

Learning & Teaching Expo 2024

學與教博覽2024

Shaping Education for a World of Change



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11 - 13 Dec 2024

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Integrating Artificial Intelligence Across the Curriculum for Future-Ready Education

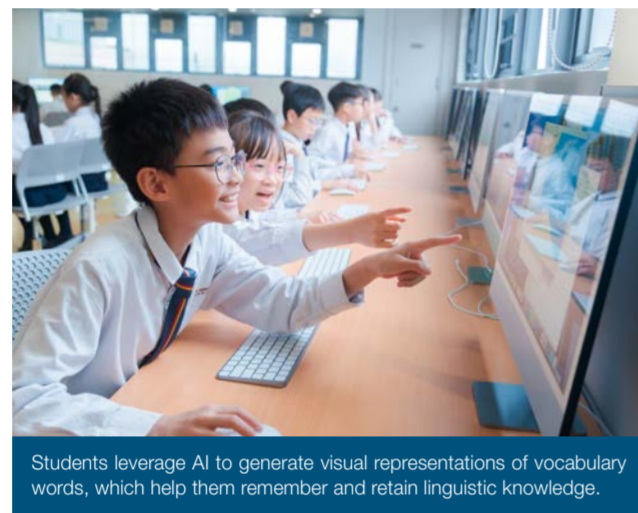
The rapid advancement of Artificial Intelligence (AI) has ushered in a transformative era, prompting schools to adopt innovative technologies in education. In response to the evolving needs of the 21st century, The Salvation Army Centaline Charity Fund Queen's Hill School has taken a proactive approach by integrating AI education throughout its curriculum. The primary goal is to empower students with the necessary skills to navigate the technological landscape and cultivate independent thinking.

Redefining Language Learning in an AI-Infused Era

With a solid dedication to STEAM (Science, Technology, Engineering, Arts, and Mathematics) education, the school has strategically integrated AI into its language learning curriculum. Principal Chan Hei Chuen explains, 'STEAM education is a cornerstone of our developmental focus. AI platforms and tools benefit students' STEAM learning, so we have integrated AI with STEAM.' Recognising the paramount importance of mastering 21st century skills, the school has applied AI for learning, teaching, experimenting, planning, and implementation across all subjects. In language learning, the school has seamlessly integrated AI into its Chinese and English curricula, empowering students to develop well-rounded listening, speaking, reading, and writing skills. Mr Lo Wai Tik, IT and STEAM Co-ordinator, illustrated, 'For example, when exploring a Chinese poem, students would use AI to generate visual representations reflecting the poem's essence. This helps students better grasp the poem's meaning and enables teachers to have in-depth discussions with students.' Moreover, the integration of AI-powered

tools extends beyond comprehension and analysis. Students leverage AI to generate visual depictions of vocabulary, making memorising and comprehending linguistic knowledge easier.

Furthermore, the school has utilised AI to provide students with instant feedback on their written assignments, enabling them to recognise and correct grammatical mistakes. With this tool, students may instantly get feedback on their pronunciation and work to improve in Putonghua lessons.



Students leverage AI to generate visual representations of vocabulary words, which help them remember and retain linguistic knowledge.

AI as a Complement to Guided Thinking and Self-learning

Principal Chan emphasises that AI is a part of the curriculum at all subjects and levels. In the lower primary, the main focuses are on image recognition and conceptualisation, while in the upper primary, the emphasis shifts to using large language models (LLMs). AI serves as a teaching assistant, allowing for adjustments to real-time content and teaching methodologies. Cultivating students' independent thinking skills is a key priority. 'When a student wants to build an AI-powered car', Principal Chan says, 'the AI may help with the visual design. Nonetheless, the student remains responsible for various tasks, including conducting research, designing driving functions, and determining other elements like engine sounds.'



Furthermore, the school has introduced a custom chatbot, a tailored and modified language model – to extend learning beyond the classroom walls. This tool provides students with step-by-step guidance and prompts, encouraging independent research and exploration of knowledge beyond the textbook. It enhances students' reading skills and lays a solid foundation for language learning. By strategically integrating AI into the curriculum, the school aims to complement guided thinking and self-directed learning. It empowers students to navigate the technological landscape and develop the essential skills needed for the 21st century.



Using AI in learning stimulates students' curiosity and enhances their reading while searching for answers.

