In the background, there is a desk with a chair, a potted plant, and a desk with books and an apple.

edpuzzle

Read more Log in Sign up

Make any video your lesson

Pick a video, add your magical touch and track your students' understanding


Sign up

運用EdPuzzle進行翻轉課室

<https://edpuzzle.com/>

Please check your inbox (manhw@ykh.hk) and verify your account. [Resend email](#)

edpuzzle

[Content](#) [Gradebook](#) [My Classes](#) 

Content

Home

Curriculum


Lok Sin Tong Yu Kan Hing Se...

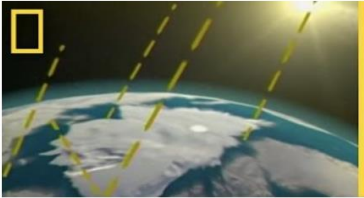


My Content

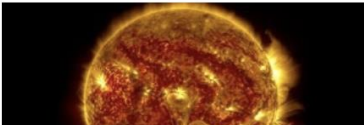
Popular channels


Edpuzzle


[YouTube](#)

 YouTube

		
03:04	04:29	06:50
Global Warming 101 National Geographic	U.N. releases gloomy report on global warming	13 Misconceptions About Global Warming



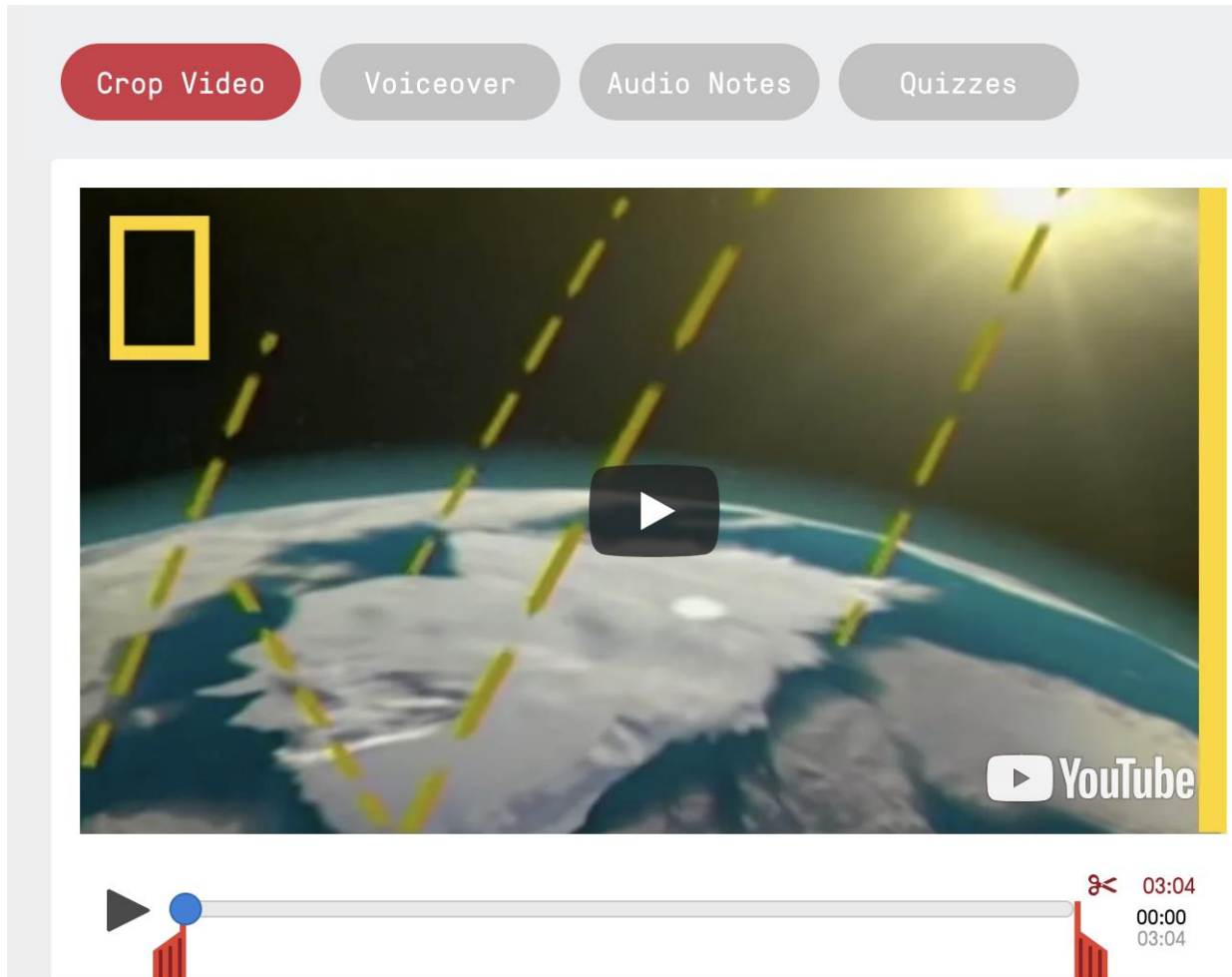






運用EdPuzzle進行翻轉課室

<https://edpuzzle.com/>



The screenshot shows the EdPuzzle interface. At the top, there are four buttons: "Crop Video" (highlighted in red), "Voiceover", "Audio Notes", and "Quizzes". Below these buttons is a video player. The video player shows a scene with a yellow crop box in the top-left corner and a play button in the center. The video content appears to be a 3D rendering of a globe with yellow dashed lines. At the bottom of the video player, there is a progress bar and a "YouTube" logo.

Why crop a video?

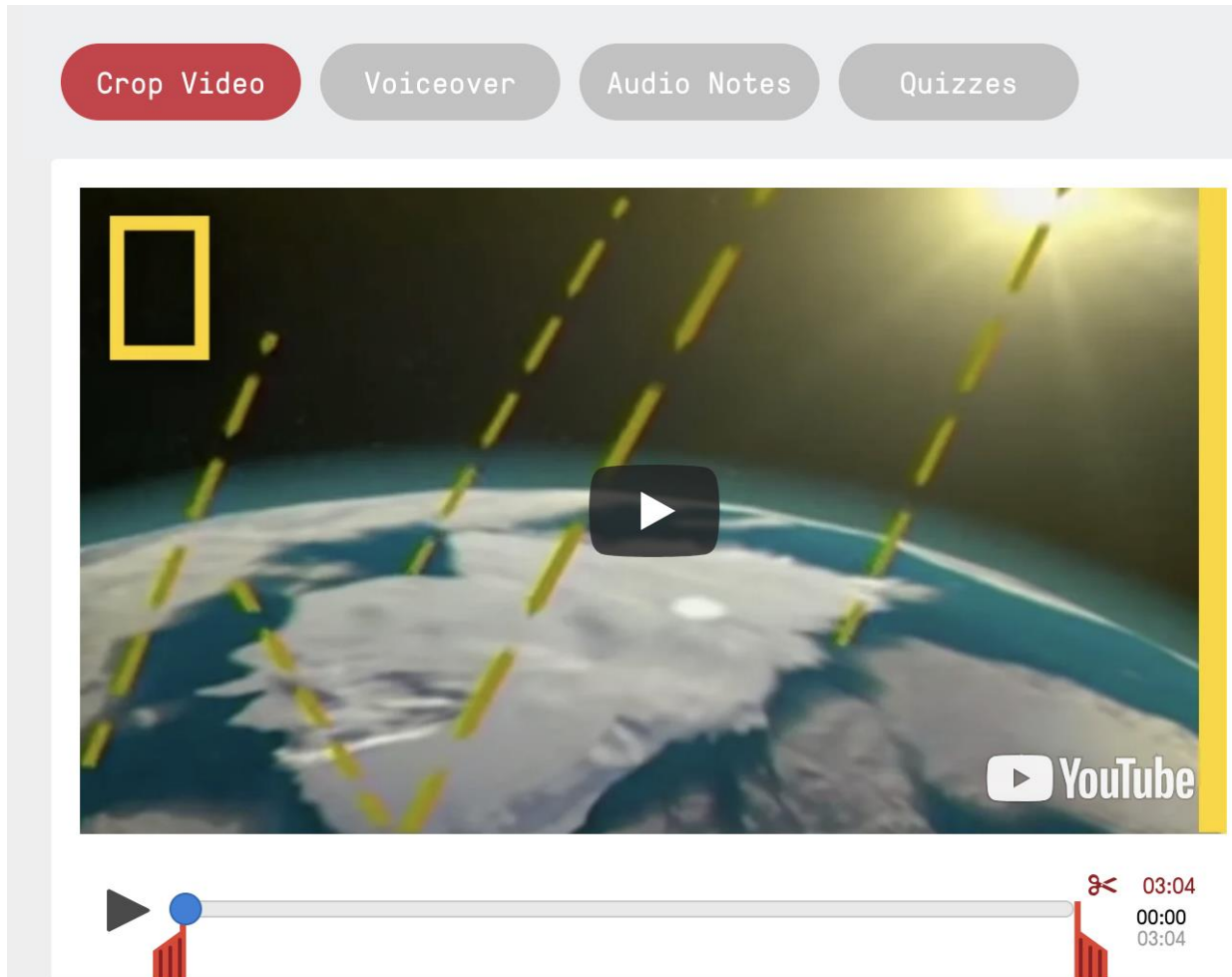
Save yourself and your students' time - crop a video down to just the important stuff.

Why record voiceover?

Explain a concept the way you would in class - in your own style or maybe in another language.

運用EdPuzzle進行翻轉課室

<https://edpuzzle.com/>



The screenshot displays the EdPuzzle interface. At the top, there are four buttons: "Crop Video" (highlighted in red), "Voiceover", "Audio Notes", and "Quizzes". Below these is a video player showing a scene from a National Geographic video, featuring a yellow border and a play button. The video player includes a progress bar at the bottom with a play button on the left and a volume icon on the right. The video duration is 03:04, and the current time is 00:00. The YouTube logo is visible in the bottom right corner of the video player.

Why record audio notes?

Get your students' attention - pause the video for an introductory comment, to explain a concept in more detail, or just to make sure they're not sleeping.

Why add quizzes during the video?

Make sure they understand - include formative assessment to check for student comprehension and review results in Gradebook.

運用EdPuzzle進行翻轉課室

<https://edpuzzle.com/>

Assign to a class

Public links

Start Date

Today

12:00 AM

Due Date

No due date

---:--

+ Add new class

Now create your first class

Later, you will invite your students



Prevent Skipping

Later

Assign

Assign to a class

Public links

Public link

Share this link with colleagues

<https://edpuzzle.com/media/5c4eaddb622b0c>

Copy link

Embedded code

Embed this video on your LMS

Medium size

`<iframe width="470" height="402" src="https://edpuzzle.com/media/5c4eaddb622b0c">`

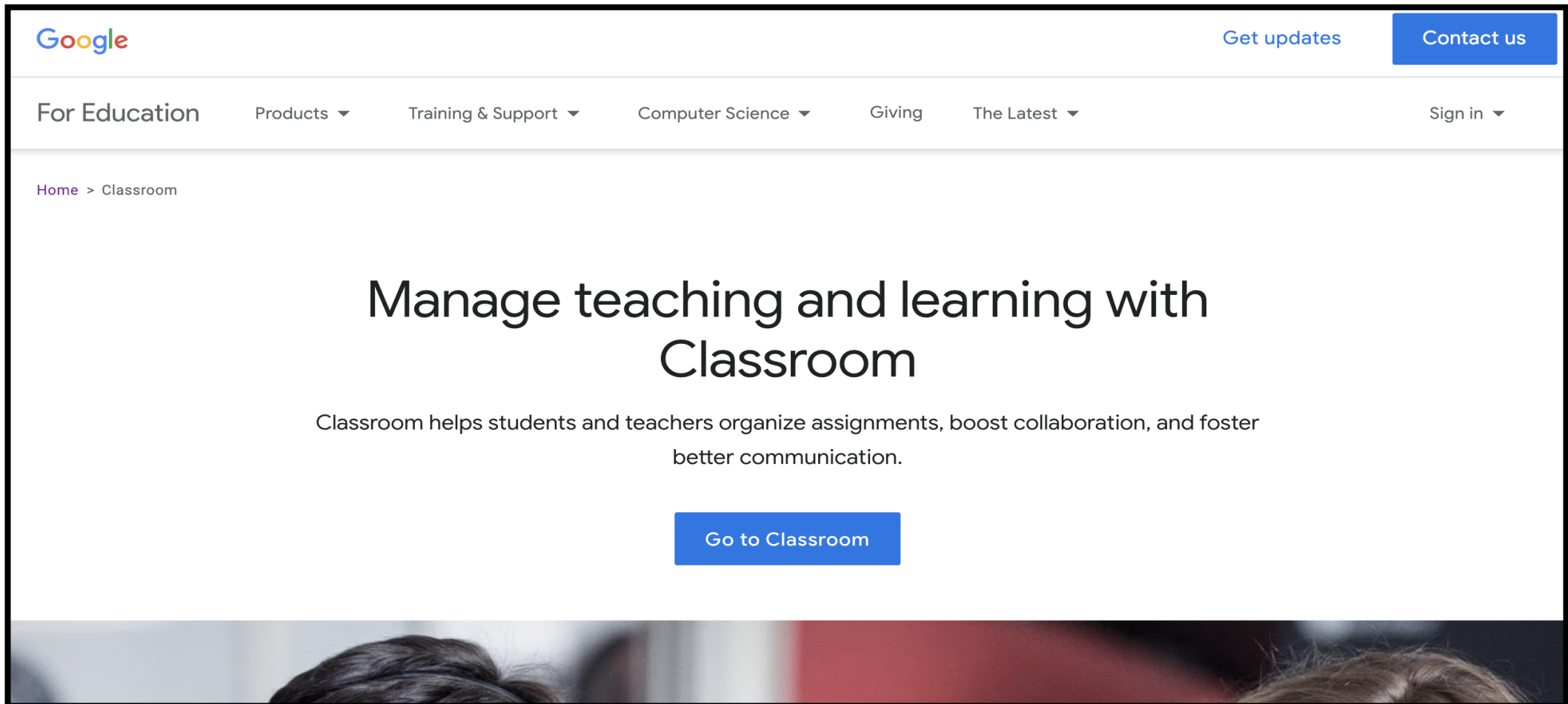
Copy link

4. 運用Google Classroom 促進電子學習



運用Google Classroom促進電子學習

<https://classroom.google.com/>



The screenshot shows the Google Classroom website homepage. At the top left is the Google logo. To the right are links for "Get updates" and "Contact us". Below the logo is a navigation bar with "For Education" and several dropdown menus: "Products", "Training & Support", "Computer Science", "Giving", and "The Latest". On the far right of this bar is a "Sign in" link. Below the navigation bar is a breadcrumb trail: "Home > Classroom". The main content area features the heading "Manage teaching and learning with Classroom" in a large, bold font. Below this heading is a paragraph: "Classroom helps students and teachers organize assignments, boost collaboration, and foster better communication." At the bottom of this section is a blue button labeled "Go to Classroom". The bottom of the page shows a blurred image of people's heads.

Google

Get updates Contact us

For Education Products Training & Support Computer Science Giving The Latest Sign in

Home > Classroom

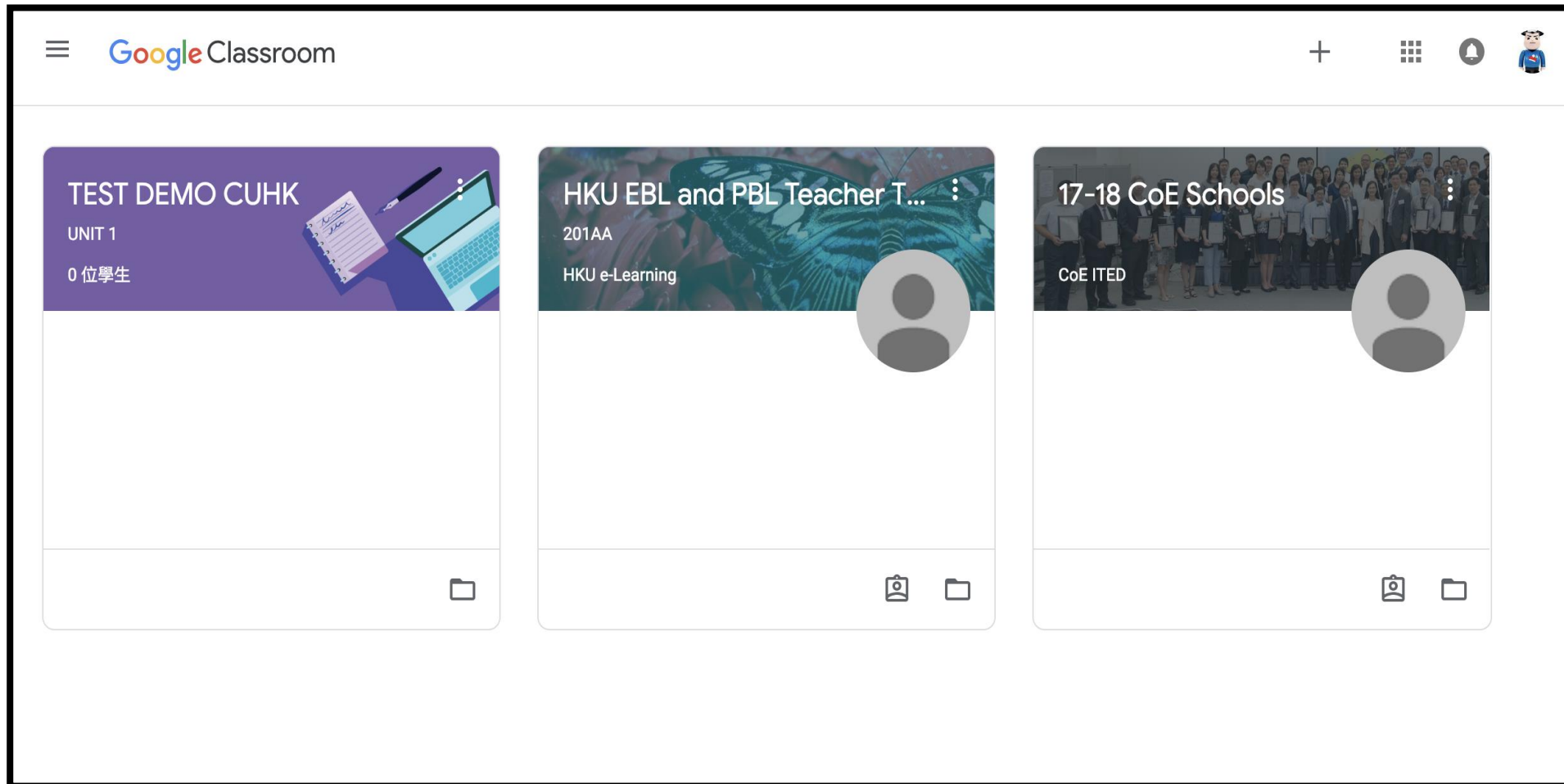
Manage teaching and learning with Classroom

Classroom helps students and teachers organize assignments, boost collaboration, and foster better communication.

