Title of School-based Support Service (2026/27):

Quality Education Fund Thematic Network projects (QTN projects) — 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 through train-the-trainer approach with a focus on nurturing curriculum leaders
  - assist schools in optimising their school-based curricula of subjects such as Science and Technology while fostering professional learning communities, thereby integrating Artificial Intelligence (AI) and Social Intelligence (SI) into STEAM education and enhancing students' mastery of STEAM concepts, through our school's extensive experience in STEAM school-based curriculum design and 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 the formation of STEAM education teams in schools to jointly promote the application of AI and SI in STEAM education, thereby 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, thereby enhancing their professional capability
  - liaise with schools and 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 refining the existing school-based curricula, designing learning and teaching activities and implementation strategies
  - organise teacher training, student activities and parent-child workshops at 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 school circumstances and their existing infrastructure, with a view to jointly plan the direction of collaboration
- 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 consolidating and disseminating the results of the collaboration

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 12 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 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, lesson demonstration, corporate visit and exchange sessions on learning and teaching • Develop school-based STEAM curriculum and teaching resources of one module for sharing, e.g. lesson plans and learning and teaching materials • Organise learning community activities and territory-wide dissemination seminar for interschool exchange
STEAM Education Resouce Hub (if applicable)	• Open special room 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 • Organise parent-child STEAM activities for parents and students to enjoy the experience of coding and making STEAM 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:
  - nominate subject coordinators 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 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. 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