AI-Integrated Campus TV Fosters a Creative Learning Atmosphere

Beyond the core curriculum, the school also integrated various AI elements into its co-curricular activities, exemplified by the Campus TV programme. This approach enables students to utilise AI to create virtual anchors, apply computer-generated effects, and develop storylines. 'Incorporating AI into the Campus TV provides students with an early

understanding of this technology and empowers them to produce scripts, dialogues, and music themselves, enhancing their sense of accomplishment,' Principal Chan and Mr Lo explain. Furthermore, the school's interactive theatre component within Campus TV has nurtured an atmosphere of creative learning, encouraging students to unleash their creative potential in a supportive and engaging environment. Recognising the importance of information literacy, the school educates students on the responsible use of AI platforms and tools, fostering a solid ethical foundation and a positive mindset towards technology. Moreover, the school also organises information literacy seminars for parents, empowering the community to navigate the evolving AI landscape with confidence and discernment.



Students collaborate in groups to create AI vehicles using various AI platforms and tools.

Race against Time to Compete with Technological Advancements

In an era of rapid technological advancements, particularly in AI, schools must stay ahead of the curve to remain competitive. As Principal Chan emphasises, 'It is a race against time. Schools must compete with technological progress, with teachers working together as a team.' To meet this challenge, the school has assembled a dedicated team of over ten pioneering teachers from diverse subject areas. Their mission is to explore the most suitable AI-powered products and devices for teaching and learning, with the goal of integrating these innovative tools into the school's curriculum at all levels. This effort ensures students access to an engaging and enriching learning experience. After purchasing the selected products, the teachers thoroughly reviewed and optimised the systems. Principal Chan believes that schools should adopt an open-minded approach, where teachers reflect on, examine, and communicate with current AI platforms and tools so that students can use AI properly to meet future challenges.

2024 Expo Highlight AI in Education Theatre



AI in Education Theatre showcases the practical application of artificial intelligence (AI) in teaching and learning. Speakers and educators explore how AI enhances problem-solving skills, fosters innovative thinking, and boosts students' future competitiveness.

For the latest programme details and registration, please visit the Expo website: www.LTExpo.com.hk.

Information Technology 2024 Expo Highlight Main Stage

澳洲蒙納士大學學習分析
傑出教授及資訊科技系學習分析中心主任



Renowned educators, government officials, academics and school leaders from around the world will gather at the Main Stage to deliver the insightful presentation on global education development and explore the latest trends and hot topics in education.

For the latest programme details and registration, please visit the Expo website: www.LTExpo.com.hk.

Learning & Teaching Solutions

Booth P21 3DMART HK LIMITED



3DMART is committed to providing the best digital manufacturing solutions - high quality precision 3D printers, 3D scanners, CNC milling machines, laser cutters, vacuum forming machines and related consumables in Hong Kong, Taiwan and Macau, enabling users to quickly adopt new technologies and bring even complex and intricate designs and ideas to life. Also, 3DMart provide professional maintenance and 3D printing and scanning services.

Booth K31 ACTIVE LEARNING SOLUTIONS LIMITED



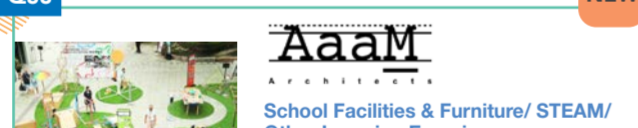
We provide innovative and cutting edge learning solutions and service to enhance efficiency and effectiveness of communication and cooperation between schools and parents.

Booth P38 ALLIANCE SYSTEMS & APPLIANCES



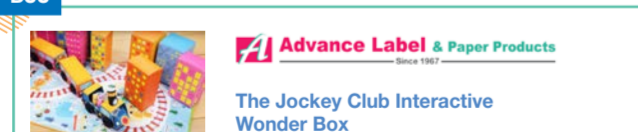
Alliance Systems & Appliance is a distributor of FUJITSU and SCT, providing Interactive Whiteboard & OC Liquid Crystal Writing Board to various schools. In addition to completely record the time and dust of brushing the blackboard, it can also record the text on the board, files and classroom videos and share them with students for review at home using QR codes. FUJITSU and SCT's Interactive Whiteboards are fully functional and suitable for the needs of different schools. In addition, CCTV, IOT and interactive classroom equipment are also provided.

Booth Q38 AAAM LIMITED



Multi-disciplinary architecture, art and education team
Empower students through participatory design
Offer children design thinking workshops
Realises public space and campus designs
Integral design education and realisation

Booth B33 ADVANCE LABEL LIMITED



Advance Label was founded in 1967 and started to produce a variety of educational toys that have emerged on the market. Our company has been designing and producing children's educational toys and manual teaching materials. We have also cooperated with many educational institutions and businesses over the years to design and produce different kinds of toys, stationeries and children's products, including the popular STEAM, STEAM educational toys in recent years that cover the aspects of science, technology, robotic, engineering, art, mathematics.