Go to Classroom

運用Google Classroom促進電子學習

<https://classroom.google.com/>



The screenshot displays the Google Classroom interface. At the top, the Google Classroom logo is on the left, and navigation icons (plus, grid, bell, profile) are on the right. Below the header, three class cards are visible:

- TEST DEMO CUHK**: UNIT 1, 0 位學生. The card features a purple header with an illustration of a laptop and a notebook.
- HKU EBL and PBL Teacher T...**: 201AA, HKU e-Learning. The card features a teal header with a butterfly illustration.
- 17-18 CoE Schools**: CoE ITED. The card features a grey header with a group photo of students.

Each class card includes a teacher profile picture placeholder and icons for adding content (camera) and viewing materials (folder).



運用Google Classroom促進電子學習

Quiz : Google Form

Blank Quiz

所有變更都已儲存到雲端硬碟

傳送

問題 回覆 總分： 0

Blank Quiz

表單說明

Untitled Question

選擇題

Option 1

新增選項 或 新增「其他」

答案 (0分)

必填

運用Google Classroom促進電子學習

- Google Drive

<https://www.google.com/drive/>



- Google Docs

<https://www.google.com/docs/about/>



Google Docs

- Google Forms

<https://www.google.com/forms/about/>



運用Google Classroom促進電子學習

- Google Maps

<https://www.google.com/maps>



- Google Earth

<https://www.google.com/intl/zh-HK/earth/>



- Google Street View

<https://www.google.com/streetview/>



3D 動畫京都導覽 : <http://goo.gl/zELbEf>



運用Google Classroom促進電子學習

- Google Art and Culture

<https://artsandculture.google.com/>

- Google Expedition

<https://edu.google.com/products/vr-ar/expeditions/>



Google Expeditions





Google Site

Google 協作平台

sites.google.com/u/0/new/?authuser=0

協作平台 搜尋 G Suite

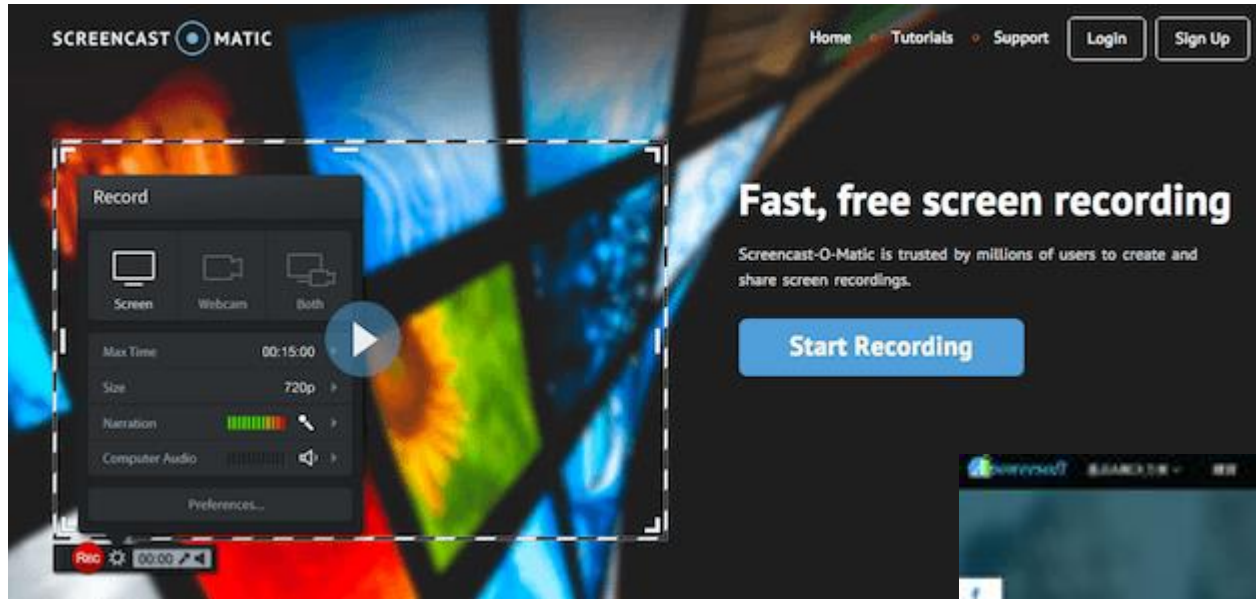
開始建立新網站

空白 課程 社團 個人資料 餐廳

近期的網站 不限擁有者



Screen Recording Software



應用 WordWall 於照顧學習差異



Centre for Learning Sciences and Technologies (CLST)
The Chinese University of Hong Kong





Match up

Drag and drop each keyword next to its definition.



Unjumble

Drag and drop words to rearrange each sentence into its correct order.



Missing word

A cloze activity where you drag and drop words into blank spaces within a text.



Matching pairs

Tap a pair of tiles at a time to reveal if they are a match.



Labelled diagram

Drag and drop the pins to their correct place on the image.



True or false

Items fly by at speed. See how many you can get right before the time runs out.



Quiz

A series of multiple choice questions. Tap the correct answer to proceed.



Find the match

Tap the matching answer to eliminate it. Repeat until all answers are gone.



Random cards

Deal out cards at random from a shuffled deck.



Gameshow quiz

A multiple choice quiz with time pressure, lifelines and a bonus round.



Maze chase

Run to the correct answer zone, whilst avoiding the enemies.



Flip tiles

Explore a series of two sided tiles by tapping to zoom and swiping to flip.



Random wheel

Spin the wheel to see which item comes up next.



Open the box

Tap each box in turn to open them up and reveal the item inside.



Group sort

Drag and drop each item into its correct group.



Anagram

Drag the letters into their correct positions to unscramble the word or phrase.



Wordsearch

Words are hidden in a letter grid. Find them as fast as you can.



Rank order

Drag and drop the items into their correct order.



種類多樣化有助引起學習動機



Bk 4B Unit 6- Good habits

by Wongkw
Match up



Unit 1: What is the weat...

by Cyw2021
Anagram



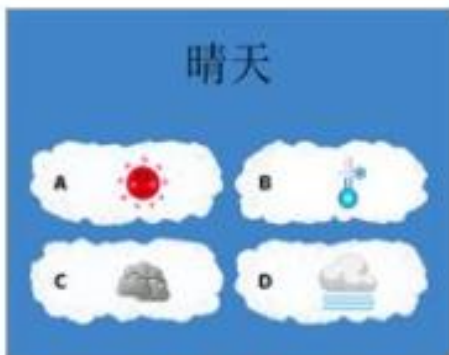
P2a_Cha5_GWB P.19

by Yzlin
Missing word



Daily Routine (Morning /...

by Simonwesl
Random wheel



Quiz ESC2L4 天气Weather

by Shianniran
Quiz



几点

by Winniemo
Quiz



複習韻母

by Yingliu
Random cards



4B Ch3 a few / a little

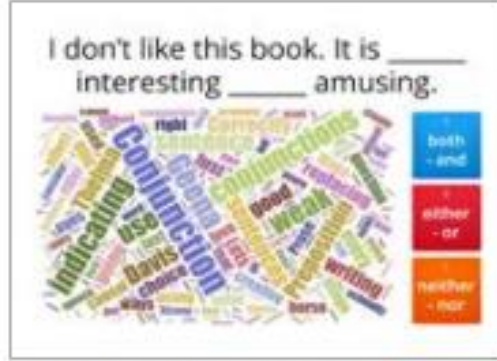
by Wordwalleng
Group sort



視聽觸覺多感官學習加深記憶



Places in Hong Kong Ga...
by Charlizeecl
Gameshow quiz



P6_T1_Ch6 neither-nor e...
by Csk1
Quiz



Body Parts: Facial Featu...
by Jimbolic
Quiz



Y3 drinks - Whack moles
by Junfan
Whack-a-mole



職業(1) Occupation
by Polly1016
Quiz



MSL2 Chinese Question...
by Dshen
Random wheel



Prepositions Exercise - i...
by Misselizachau2
Maze chase





a few, a little sorting Lo...
by Misselizachau
Group sort



學生可按自己速度作答 照顧個別差異



0.24

 Tom: _____ did you **go** yesterday?

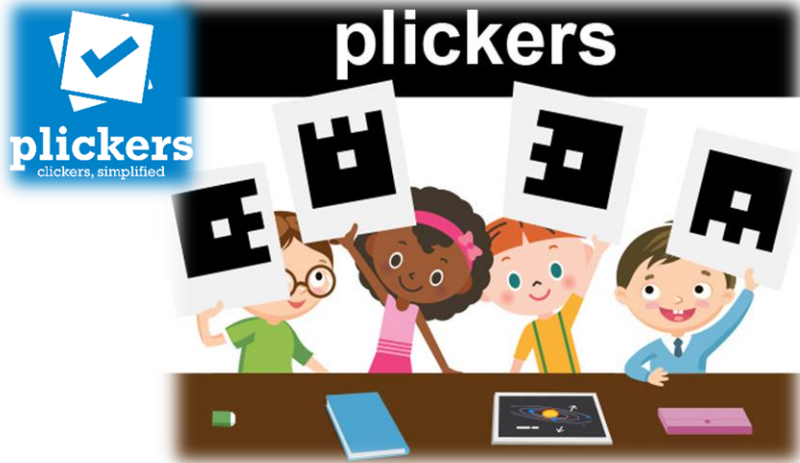
 Mary: I **went to** my grandpa's home.

A How many **B** How much **C** What **D** Where

(LST) Kong



Quiz Game



哪一個才是最適合我課堂?!

運用EduVenture VR 進行探究式學習



EduVenture VR : <http://vr.ev-cuhk.net/>



學習科學與科技中心 CLST | 香港中文大學 CUHK |



EduVenture®VR

主頁

VR學與教資源

VR/AR 簡介

先導學校

活動回顧

聯絡我們

EduVenture®VR

協助教師輕易製作出低成本、具互動功能的360度全景虛擬實境戶外考察學習視頻，及結合真實場景的擴增實境教學



Version 1.3.0

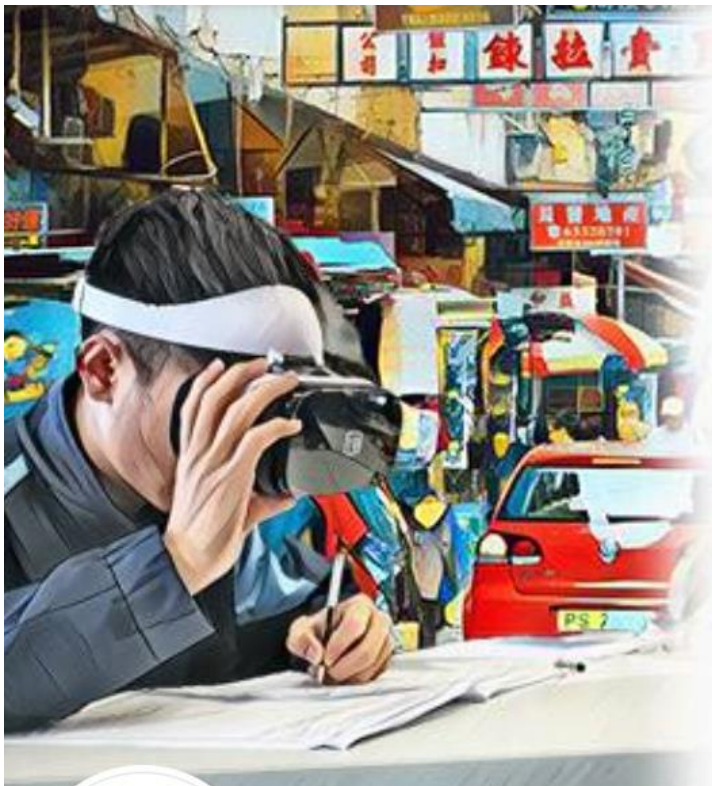
Composer



Mobile Apps
手機應用程式

The Chinese University of Hong Kong





賽馬會 Jockey Club
「觸境生情」
虛擬實境語文教學計劃
VR Project for
Enhancing Chinese Language Literacy



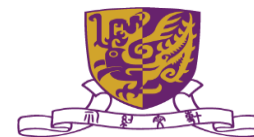
賽馬會「觸境生情」虛擬實境語文教學計劃

@JCVRChinese · Education website

 Send a message

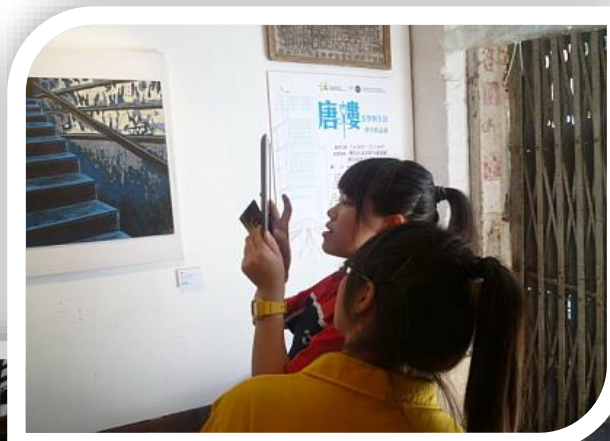
Get in touch with us on Messenger

Centre for Learning Sciences and Technologies (CLST)
The Chinese University of Hong Kong



多元化資訊科技教學示例：移動學習

香港中文大學- EduVenture



Centre for Learning Sciences and Technologies (CLST)
The Chinese University of Hong Kong



多元化資訊科技教學示例：移動學習

香港中文大學- EduVenture



EduVenture® Composer

需要登入才能使用這功能

EduVenture® Composer 是創建戶外學習教材的平台，操作簡易，登入後可於瀏覽器上進行教材編輯。教材設計者可依據學習內容，在不同學習情境中設計個性化的戶外學習教材。平台題供包括選擇、問答、填充、錄音、數據收集、影相、概念圖等多種題型。多元化的題型能滿足教材設計者的各需求。教材數據將自動儲存至伺服器，並支持在 Windows PC和MAC上編輯。



EduVenture® eXplorer

下載 iPad 版

下載 iPhone 版

EduVenture® eXplorer 是一款在iPad或iPhone上運行的應用程式 (App)，在沒連接互聯網時仍可使用。學生先將指定教材下載至應用程式中，通過全球定位系統 (GPS) 的幫助在教材中的不同地點開展探究活動，回答相關問題及任務。答案會被自動儲存於應用程式中。借助使用此應用程式，學生可親身體驗真實環境，實踐自主學生，並強化以學生為中心的學習模式。



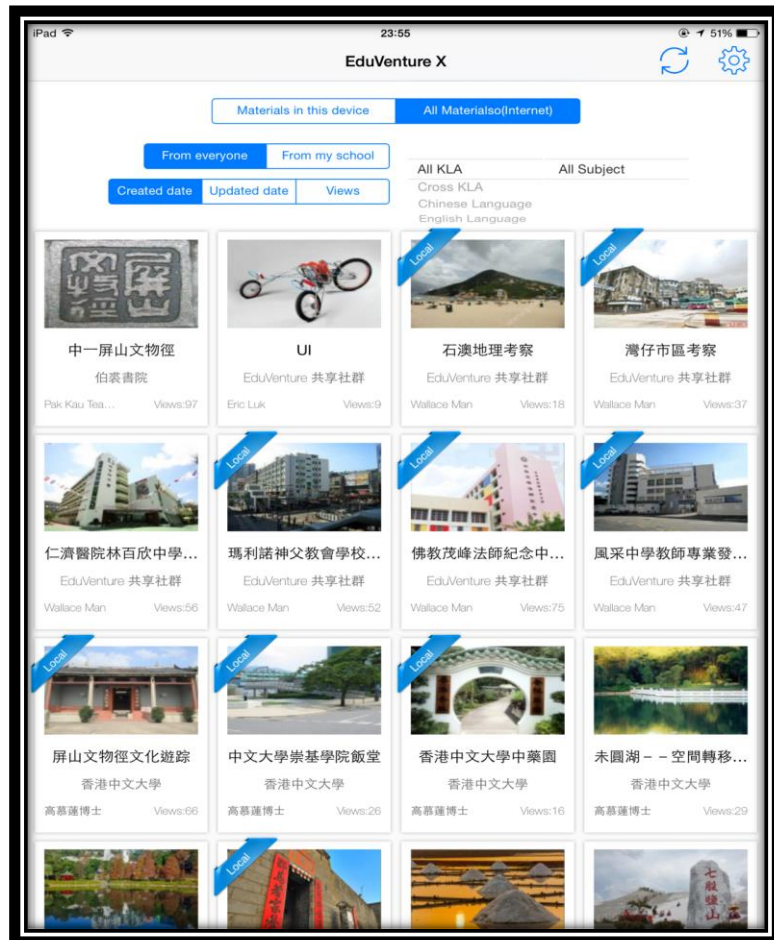
EduVenture® Retriever

需要登入才能使用這功能

EduVenture® Retriever 是檢視及管理學生戶外學習成果的平台。教材設計者教師可閱讀、批改、檢索學習者的學習成果或相關的討論和分享，當中包括相片，錄音，統計資料等。該平台也可以幫助評估學習者的表現，教師可以基於學習成果給予學生反饋，幫助他們總結和反思學習過程。

