

Title of School-based Support Service (2026/27)
Quality Education Fund Thematic Network projects (QTN projects) —
Robot in STEAM cum STEAM Education Resource Hub

1. Objectives

The support service aims to:

- enhance curriculum leadership and professional level of teaching team for participating schools through train-the-trainer approach and with a focus on nurturing curriculum leaders
- promote STEAM education through equipping teachers with the knowledge and skills of designing robotic-related learning activities to arouse students' interests in STEAM education
- enhance teachers' professional development by conducting regular cross-school sharing and seminars
- maintain the established learning community under the QTN after the completion of this QTN to promote professional exchange and continuous professional development among teachers
- make the equipment at the STEAM Education Resource Hub available for use of teachers and students of participating schools and other schools

2. Foci of Support

- To enhance teachers' capability to use robots as an effective carrier of STEAM education
- To facilitate teachers in implementing STEAM education at the upper primary level through robotic activities, thereby arousing students' interests in STEAM education through assembling robots and joining competitions
- To improve teachers' ability in creating robots with the support of high-end equipment as well as robot assembling workshops and seminars

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 10 times on-site support and networking activities • 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 team participates in cross-school professional development activities, sharing and promoting effective practices and resources to facilitate professional exchanges among schools • Organise professional development activities such as workshops and lesson demonstration • Develop school-based curriculum and teaching resources of two modules for sharing, e.g. lesson plans and learning and teaching materials • Organise learning community activities and territory-wide dissemination seminar for interschool exchange
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STEAM Education Resource Hub	• Open special rooms for teachers to arrange activities and facilitate students' learning in STEAM Education • Conduct teachers' professional development activities • Organise a variety of learning activities for primary and secondary students
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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 is expected.
- At least one representative should attend each QTN activity.
- To fully utilise the support services, participating schools should:
 - nominate panel head to coordinate QTN activities
 - arrange regular timeslots to collaborate and exchange, e.g. periods for collaborative lesson planning and lesson observation
 - arrange teachers to participate in one Preparation Meeting, 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, to facilitate professional discussion
- Encourage the core teaching team to disseminate successful experiences 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.