

## **Title of School-based Support Service (On-site Support) (2025/26):**

Quality Education Fund Thematic Networks – Designated  
Themes: Innovation Network for STEAM Mature, AI Ready  
Talents (IN-SMART)

### **1. Objectives**

The support service aims to:

- Enhance curriculum leadership and professional level of teacher team in participating schools through train-the-trainer approach and with a focus on the curriculum leadership
- Enhance teachers' capacity in self-directed STEAM learning design, particularly in integrating AI learning elements into STEAM curricula;
- Develop a teacher professional development framework on AI literacy and make recommendations on the conducive learning conditions and environments needed to enhance teachers' AI literacy and pedagogical capacity
- enhance teachers' capability to develop students' digital literacy through STEAM education
- develop schools' capacity to design and orchestrate multilevel connected learning to sustain and scale up educational innovations in their schools

### **2. Foci of Support**

- To enhance teachers' understanding of STEAM education, AI and Self-Directed Learning (SDL) through classroom implementation so as to develop students' 21<sup>st</sup> century skills as well as STEAM-related disciplinary knowledge and skills
- To enhance teachers' mastery of related learning design, assessment and curriculum development strategies to implement STEAM education through SDL
- To promote values education through STEAM education
- To support teachers to design and implement STEAM education using e-learning technologies, e.g. Learning Design Studio and iLAP
- To assess students' digital literacy achievement and provide feedback to teachers and school leaders on their achievement levels by using specifically designed and validated digital literacy assessment instruments
- To facilitate collaboration among schools and scale up innovative practices through multilevel school leadership networks

### **3. Support Activities**

- Apart from receiving on-site support, participating schools attend professional development and network activities of the project, including theme-based workshops, technical training and award schemes, to facilitate learning design of STEAM education, school-based curriculum development and multilevel leadership capacity building
- Participating schools attend two Executive Committee (EC) meetings and an annual dissemination seminar to share the good practices generated and effective ways to cope with the challenges encountered so as to facilitate professional exchanges among schools

### **4. Points to note**

- The support service normally lasts for one year
- To effectively utilise the support service, participating schools should:

- appoint a curriculum leader to lead the core teaching team’s participation in this professional support service; to be responsible for liaising with the relevant support officer and making specific arrangements for the support service
- support the integration of SDL into school-based STEAM curriculum at upper primary (P.4–6) and lower secondary (S.1–3) levels
- collaborate with teachers in the core project team for curriculum design and implementation, peer lesson observation and reflection on practice
- encourage the use of e-learning to support SDL in STEAM education
- arrange regular timeslots for the teachers concerned to attend meetings and participate in various professional development activities, e.g. collaborative lesson planning
- attend two Executive Committee (EC) meetings and an annual dissemination seminar to share the good practices generated and effective ways to cope with the challenges encountered
- 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 experiences in school curriculum development and the learning and teaching resources co-developed within and across schools (The copyright of these materials will be owned by Quality Education Fund. The 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