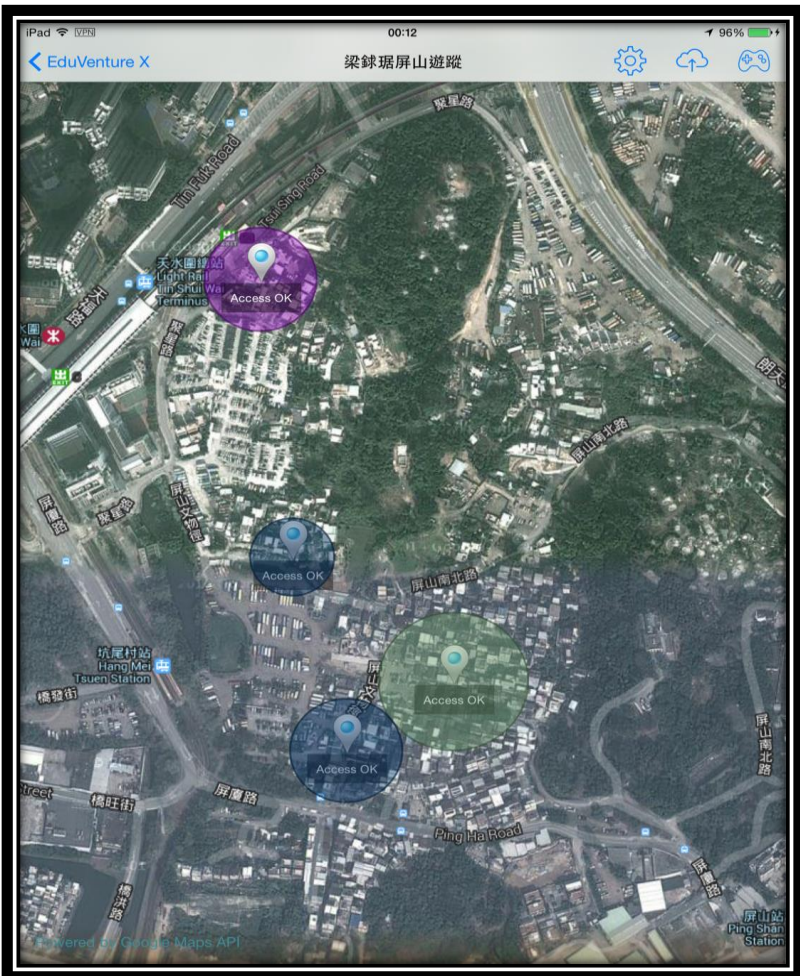
多元化資訊科技教學示例：移動學習

香港中文大學- EduVenture



多元化資訊科技教學示例：移動學習

香港中文大學- EduVenture



EduVenture VR

- EduVenture VR (EVVR) is an online platform to carry out Virtual Reality (VR) learning. Using the EVVR **composer**, teachers can **distribute VR content** and **construct a VR field trip** for students.
- They can also add interactive elements inside to enhance students' learning motivation. With mobile devices and tray glasses on hand, students can experience outdoor learning in VR style, which makes teaching and learning more interesting and flexible.

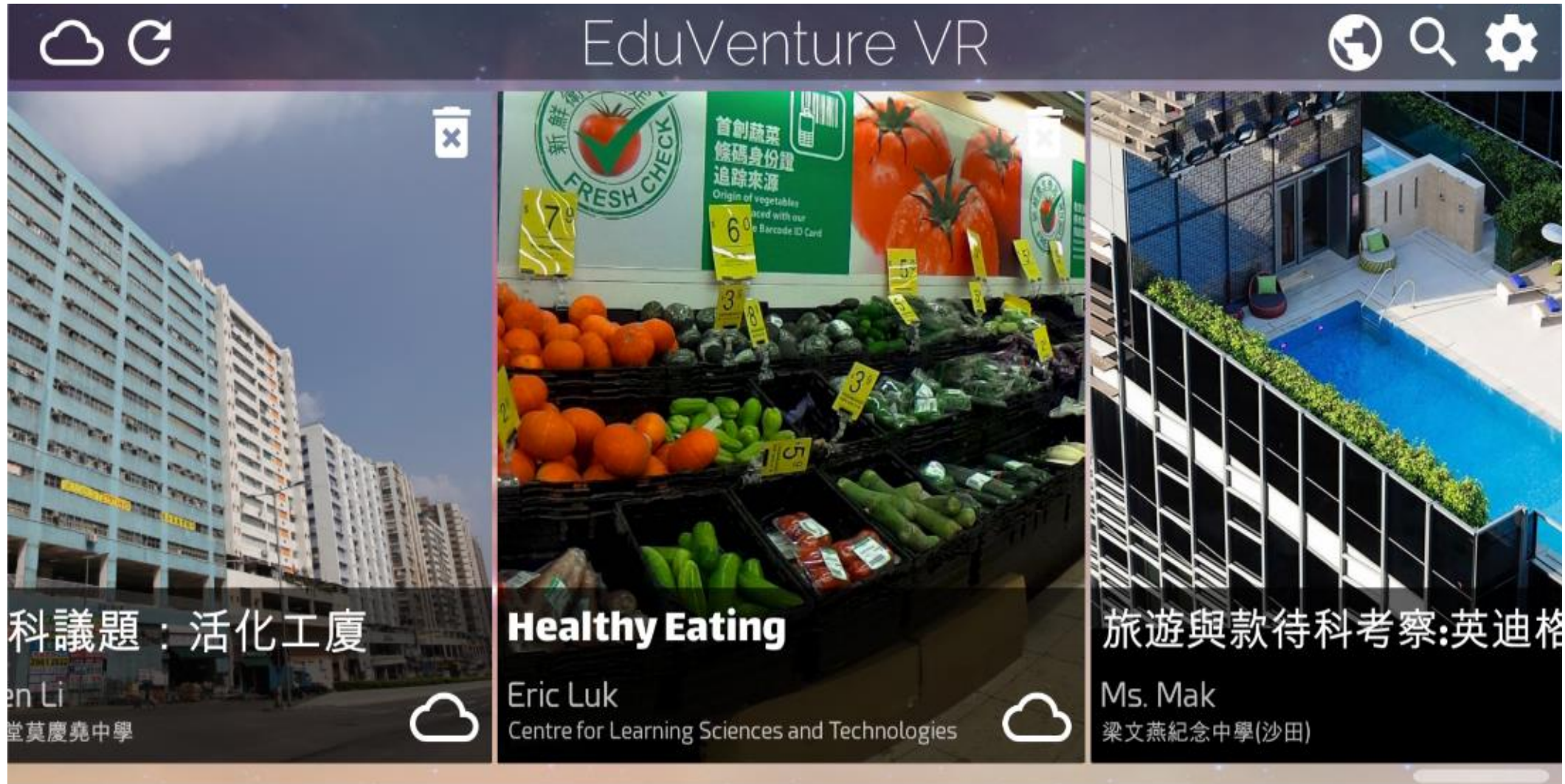


EduVenture VR

- EduVenture VR (EVVR), developed by CLST, CUHK, adopts Virtual Reality (VR) to carry out teaching and learning. VR technology generates a 3D virtual world and simulates student' s presence in the environment.
- Students can have better chances to explore the world using VR technology. <http://vr.ev-cuhk.net/>.


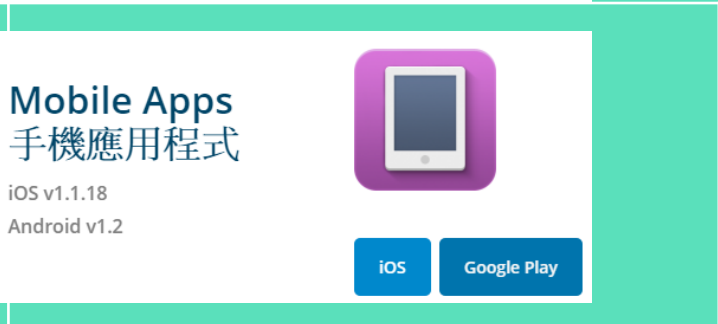


EduVenture VR



Entering EduVenture VR

Open the browser and enter the URL: <http://vr.ev-cuhk.net>


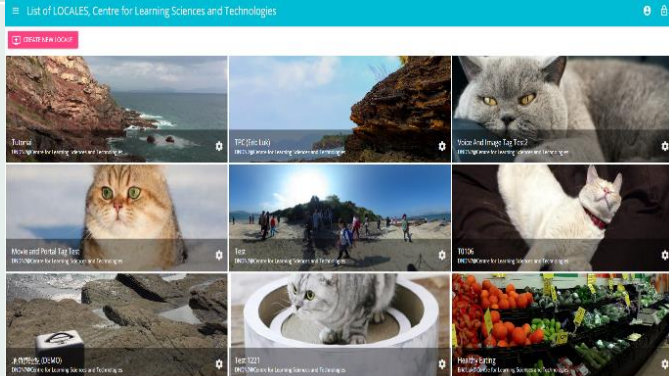
Step	Procedures	User Interface
1	Press the button to enter the EVVR Composer	
2	Go to iTunes (iOS) / Play Store (Android) to download the EVVR App	



EduVenture VR Composer


Using the EVVR Composer, teachers can distribute VR content and create their own teaching materials.

In order to identify the owner of the VR content, teachers will be given a username and password to login.

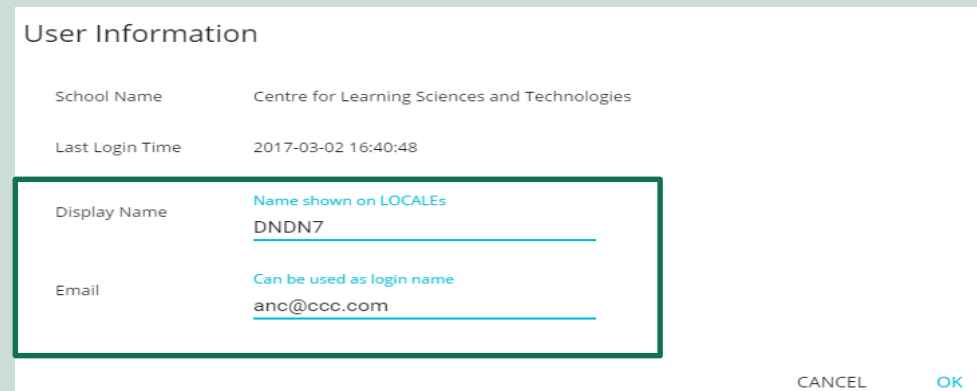
Step	Procedures	User Interface
1	Input username and password, then press "OK" .	
2	Upon successful login, teachers should be able to see a list of VR contents in the main menu.	

Control Panel

How to Edit User Account Information

Step	Procedures
1	Press  at the top, then select "My Info" (name and email).
2	Input the new name, email or password, then press "OK" .
3	Press "Cancel" to discard everything and return to main menu.

UI



User Information

School Name Centre for Learning Sciences and Technologies

Last Login Time 2017-03-02 16:40:48

Display Name Name shown on LOCALEs
DNDN7


Email Can be used as login name
anc@ccc.com

CANCEL OK



Control Panel

Similarly, teachers can also change their password.

Step	Procedures
1	Press  at the top, then select "Change Password" .
2	Input the old password and new password, then press "OK" .
3	Press "Cancel" to discard everything and return to main menu.

UI

Change Password

Old Password Your original password

New Password New password should contain letters and digits

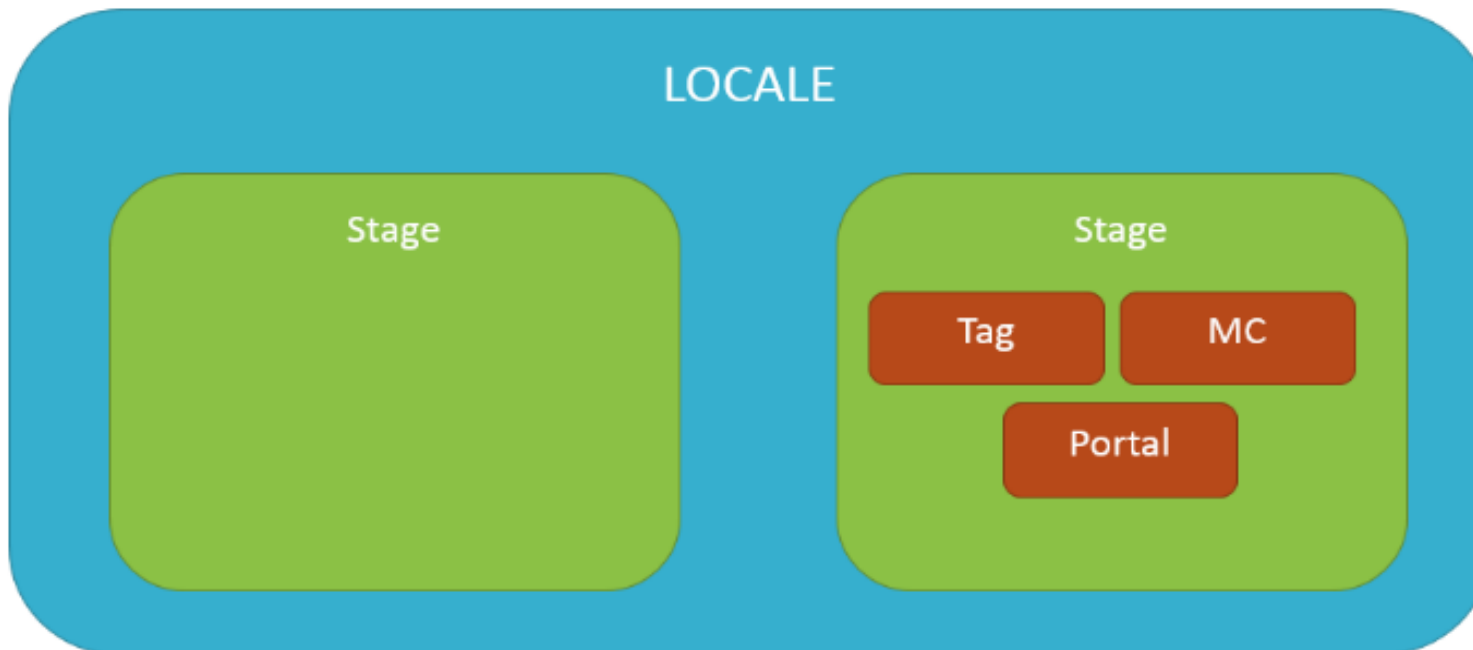
Re-enter New Password Re-enter the same password

CANCEL OK


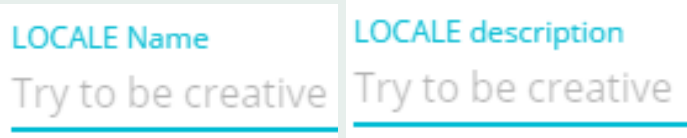
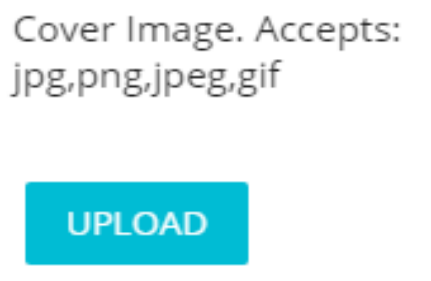


Locales

- “Locale”, place or locality, especially with reference to events or **circumstances** connected with it
- “Locale” is referring to the VR **learning materials**. Each locale is made up of a series of **stages**;
- Each stage can either be a **360 movie** or a **360 image**. These stages can combine together to produce a VR learning experience.



How to Create a Locale

Step	Procedures	User Interface
1	Press “Create New Locale” at the top.	
2	Enter the locale’s name and description. Be creative!	
3	Upload the locale’s cover image (jpg, jpeg, png, gif).	

T)
ng



How to Create a Locale

4 Indicate these 2 settings.

“Open to Public”:
Can all users view the locale?




“Ready to Publish”:
Is the locale ready to be used by public?

