

**Title of School-based Support Service (2025/26):
Quality Education Fund Thematic Networks (QTN) —
STEAM+AI Literacy Collaborative Programs (Environmental Conservation
and Ecology) cum STEAM Education Resource Hub**

1. Objectives

This 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
- develop artificial intelligence (AI) STEAM education and establish a set of design thinking application tool kit for STEAM education
- cultivate students’ growth mindset and creative thinking through design-oriented tasks
- promote STEAM education to different stakeholders through the STEAM Education Resource Hub, by organising visiting tours to technology special rooms, teacher trainings and student activities in the community

2. Foci of Support

- To strengthen students’ information and AI literacy, and enhance their innovative technology capabilities to improve human well-being
- To deepen students’ understanding of sustainability-related issues, particularly in the areas of environmental conservation and ecology
- To establish a professional learning community and resource repository so as to support the continuity of resources and experience sharing

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	<p>At least 11 times of on-site support and networking activities</p> <ul style="list-style-type: none"> • Conduct in-depth analysis of school needs, lesson study, curriculum planning, collaborative lesson planning, on-site workshops, lesson observation and post-lesson discussions to enhance teacher professionalism through close exchange • Organise professional development activities, such as workshops, lesson demonstrations, company visits and exchange sessions on learning and teaching • 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 • Develop school-based STEAM curriculum and teaching resources of one unit for sharing, such as lesson plans and learning and teaching materials • Participate in the sharing during learning community activities and territory-wide dissemination seminar for interschool exchange
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STEAM Education Resource Hub	<ul style="list-style-type: none"> • Open STEAM Education Resource Hub for teachers to arrange tutorial activities and for students to engage in STEAM learning • 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 together
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4. Points to note

- The duration of the support service normally lasts for one year
- Active engagement of participating schools throughout the support service is expected
- At least one representative should attend each QTN activity
- To fully utilise the support service, participating schools should:
 - nominate a panel head to be responsible for the coordination of QTN activities
 - 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
- 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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