Open to Public
Ready to Publish



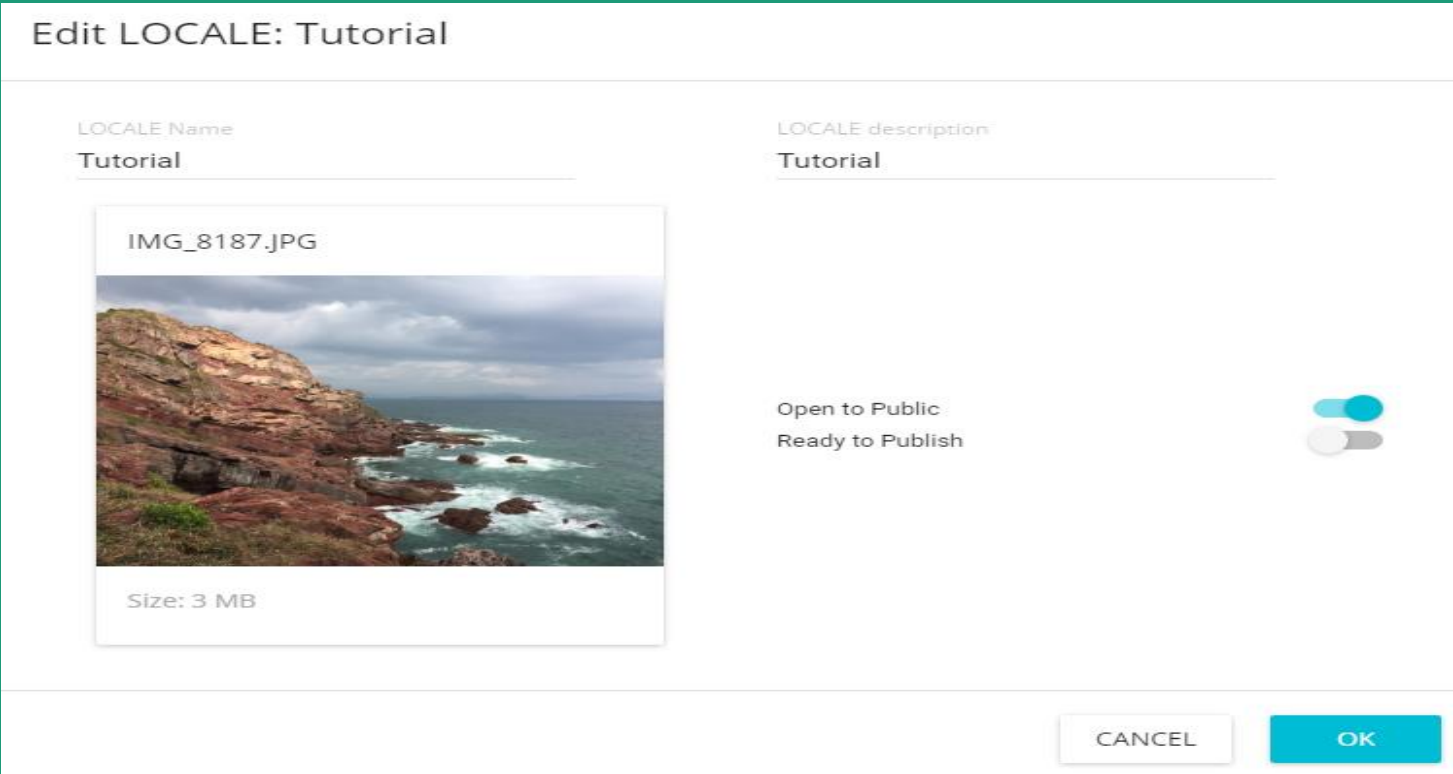
Upon successful creation of locale, a new locale (with the owner's name, the locale's name and the locale's cover image) should appear in the main menu.

How to Edit a Locale




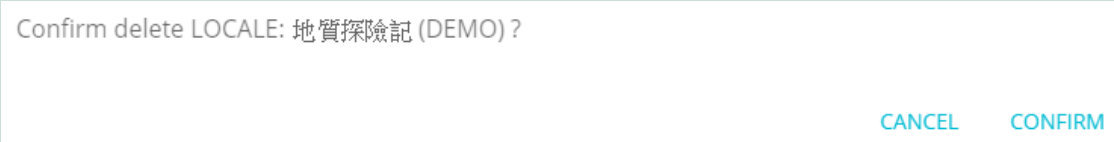
Step	Procedures	User Interface
1	Press the setting button  at the right bottom corner.	
2	Press "View/Edit Detail" .	
3	Edit the locale' s name, description, public and publish settings. Press "OK" to confirm and "Cancel" to return.	



How to Edit a Locale

Step	Procedures	User Interface
UI		

How to Delete a Locale



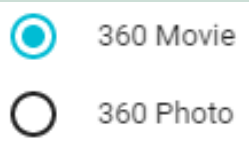
Step	Procedures	User Interface
1	Press the setting button at the right bottom corner. 	
2	Press “Delete”.	
3	Press “Cancel” to return and “Confirm” to delete.	
UI		

Stages

- Stages are the **building blocks** of a locale.
- A stage can be a **360 movie** or a **360 image**.
- Inside a stage, teachers can add interactive elements such as **tags, MCs and portals**.







How to Create a Stage

Step	Procedures	User Interface
1	Press "Create New Stage" .	
2	Enter the stage's name.	
3	Indicate 360 Movie / Photo (Default: 360 Movie).	




Upon successful creation, **the new stage** will appear on the left navigation bar.

How to Create a Stage

- The left navigation bar shows all the stages in sequence
- The right hand side allows teachers to upload their 360 movie / image



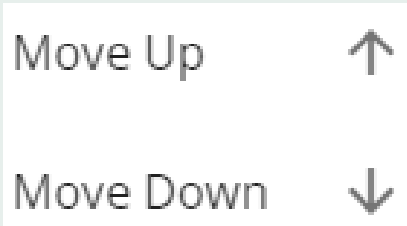
Icon	Meaning
 Stage 1 	360 Movie
 Stage 2 	360 Image

Upload 360 Movie / Image for a Stage



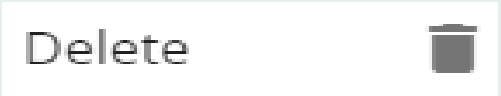

Step	Procedures	User Interface
1	Press "Upload" . Movie: mov, mp4, m4v, avi Image: jpg, jpeg, png, gif	
2	Wait until 100% .	
3	Upon successful upload, teachers should be able to see the thumbnail and the timeline for the VR content.	
UI		

Edit a Stage

- Teachers can further edit the display sequence of stages using the left navigation bar.



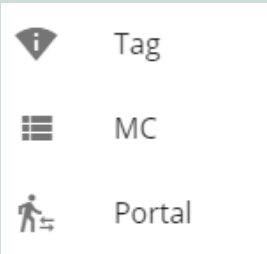
Step	Procedures	User Interface
1	Press the  button.	
2	Press “Move Up” / “Down”.	

Delete a Stage

Step	Procedures	User Interface
1	Press the  button.	
2	Press "Delete" .	
3	Press "Cancel" to return and "Confirm" to delete.	
UI		





Playback Elements

- Teachers can add interactive elements in the VR world.
- They include tags, MCs and portals.

Step	Procedures	User Interface
1	Drag the timeline to indicate when the element should appear.	
2	Press "Element At This Moment"	
3	Choose the element: "Tag" , "MC" or "Portal"	



How to Create a Tag

- Tag can display information such as text, voice or enlarged image.

Step	Procedures	User Interface
1	Enter the display text.	
2	Choose the tag type.	
2a	For voice, upload an mp3. Toggle autoplay or not (Default: Off).	
2b	For image, upload these formats: jpg, jpeg, png, gif.	


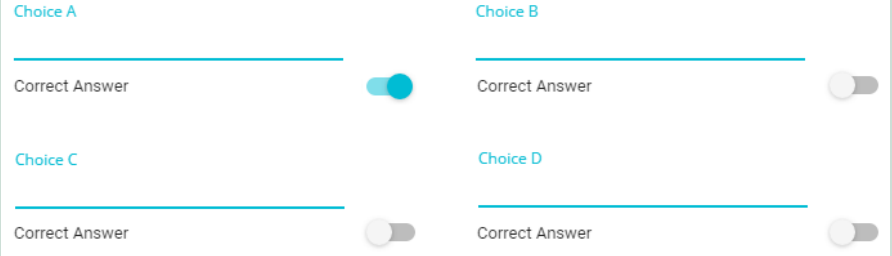

How to Create a Tag

- Tag can display information such as text, voice or enlarged image.

Step	Procedures	User Interface
3	Drag the pin to indicate where the tag should appear.	
4	Drag the timeline to indicate how long the tag should appear.	

Create a MC

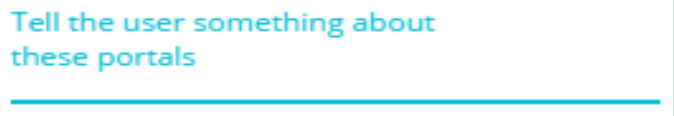

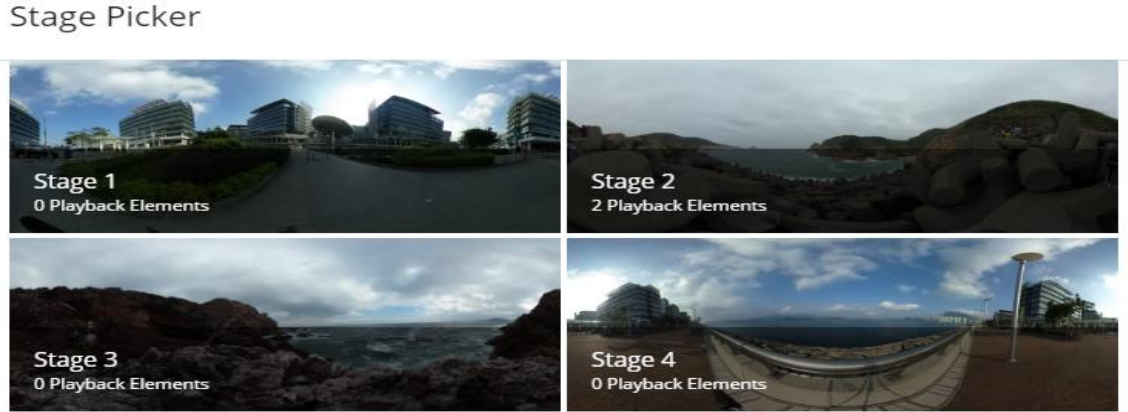
- Each MC has 4 choices and at least 1 correct answer.
- Teachers can limit how many times the students can attempt a MC.

Step	Procedures	User Interface
1	Enter the question.	
2	Enter the 4 choices and toggle at least 1 correct answer.	
3	Adjust how many times the students can answer this MC.	



Create a Portal

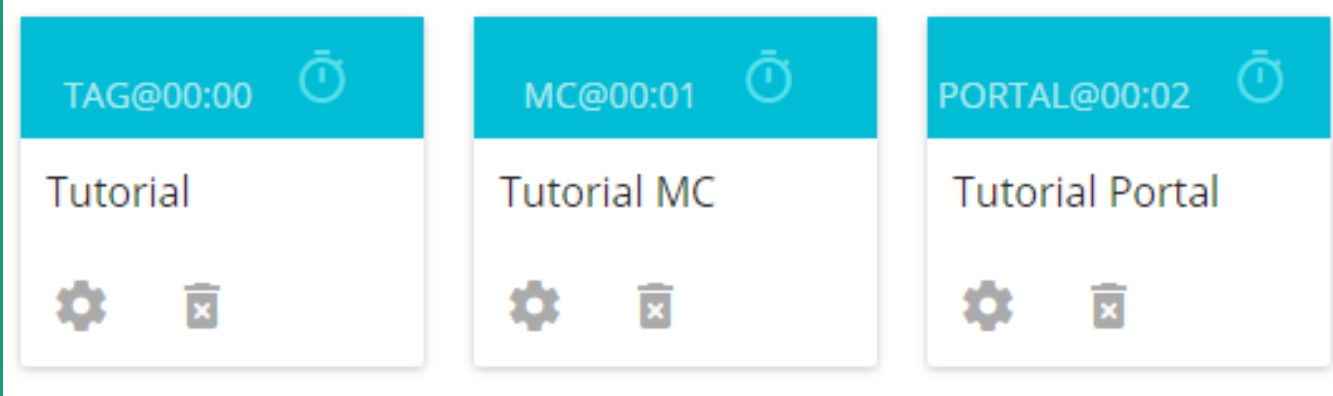


- Portal is the transfer gateway to other stages.
- Teachers can set at most select 4 destination stages for a portal.

Step	Procedures	User Interface
1	Enter the display text, e.g., “To Stage 2”	
2	Pick the destination stages.	
UI		



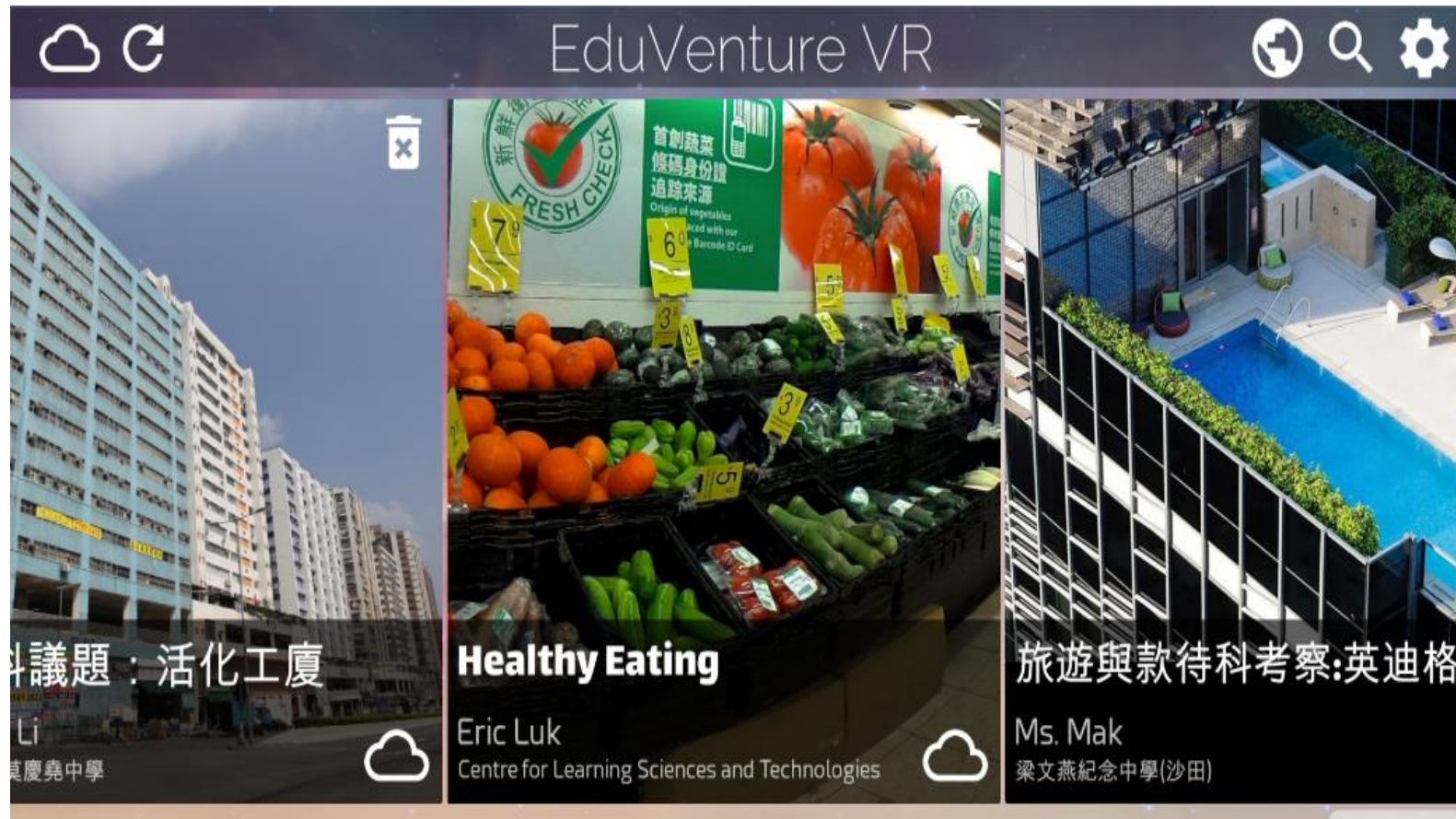
Review the Playback Elements

- Teachers can review the playback elements they added in the bottom panel.

UI		
Step	Procedures	
1	Press  to edit the element.	Press  to delete the element.

EduVenture VR App

After installing the EVVR App, students should be able to see the locales that are set public and ready to publish in the composer.










ies (CLST)
Hong Kong




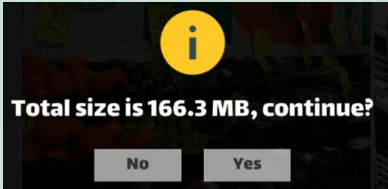
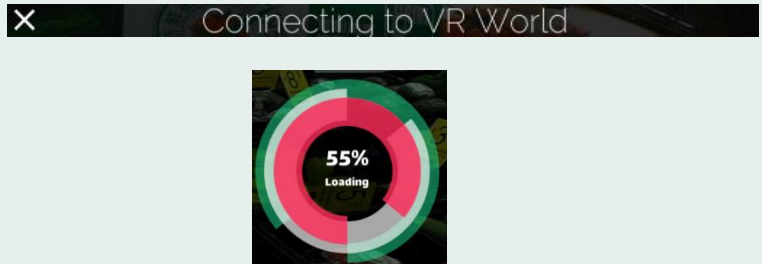
Control Panel



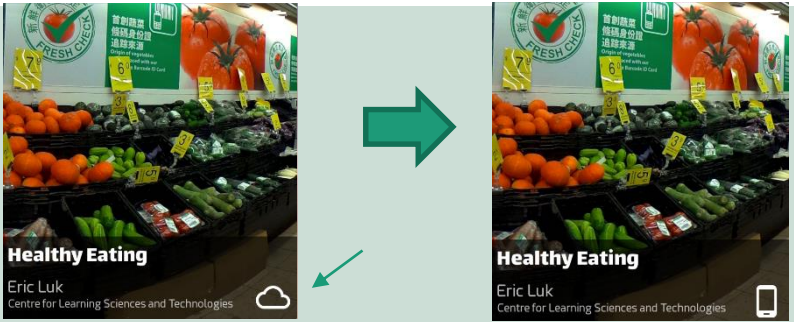
No.	Icons	Functions
1a		Display the online locales (Can switch to 1b)
1b		Display the downloaded locales (Can switch to 1a)
2		Refresh the locale menu
3a		Display all public locales (Can switch to 3b)
3b		Display private locales only (Can switch to 3a)
4		Search a particular locale
5		Configure game settings



Download a Locale

Step	Procedures	User Interface
1	Press the locale to download	
UI		
2	Press "Yes" to download and press "No" to return.	
3	Press X to stop downloading if necessary. Otherwise, wait until 100% downloaded.	

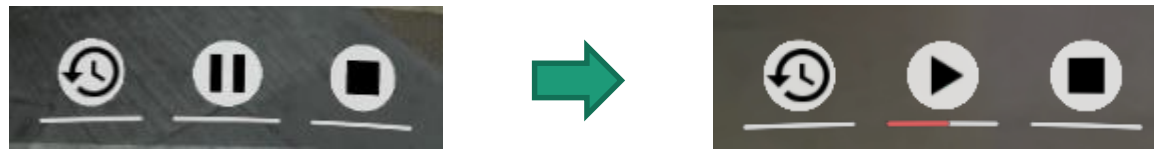
Download a Locale

4	Upon successful downloading, the students can start the locale! Note that the icon at the right bottom corner changes.
UI	 <p>The image shows two side-by-side screenshots of a mobile application interface, separated by a large green arrow pointing from left to right. Both screenshots display a photograph of a grocery store produce section with various fruits and vegetables. Below the photo, the text reads "Healthy Eating" and "Eric Luk Centre for Learning Sciences and Technologies". In the bottom right corner of the left screenshot, there is a white cloud icon. In the bottom right corner of the right screenshot, there is a white smartphone icon. Two smaller green arrows point from the cloud icon to the smartphone icon, indicating the change in the UI element.</p>

Inside the VR World

How to Reverse/Play/Stop the VR content


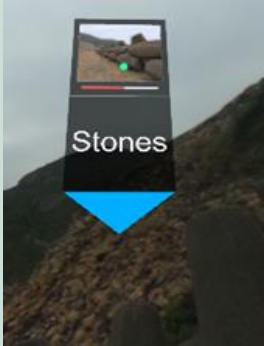

When the students look **downwards**, a control panel will pop up.



- There are 3 actions: **reverse, pause/resume and stop the 360 movie / image.**
- To perform these in the VR world, simply move the pointer to the button for 2 seconds.

How to Respond to a Tag



Either text, image or voice tag will be displayed (according to the composer's database).

Type	None	Image	Voice
UI			
Step	Procedures		
1	N/A	Point to the thumbnail image for 2 seconds.	Point to the play button for 2 seconds.
2	N/A	An enlarged image will come out eventually.	The sound will be played eventually.




How to Respond to a MC

The number of chances, the MC question and the 4 choices will now be displayed (according to the composer's database).

Step	Procedures	
1	Move the pointer to the answer.	
2	Correct	Wrong
UI		

How to Respond to a Portal

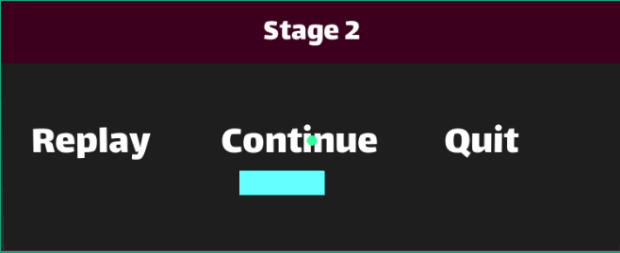
Students can teleport to other stages through portal. The portal title and destination stages will now be displayed (according to the composer's database).

Step	Procedures
1	Move the pointer to the destination stage and wait for 2 seconds. The portal will then teleport to the destination stage.
UI	



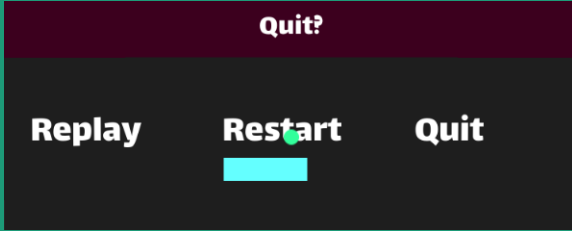
How to Continue to Next Stage

- After finishing a stage, a “Continue Panel” will pop up.
- The student can either replay, continue or quit, by moving the pointer to the option.

UI	
Actions	Meaning
Replay	Replay the current stage.
Continue	Go on to next stage.
Quit	Return to the main menu.

Quit Panel

- After finishing all stages, a “Quit Panel” will pop up.
- The student can either replay, restart or quit, by moving the pointer to the option

UI	
Actions	Meaning
Replay	Replay the current stage.
Restart	Restart from the first stage.
Quit	Return to the main menu.

第二部份： 借助流動裝置管理系統 MDM 支援 BYOD iClass MDM DEMO



Mobile Devices Management 流動裝置管理系統

1. MDM全名Mobile Devices Management (流動裝置管理系統)。
2. 在使用平板作為電子教學工具的大趨勢下，無論設備管理，還是電子學校的課堂設計都成為新的挑戰。MDM可讓學校技術管理人員，更有效管理平板電腦。例如統一無線安裝Apps及WiFi 於學生的平板，限制學生下載 Apps及清除鎖屏密碼(Passcode) 等等。
3. MDM亦可以幫助前線教師進行電子課堂。例如下達簡單指令協助全班同學進入某個教學Apps或網頁資源、限制同學的平板權限功能、或遙控投影某個同學平板上作品進行分享等等。
4. 重點功能:
 1. 高效管理及安裝 (Software as Assistant)
 2. 課堂引導及分享 (Digital Interactive Classroom)
 3. 無線設置權限 (Restriction and Policy Setting)

Mobile Devices Management 流動裝置管理系統



HKU MDM 夥伴學校計劃 (WIFI 900 學校)



計劃目的

1. 協助香港 (WIFI 900) 中小學推動電子教學，帶來更好的教學體驗和效果。
2. 推動學校使用最新、最有效的技術來支援電子教學。
3. 透過學校使用系統的意見回饋，改善技術研發和用家體驗，為教育界提供最合適的流動設備管理工具。

我們提供

免費使用
技術培訓
技術支援
定期合作交流
教師分享社群
香港大學電子學習發展實驗室為學校頒發的流動設備管理證書

計劃時間表

15年7月	夥伴學校計劃簡介會
15年8月15日	截止申請
15年8月 - 11月	MDM電子教學工作坊
16年1月 - 16年5月	電子教學交流會議
16年7月	向完成計劃學校頒發證書





HKU MDM 的十大特點



為教育界設計

避免企業式MDM的繁鎖設計，針對學校的需要，簡單易用的界面，讓前線老師能夠在課室內輕鬆使用。



無線應用安裝

無線地遙控安裝學生所需應用或電子書，並支援蘋果VPP，快捷地為師生提供最適合的教學工具。



清除鎖屏密碼

學生忘記鎖屏密碼時，學校可在管理系統內清除密碼，避免洗機重裝，大大節省不必要的技術支援。



按照班級分組

在一人一機的模式下，根據不同班級需要，制定不同設置和應用；亦方便老師上課時向班內下達指令。



校本應用中心

學校可以一方面關閉學生的應用商店，同時根據不同年級學生的需要，設置校本應用中心。



隨時限制功能

老師可以限制學生設備功能，例如封鎖相機和應用商店，更可以鎖定於某一個應用內進行教學活動。



遙控工具使用

老師可以直接遙控全班學生使用某個應用或瀏覽某個特定網頁，配合鎖屏的功能，讓學生更專注學習。



遙控課堂分享

使用Apple TV或其他無線投影技術時，老師可主動在自己的平板上選擇分享任何一位同學的作品。



支援 VPP & DEP

我們的MDM技術目前全面支援使用VPP的iOS學校，亦已經為DEP計劃做好準備，並已經進行測試。



互動內容整合

整合我們的雲端互動學習平台iClass及學校正在試用的 e-TextBook，可以遙控學生進入iClass課堂活動。



Mobile Devices Management 流動裝置管理系統

<https://help.apple.com/classroom/ipad/1.1.1/#/cad6d39b9338>

The screenshot displays the Classroom app interface on an iPad. At the top, the status bar shows 'iPad', signal strength, and a battery level of 100%. The main header area includes '我的班級' (My Class), the time '上午9:41', and the course name 'Science'. Below the header, there are several action buttons: '指派' (Assign), '打開' (Open), '導覽' (Navigate), '鎖定' (Lock), '登出' (Logout), '螢幕' (Screen), and '群組' (Group). A '選擇' (Select) button is also visible. Below the action buttons, there are five group selection options: '全部 (33)', 'Safari (25)', 'iBooks (5)', '主畫面 (1)', and 'Geology (2)'. The 'Safari' group is selected. Below the group selection, a list of students is shown, each with a profile picture, name, and status (e.g., 'iBooks', 'Safari', '離線'). The students listed are Addison, Aiden, Alex, Anthony, Aubrey, Ava, Avery, Brayden, Brooklyn, Chloe, Claire, and Elizabeth. The interface is annotated with labels: '選擇課程' (Select Course) points to the course name; '課程名稱' (Course Name) points to 'Science'; '動作' (Action) points to the action buttons; '選擇學生' (Select Student) points to the group selection options; '群組' (Group) points to the group selection options; '所選群組' (Selected Group) points to the 'Safari' group; and '所選群組中的學生名單' (List of Students in Selected Group) points to the student list.

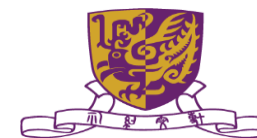


Mobile Devices Management 流動裝置管理系統

<https://help.apple.com/classroom/ipad/1.1.1/#/cad6d39b9338>



第三部份： 善用多元資訊科技教學策略
加強 BYOD 及在家學習的學教效能



教學策略一：電子閱讀

Google Books: <https://books.google.com/>

The screenshot shows a Google Books search result for the book "Climate Change: A Very Short Introduction" by Mark Maslin. The search term "climate change" is entered in the search bar. The book cover is displayed, featuring a dark, textured background with a large yellow circular stamp that reads "A VERY SHORT INTRODUCTION • FULLY UPDATED NEW EDITION • A VERY SHORT INTRODUCTION • EDITION". The title "CLIMATE CHANGE" is prominently displayed at the bottom of the cover, with "CHANGE" in a larger, bold font. The author's name "Mark Maslin" is visible above the title. On the left side of the page, there is a sidebar with a "VIEW EBOOK" button, a star rating of 5 stars with "1 Review" and a "Write review" link, and the book's title and author. Below this, there are navigation options like "My library" and "My History". The Oxford University Press logo is also present. At the top of the page, there are navigation icons for search, zoom, and other functions. The overall layout is clean and professional, typical of a digital library interface.



教學策略一：電子閱讀

HKEDCITY: e悅讀學校計劃

<https://www.hkedcity.net/ereadscheme/2021Packages>

認識教城 教師 中學生 小學生 家長 企業

搜尋

登入/註冊 | English |

e悅讀 學校計劃

關於計劃 閱讀組合及訂閱 用戶手冊 學校分享 常見問題

獎勵計劃

e悅讀學校計劃 > 關於計劃 > 計劃簡介

計劃簡介

香港教育城（教城）一直致力推展閱讀文化，當中「e悅讀學校計劃」提供以學年計算的校本電子書訂閱服務，協助學校推動廣泛閱讀。計劃與逾**40**間出版商協作，提供約2,000本海外及本地精選的中英文電子書籍，涵蓋多個題材和程度。

2002/21學年服務現已推出，學校可因應需要選擇閱讀組合的電子書數量及書籍。學校只須付出相宜的費用，全校師生即可於服務期內無限次透過跨平台（Android、iOS及網頁瀏覽器）的「教城書櫃」閱讀所選書單上的書籍。平台會記錄每位學生的閱讀數據，幫助教師掌握學生的閱讀習慣，設計適切閱讀策略，詳情請瀏覽[用戶手冊](#)。

此外，教城與教育局、優質教育基金等機構合作，提供免費閱讀組合「中華里系列」、「NET Series」、「英文經典系列」、「中國古典名著系列」及「現代經典作家系列」，豐富閱讀資源。

想參考其他學校如何推動閱讀，可觀看[中學](#)和[小學](#)的學校分享片段。

如欲查詢，請致電 2624 1000或電郵至info@hkedcity.net。

計劃目的

and Technologies (CLST)
The University of Hong Kong



教學策略一：電子閱讀

香港公共圖書館：<https://www.hkpl.gov.hk/tc/index.html>

The screenshot shows the homepage of the Hong Kong Public Library website. At the top, there are navigation links for '主頁' (Home) and '手機版' (Mobile Version), along with language options (ENG, 簡) and social media icons. The main header features the library's logo and navigation tabs: '探索館藏資源' (Explore Collections), '參與推廣活動' (Participate in Promotional Activities), '尋找圖書館' (Find Libraries), and '關於我們' (About Us).

The central banner area is divided into two sections. On the left, a large image shows two young girls reading a book in a grassy field, with the text '揀好書·更容易 Reading Made Easy' and '喜閱本地出版書籍' (Enjoy Local Published Books). Below this are buttons for '圖書館目錄' (Library Catalogue), '多媒體資料自選服務' (Multimedia Self-Service), '多源檢索' (Multi-source Search), and '電子資源全文檢索' (Electronic Resource Full-text Search). A search bar below these buttons contains the text '檢索書籍、音樂、視像及其他' (Search books, music, video and other).

On the right side of the banner, there is a '我想...' (I want...) section with a list of links: '瀏覽新增館藏' (Browse new acquisitions), '申請圖書證' (Apply for library card), '登記電郵通知書服務' (Register for email notification service), and '查詢圖書館開放時間' (Check library opening hours). Below this is a '我的帳戶 / 續借' (My account / Renewal) section with a login form and a '登入' (Login) button. A note states: '請緊記在關閉瀏覽器視窗前，先要登出你的帳戶。' (Please remember to log out your account before closing the browser window).

At the bottom of the page, there are three columns of featured content: '參與推廣活動' (Participate in Promotional Activities) with an image of children, '電子資源' (Electronic Resources) with an image of hands using a tablet, and '自助圖書站' (Self-service Library Station) with an image of a library interior.

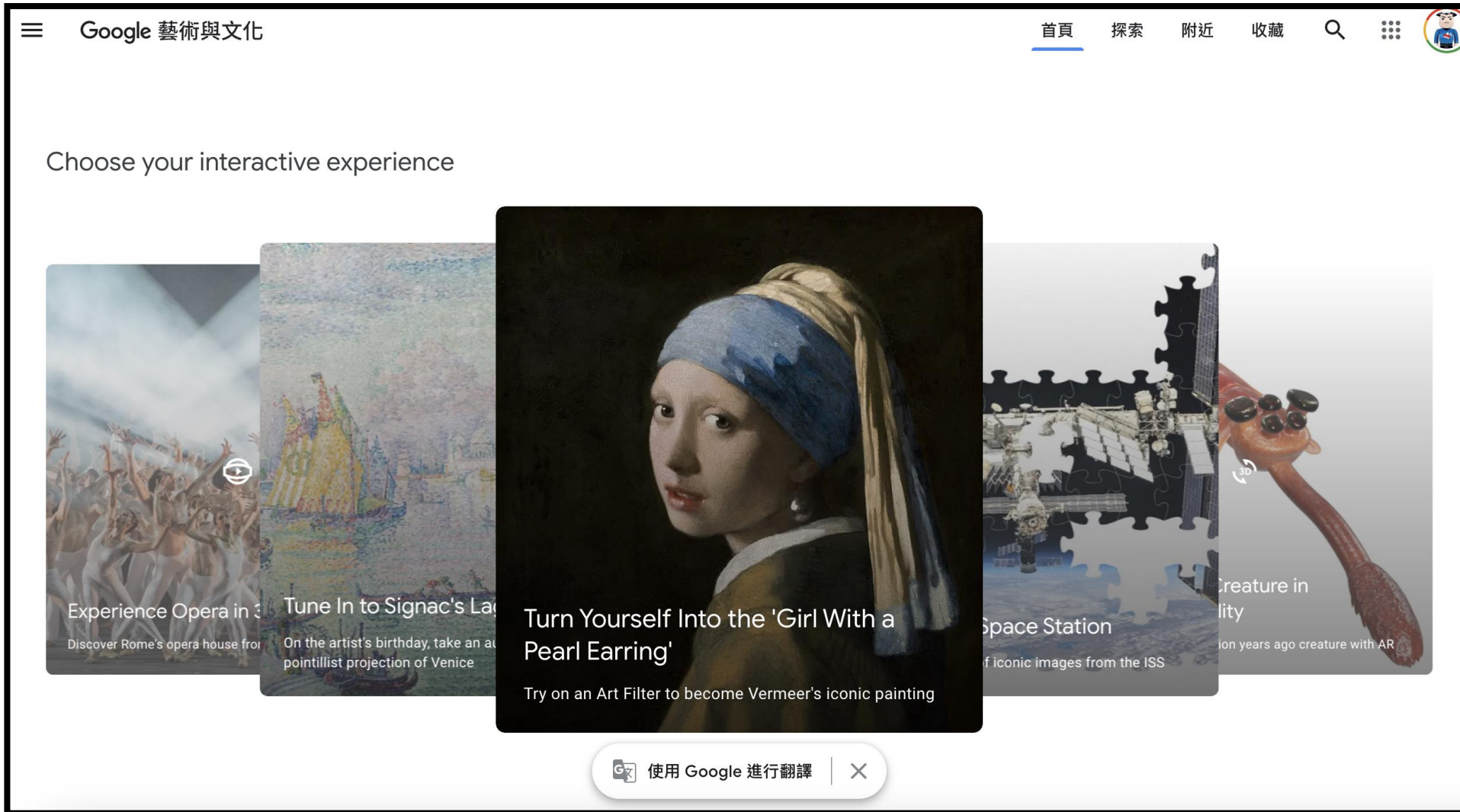
On the far right, there is a vertical sidebar with buttons for '我的帳戶' (My account), '向圖書館館長查詢' (Contact the library director), and '頁首' (Back to top).

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教學策略二：VR in Education

Google Arts & Culture : <https://artsandculture.google.com/>



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教學策略二：VR in Education

Google Expeditions:

<https://edu.google.com/products/vr-ar/expeditions/>

運用 Expeditions 讓課程內容變得栩栩如生

向學生介紹融入虛擬實境 (VR) 與擴增實境 (AR) 技術的嶄新學習方式。只要下載 Expeditions 應用程式即可開始使用。




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教學策略二：VR in Education

EduVenture®VR <http://vr.ev-cuhk.net>

   EduVenture®VR

[HOME](#) [OUR TEAM](#) [VR TEACHING RESOURCES](#) [VR/AR INTRODUCTION](#) [PILOT SCHOOLS](#) [PAST EVENTS](#) [CONTACT US](#)

EduVenture®VR

Easy production of low-cost, interactive
360-degree VR- and AR-based learning
materials

教學策略三：

課前預習 翻轉課堂 (Flipped Learning)

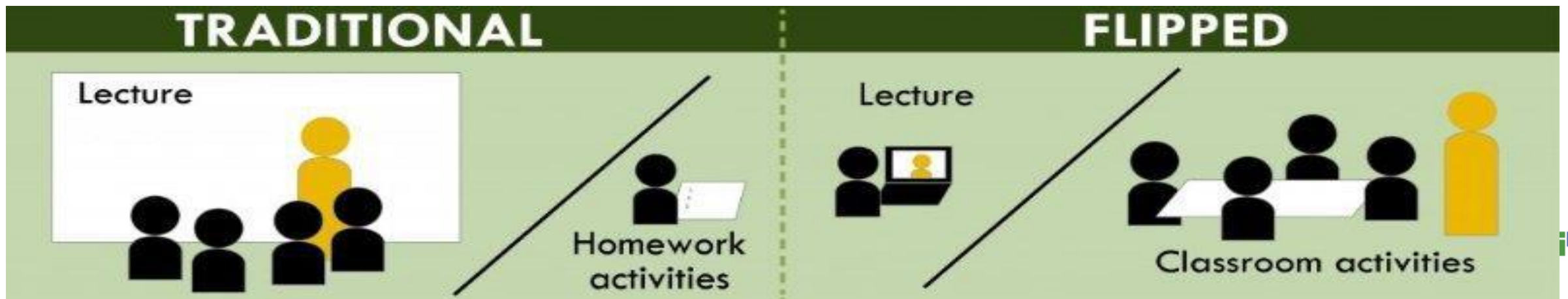
資訊科技學教策略：翻轉課堂 (Flipped Classroom)把傳統上課模式翻轉過來

步驟一：由老師將預先準備好的課程內容上載網絡

步驟二：讓學生先行在家中備課

步驟三：在課堂上對議題發表意見、進行討論。

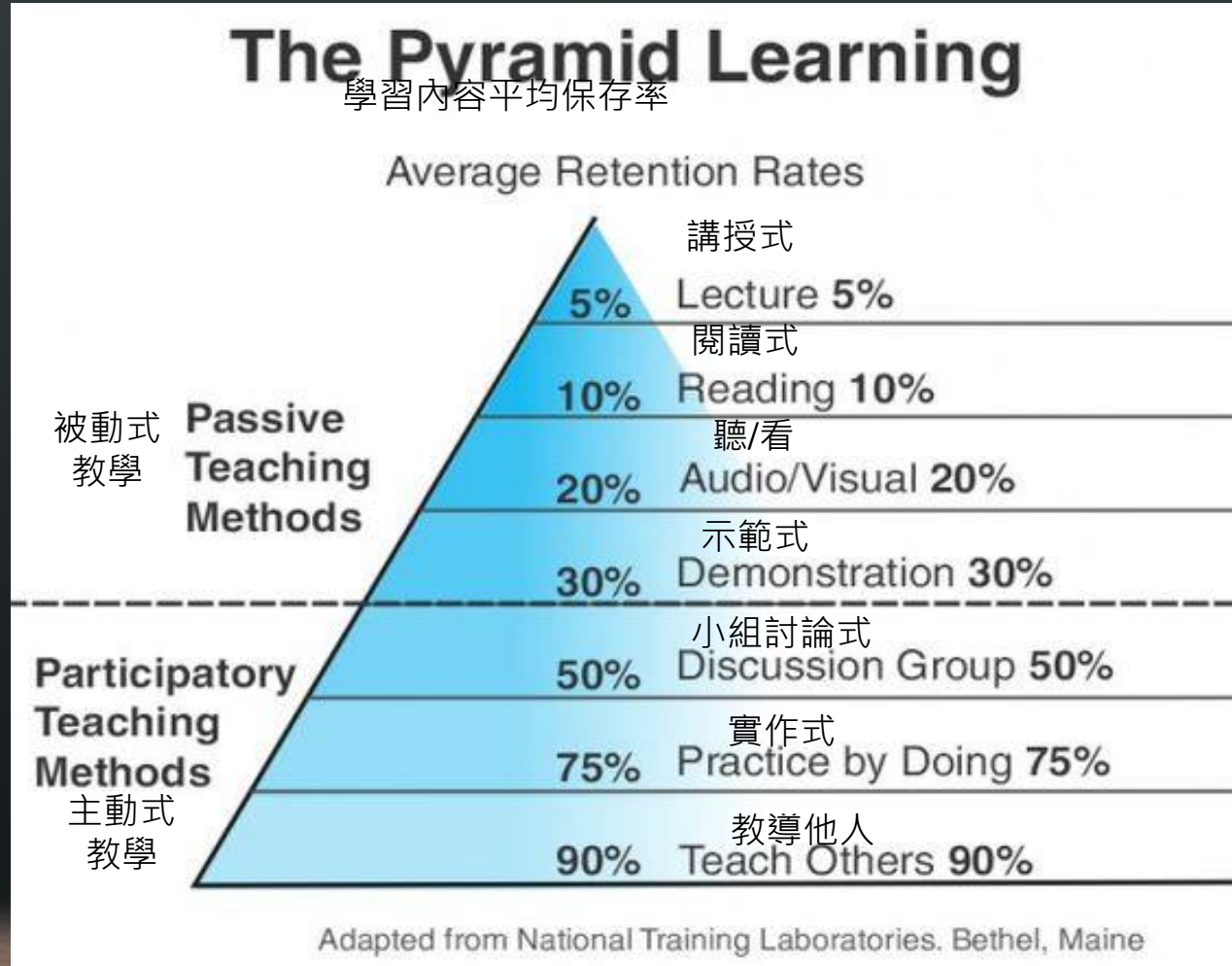
相對於傳統教學的講課模式，「翻轉課堂」讓老師在課堂上減少單向式講解，促進師生的課堂互動和溝通，提高學生的學習果效之餘，更能培養他們的自主學習。



資訊科技學教策略：翻轉課堂 (Flipped Classroom)

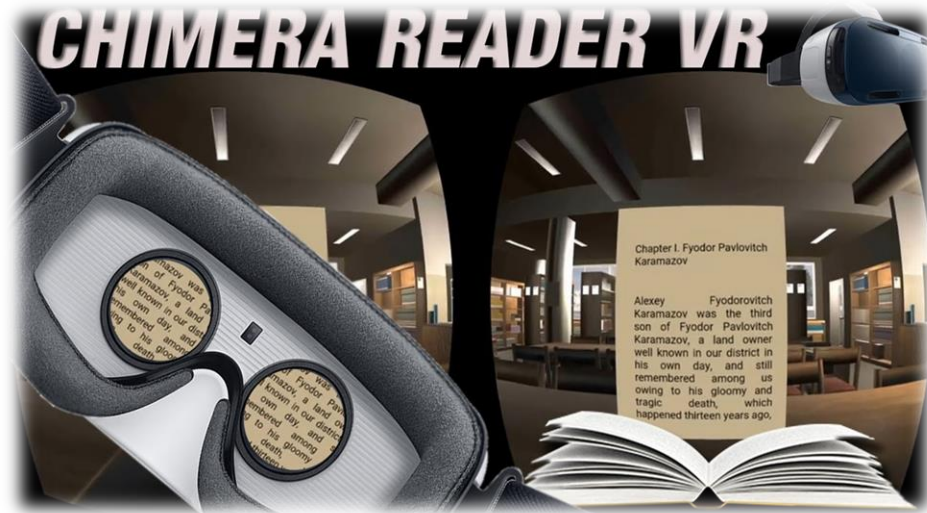
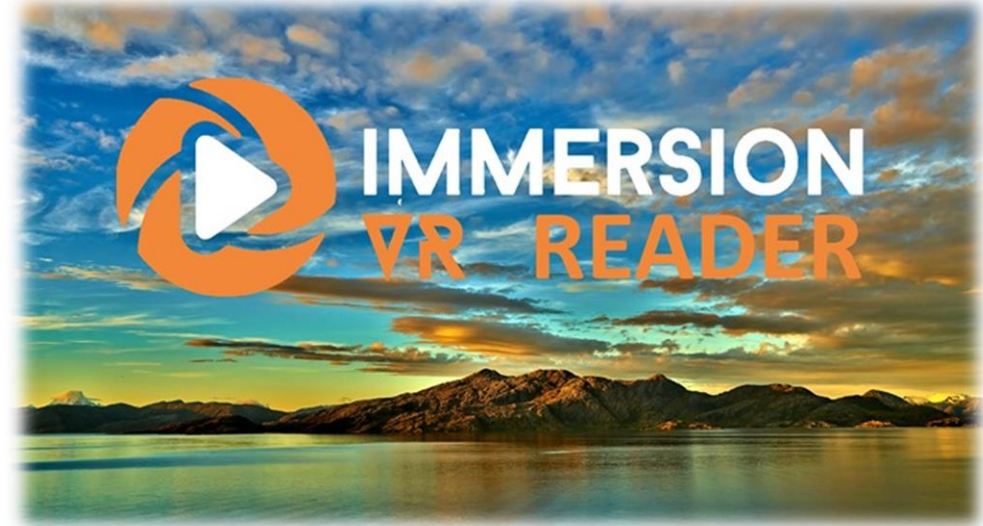
學習金字塔

學生主導學習程度越高層次



學生學習的保留率百分比越大





混合實境 (MR)於教學應用

Microsoft HoloLens 2

<https://www.microsoft.com/en-us/hololens/>



<https://www.youtube.com/watch?v=eqFqtAJMtYE>



HoloLens 2

Device

Pricing

Solutions

Developers

Partners

Support

All Microsoft



Read how Microsoft is responding to the COVID-19 outbreak, and get resources to help >

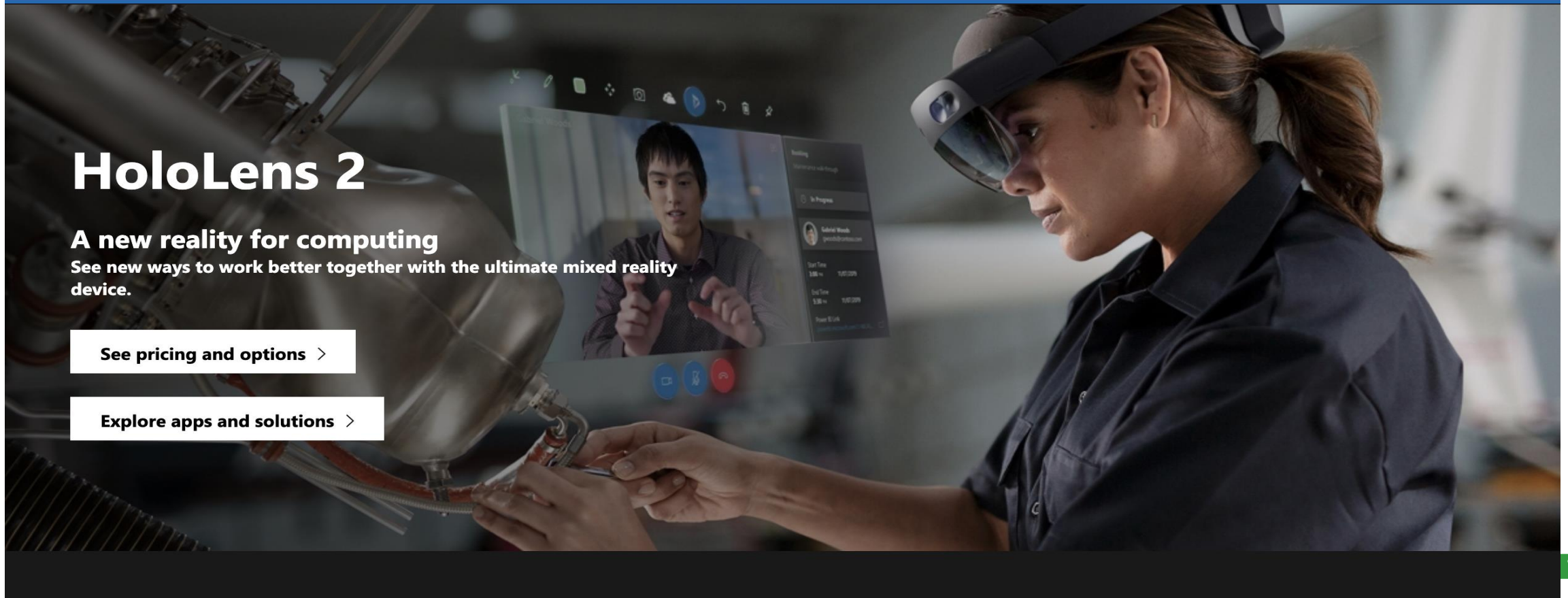
HoloLens 2

A new reality for computing

See new ways to work better together with the ultimate mixed reality device.

See pricing and options >

Explore apps and solutions >



5月 2020年

總結

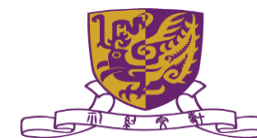
Centre for Learning Sciences and Technologies (CLST)
The Chinese University of Hong Kong



借助資訊素養課程支援BYOD的實踐推行

青協 Media Literacy

Centre for Learning Sciences and Technologies (CLST)
The Chinese University of Hong Kong



「Project NET 新媒體素養提升計劃」

<http://medialiteracy.hk/>

The screenshot shows the homepage of the Project NET website. At the top left is the logo of the Hong Kong Federation of Youth Groups (HKFYG) with the text "香港青年協會 the hongkong federation of youth groups". At the top right is the logo of the Quality Education Fund (QEF) with the text "優質教育基金 Quality Education Fund". The main title "媒體素養教育網" is displayed in large, stylized blue characters. Below the title are social media icons for Facebook and YouTube, and a search bar with the text "Search ...". A navigation menu is located below the search bar, containing the following items: "主頁", "關於我們", "學生", "教學資源", "新媒體素養教案比賽", "研究", "短片拍攝比賽", and "素養新知". The main content area features a banner for "PROJECT NET 新媒體素養提升計劃" with the logos of the HKFYG and QEF. The banner background shows a globe with a network of lines. Below the banner is a section titled "最新活動" (Latest Activities).

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落實推展 BYOD 的階段性工作 (周年計劃/ 三年計劃)

Centre for Learning Sciences and Technologies (CLST)
The Chinese University of Hong Kong



支援校本資訊科技教育發展資源套

<https://www.edb.gov.hk/tc/edu-system/primary-secondary/applicable-to-primary-secondary/it-in-edu/ITE4/ite4-resourcepack.html>

支援校本資訊科技教育發展資源套 (2019年1月更新版)

[主頁](#) | [發展路向計劃藍本](#) | [工作計劃](#) | [範本](#) | [範例](#) | [專業發展課程](#)

主頁

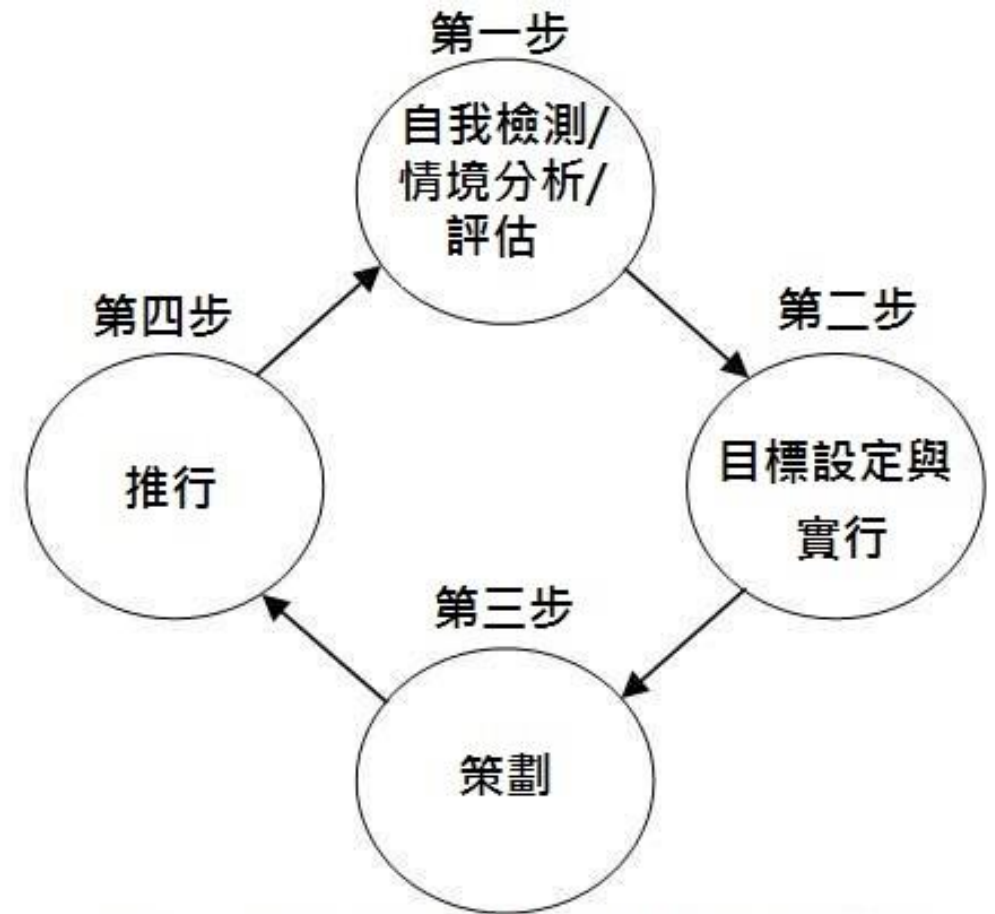
為協助學校領導層制訂及推行校本資訊科技教育發展計劃，視該計劃為學校發展計劃的一部分，教育局為學校提供一套支援校本資訊科技教育發展的資源套。學校可因應各自的優先發展項目及需要，參考本資源套制訂校本的資訊科技教育發展計劃。

支援校本資訊科技教育發展資源套

發展路向計劃藍本

建基於發展與推行校本計劃的4個階段
就**校本資訊科技教育的發展路向計劃**
設計一個分為4個步驟的概念架構：

1. 策劃前的自我評估階段的自我檢測或情境分析及評估階段的評估
2. 策劃階段的目標設定與實行
3. 策劃階段的策劃
4. 推行階段的推行



圖一：制訂校本資訊科技教育發展計劃的發展路向計劃概念架構

支援校本資訊科技教育發展資源套

發展路向計劃藍本

步驟一：自我檢測 / 情境分析 / 評估

- 自我檢測是一個讓學校在策劃階段前初步了解本身的**強項**、**弱項與需求**的重要步驟。
- 提議學校就 **4個關鍵項目**與 **5個相關關注項目**進行自我檢測，以自行評估在推廣資訊科技教育方面的就緒程度。

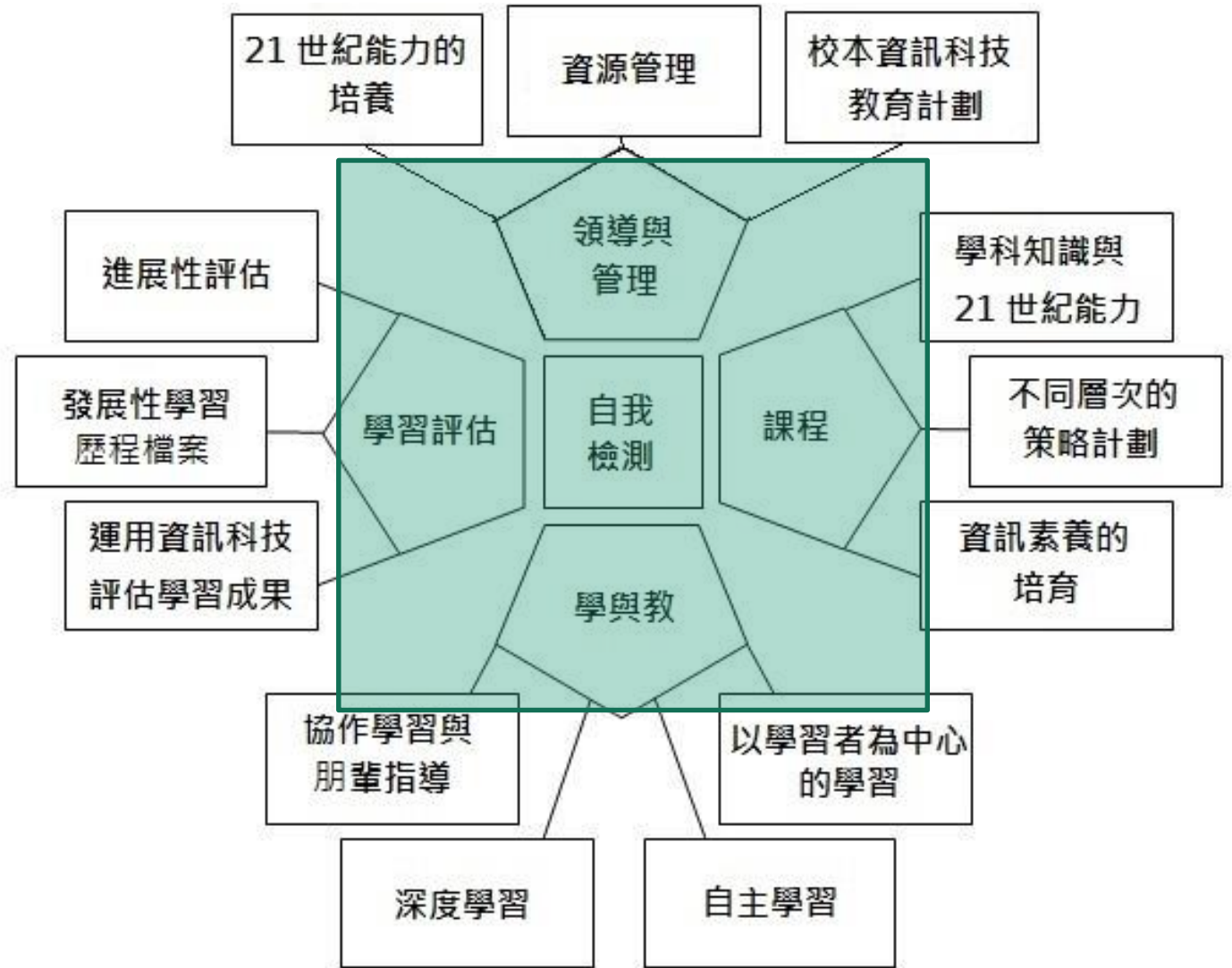
自我檢測 **4 個關鍵項目**
自我檢測 **5 個相關關注項目**
情境分析

支援校本資訊科技教育發展資源套

發展路向計劃藍本

步驟一：

自我檢測
4個關鍵項目



圖二:就策劃學校教育進行四個關鍵項目自我檢測的概念架構

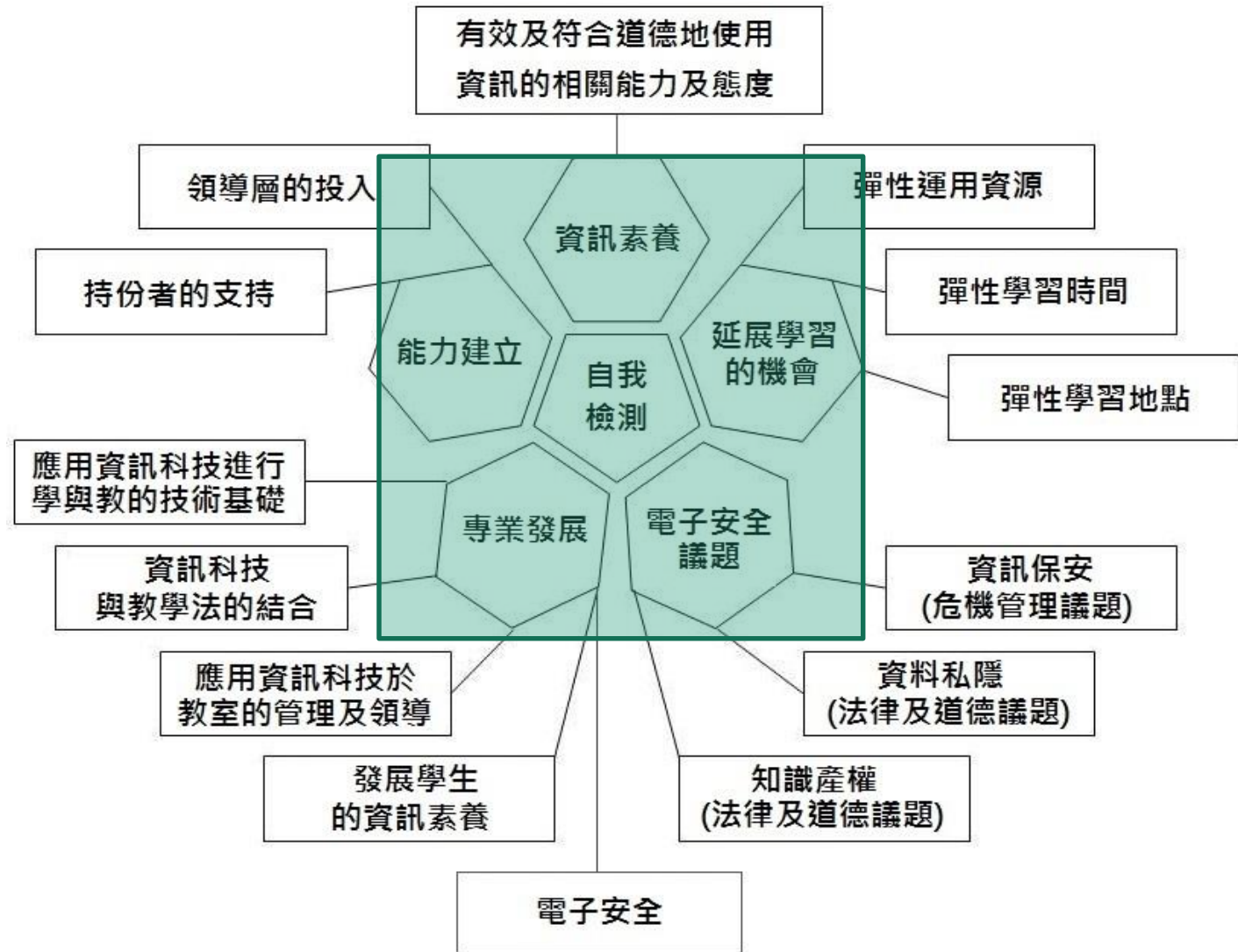
支援校本資訊科技教育發展資源套

發展路向計劃藍本

步驟一：

自我檢測

5個相關關注項目



圖三:與策劃學校教育的四個關鍵項目相關的五個關注項目

支援校本資訊科技教育發展資源套

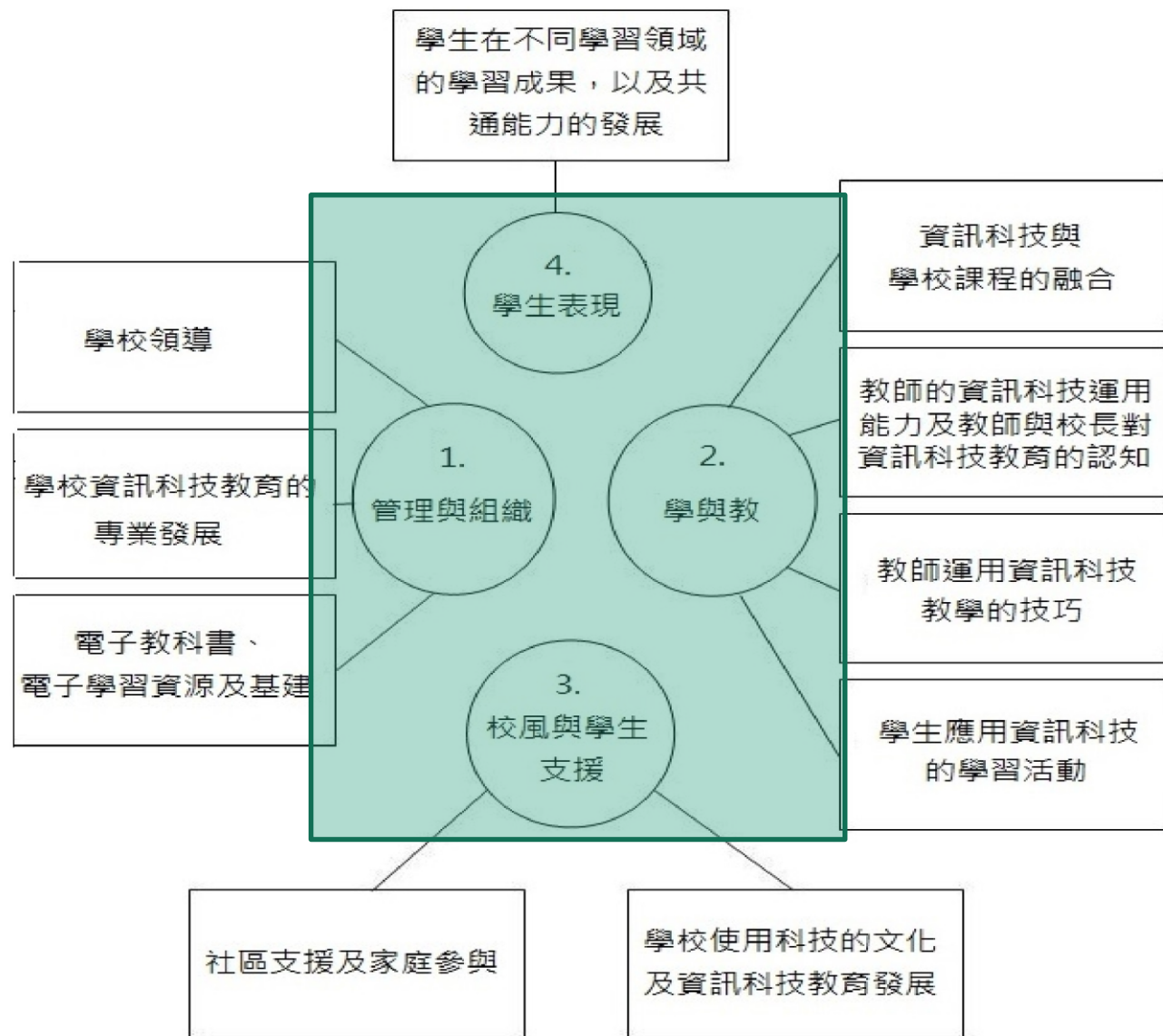
發展路向計劃藍本

步驟一：

情境分析

情境分析是一個讓學校在策劃階段前深入了解自身的**強項和弱項**，以及本身的**需求和轉變**情況的重要步驟。

為了配合本地學界的學校發展與問責措施的推行，我們提出的情境分析包括**10個評估範圍**，並歸納於**4個範疇**內，讓學校評估在推廣資訊科技教育方面的就緒程度。



圖四:就學校在推廣資訊科技教育的就緒程度作情境分析的概念架構

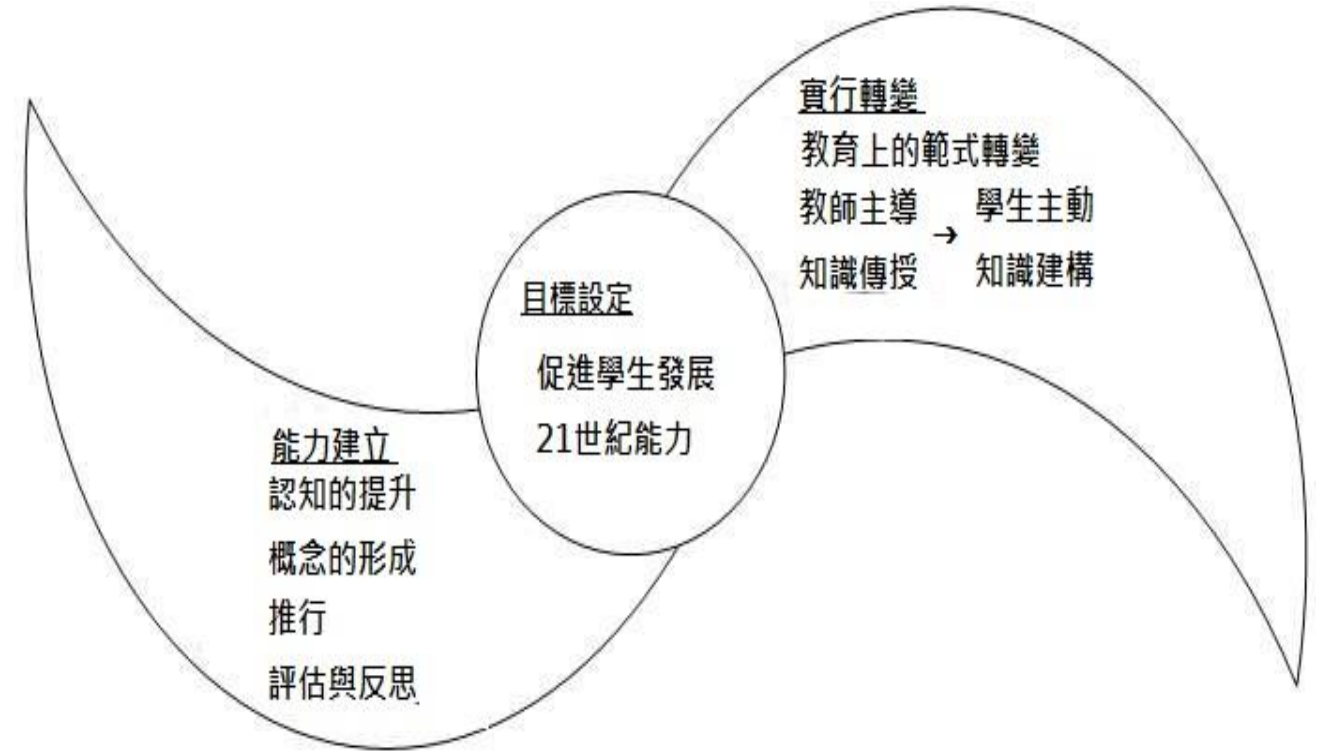
支援校本資訊科技教育發展資源套

發展路向計劃藍本

步驟二

目標設定與**經營目標設定**在所有計劃的制訂過程中扮演著舉足輕重的角色。

因應瞬息萬變的資訊社會提出下列目標及相應的實行過程，讓學校整合資訊科技與學校教育。



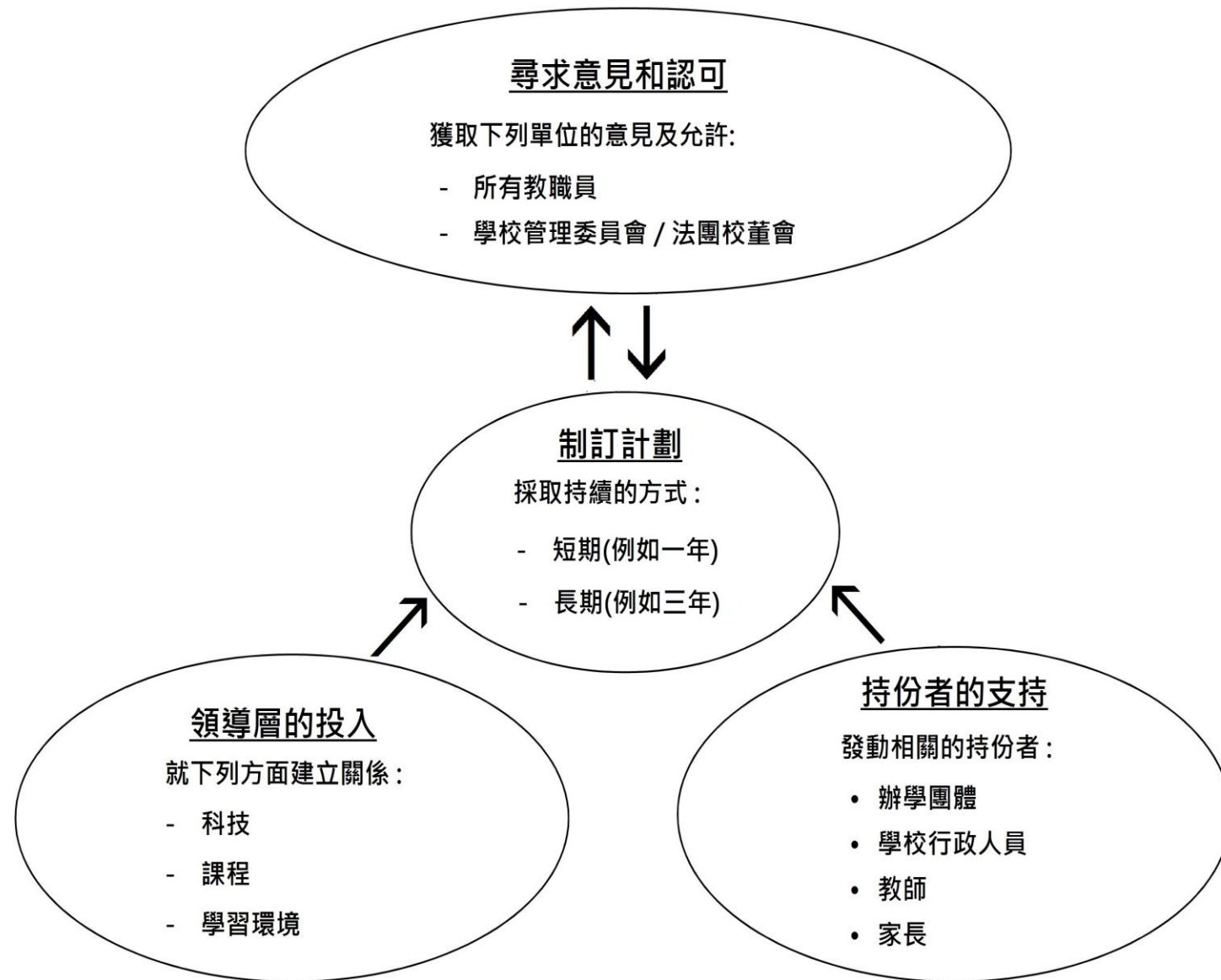
圖五:整合資訊科技與學校教育的目標設定與實行

支援校本資訊科技教育發展資源套

發展路向計劃藍本

步驟三 – 策劃

建議學校按照本身的情況，以下列四個步驟制訂校本資訊科技教育發展計劃。



圖六：發展校本資訊科技教育的策劃過程

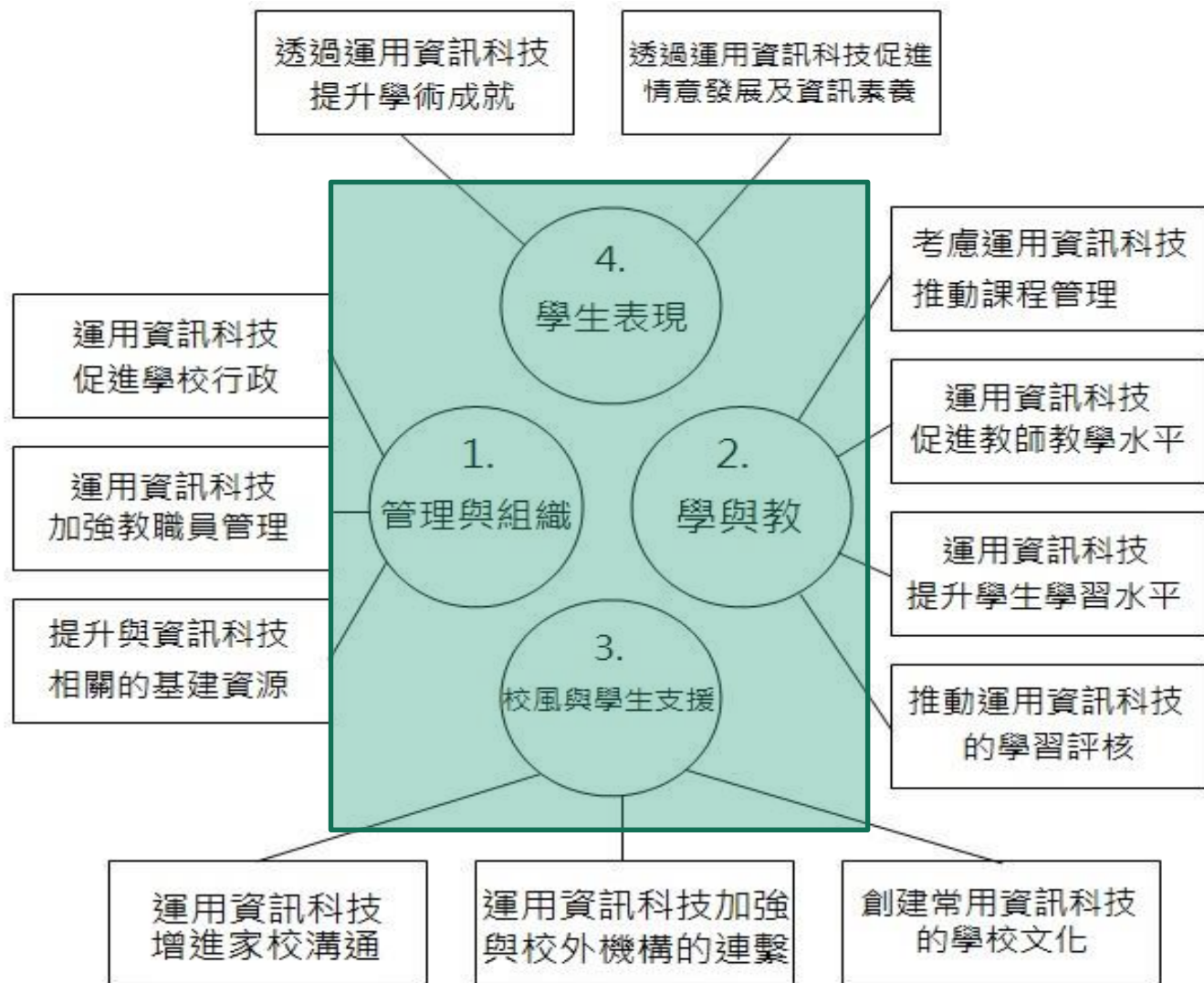
支援校本資訊科技教育發展資源套

發展路向計劃藍本

步驟四 – 推行

為了配合本地學界的學校發展與問責措施的推行，

建議學校在推行校本資訊科技教育發展計劃時參考下列 **四個範疇**



圖七：推廣資訊科技教育的推行細節

支援校本資訊科技教育發展資源套

工作計劃

制訂工作計劃是一個有助學校有系統地安排計劃及推行工作的步驟。

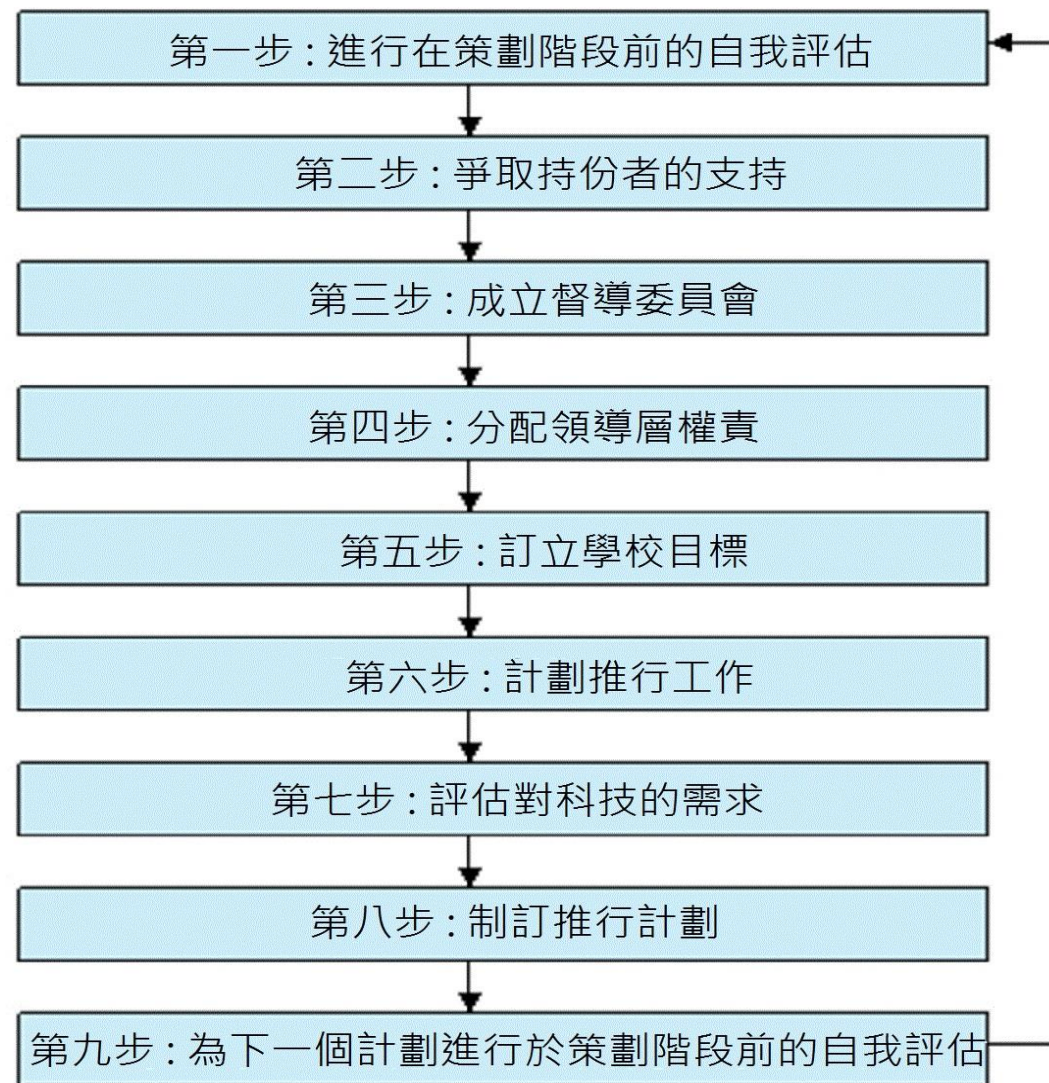
提出一個工作計劃範例及建議工作時間表，供學校參考及修訂

下載工作計劃範例

<https://www.edb.gov.hk/attachment/tc/edu-system/primary-secondary/applicable-to-primary-secondary/it-in-edu/ite4/ite4-sampleactionplan-tc.doc>

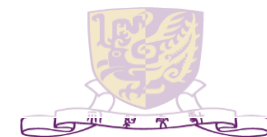
下載工作計劃範本

<https://www.edb.gov.hk/attachment/tc/edu-system/primary-secondary/applicable-to-primary-secondary/it-in-edu/ite4/ite4-sampleactionplantemplate-tc.doc>



總結

- 電子書 ≠ 電子學習
- 電子教材 是否比 實體教材 優勝？
- 訂立一個可達到的短期目標
- 「切入點」要簡單易用，切忌煩複步驟。
- 背後硬件要穩定及配合
- 持份者的認同 (同儕互助文化)

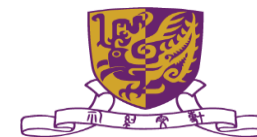


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EdCity Go eLearning

The screenshot shows the EdCity Go eLearning website. At the top, there is a navigation bar with links for '認識教城', '教師', '中學生', '小學生', '家長', and '企業'. A search bar is also present. The main header features the 'Go eLearning' logo and navigation options like '分類', '我的 CPD', and '關於Go eLearning'. A large banner image depicts people interacting with a large screen, with the text '一站式教師網上專業發展' and a button '檢視我的CPD'. Below the banner, there is a section for 'LTE2020 Teaser' with 1458 views and three 'A' icons. This section contains five teaser cards, each with a title and a brief description of the content. A '最新' (Latest) section follows, featuring five more cards with titles such as '混合式學習的校本規劃及推行', 'Go AI計劃網上簡介會', 'LTE Main Stage', and two cards about '混合式學習：疫情下推動全校閱讀的策略' for '中學場' and '小學場'. The URL 'https://www.hkedcity.net/goelearning/zh-hant' is visible at the bottom left of the screenshot.

Centre for Learning Sciences and Technologies (CLST)
The Chinese University of Hong Kong



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香港特別行政區政府
教育局

港政府一站通 簡體版 ENGLISH 流動 / 無障礙瀏覽版本 我的自訂色彩 AAA 輸入查詢

主頁 > 教育制度及政策 > 小學及中學教育 > 小學及中學教育適用 > 資訊科技教育

資訊科技教育卓越中心

學校特色 | 簡介 | 中學 | 小學 | 特殊學校 | 專業發展課程 | 學校名單 | 到校支援申請表

簡介

教育局每年透過有關教師借調計劃的通函邀請各官立及資助中學、小學、特殊學校及直接資助計劃中心計劃。每所參與的學校須提名兩名現職教師擔任兼職借調教師，為此學校會獲發津貼用作聘任。

借調教師的主要職責包括：

iTLE 資訊科技教育領袖協會
Association of I.T. Leaders in Education

百得 最新消息 本會資料 本會項目 (Projects) 會員專區 常用連結 IT in Ed - eLearning - STEM 活動時間表 Subscribe for updates

Upcoming events in May

五月 2019						
日	一	二	三	四	五	六
			1	2	3	4
5	6	7	8	9	10	11
12	13	14	15	16	17	18
19	20	21	22	23	24	25
26	27	28	29	30	31	

Previous Event Next Event



HKACE

首頁 關於我們 最新消息 本會活動 網上相簿 本會刊物 資源下載 聯絡我們

香港電腦教育學會

The Hong Kong Association for Computer Education

Like Page 1.5k likes

活動日誌

- 5月14日 (星期二)
 - 下午2:00 HKACE x Bank of America Merrill Lynch Tech4Girls
- 5月17日 (星期五)
 - 下午2:00 HKACE x Bank of America Merrill Lynch Tech4Girls
- 5月18日 (星期六)
 - 資訊科技挑戰獎勵計劃暨青年資訊科技大使獎勵計劃頒獎典禮 2
- 5月21日 (星期二)
 - 下午3:00 HKACE協辦: Chromebook完整教育方案教師分享會
- 5月25日 (星期六)
 - 下午1:00 2019 Google Blocks & Google Tilt Brush Competiti

STEM UP

寰宇創科 · 盡在現代

培生
STEM Plus

培生 STEM Plus 包括「齊科探」Science Explorer、「做創客」STEMaker 及「學編程」STEMCoder 三部分。架構經過精心規劃，活動由淺入深，逐步引導學生發揮STEM潛能。



CLASSROOM STEAM

EDUCATION Kindergarten . Primary

mc 名創教育
(特信集團子公司)

小學常識 | 新識世界網



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115

邀請資訊科技教育卓越中心借調老師到校支援服務申請表



www.edb.gov.hk/tc/edu-system/primary-secondary/applicable-to-primary-secondary/it-in-edu/support.html

聯絡我們

- 家長服務及課程

支援

- 資訊科技教育專業發展課程
- 「學校資訊科技教育發展」網頁
- 資源套及策劃工具
- 資訊科技教育卓越中心
- 邀請資訊科技教育卓越中心借調老師到校支援服務申請表**
- 「學校資訊科技教育自評系統」

發展課堂活動及評估工具以提昇學生科學科/常識科資訊素養 **最新!**

資訊素養的學習及評估資源

http://www.edb.gov.hk/tc/edu-system/primary-secondary/applicable-to-primary-secondary/it-in-edu/support.html

聯絡



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Email : richard.cuhk@gmail.com