Booth A05 ANEWTOYS LIMITED



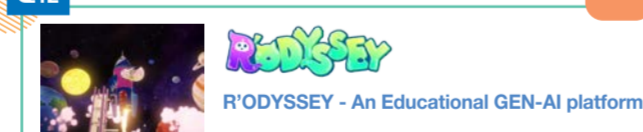
This programme is designed to complement the traditional STEAM curriculum by developing students' creativity and real-life skills. The curriculum focuses on the practical application of tools, material properties and waste reduction and recycling, and encourages students to conduct their own research and exploration to create unique works of art. Students will not only absorb knowledge, but also develop cooperation and communication skills, as well as an awareness of environmental protection. The whole process aims to inspire students' creativity and practical skills, laying the foundation for their future all-round development.

Booth R04 ACCUE CO., LIMITED



The first of its kind in Hong Kong, designed specifically for schools, the Accue Wi-Fi Bell Timer is an ideal solution for efficient school time table management. With seamless connectivity, advanced features, and a user-friendly computer interface, this device simplifies the input and management of class time tables, ensuring smooth operations in schools.

Booth Q12 AI-R METAVERSE LIMITED



R'ODYSSEY is a K-12 personalized interactive AI learning platform developed by a Hong Kong team, providing an advanced learning environment.

- AI Sandbox "R": Integrates AI into tech programming and digital content creation, allowing teachers and students to co-create AI x AR/VR/MR 3D worlds. (Example: AI Campus)
- Generative Stories "R": Collaborates with AI to write stories, learning to generate images through writing prompts, and publishing IP stories for students. (Example: The Ancient Tea Horse Road Odyssey)

Booth M21 APIS TECHNOLOGY LIMITED



E200S is GCC latest professional-grade laser engraving machine, containing advanced functions with a user-friendly design. This allows to cut and engrave a wide range of materials: wood, acrylic, and paper, metal. The basic equipment for STEM Education to make more creative products quickly.

Booth E05 APOLO ELECTRONICS COMPANY LIMITED



Bluetooth wireless music, standard specification: V2.1+EDR; Bluetooth version: 4.2; Bluetooth frequency: 2.4GHz-2.48GHz; Bluetooth transmission distance: within 10 meters; With FM function, frequency range: 87.5MHz-108MHz; AUX IN: 3.5mm Jack; Jack for cardholder; TF; USB drive Jack; Power amplifier frequency response range: 80Hz-18000Hz; Overall signal-to-noise ratio: greater than 75dB; Output power: 4.5W x1; Input voltage: DC 5V/1A (min); Micro Jack with built-in 18650 (3.7V) lithium rechargeable battery; One power switch and four operation buttons: MODE, PLAY, NEXT, PREV; Acrylic shell-copper column installation; The DIY kit is assembled by the user.

Booth P03 AUDIO LINK SYSTEM COMPANY LIMITED



The latest lightweight design with Splash proof.
Supports 1 or 2 Tour Guides at the same time.
Auto pairing, Auto Power off, equipped with magnetic charging.
Moreover, non-in-ear design let users easily clean and sanitise

Booth Q04 BAY TECHNOLOGIES LIMITED



Intelligent School System including student evaluation, parent communication, interactive teaching displays, intelligent PE, AI-powered teaching & learning tools and campus security

With over 280 schools benefiting from our proven track record, Bay Technologies integrates technologies to elevate your school's operations and student outcomes, from student evaluation and parent communication to interactive teaching displays, intelligent PE, AI-powered teaching & learning tools (such as smart pens), and campus security.

Booth R31 BIG BANG ACADEMY



Big Bang Academy, co-founded by graduates from the University of Cambridge, offers both online and offline STEAM education to over 50 international schools and local schools in Hong Kong. The academy has served over 20,000 Asian students through STEAM Days, extracurricular activities, excursions to start-up companies, and primary school science teacher training workshops, covering cutting-edge themes such as smart cities, green technology, and biotechnology. The immersive e-learning platform, Big Bang Lab, provides students with a hands-on and minds-on experience at home across six main science pillars, promoting self-directed learning among Hong Kong students.

Booth F08 APPLAB INNOVATION LIMITED



Introducing the Customised STEAM Educational Kit - your personalised gateway to hands-on learning and discovery! At Applab, we provide a unique opportunity to tailor your own STEAM (Science, Technology, Engineering, Arts, and Mathematics) educational experience. Choose from a diverse range of courses available on our website, and we will curate and package a comprehensive kit just for you. Each kit is designed to ignite curiosity, foster creativity, and develop critical thinking skills through engaging, hands-on activities. Perfect for students, educators, and lifelong learners, our Customised STEAM Educational Kit brings the excitement of discovery directly to your doorstep.

Booth P47 AUTECH ENVIRONMENTAL TECHNOLOGIES LIMITED



Bacteria, viruses, and odors can multiply in school lavatories, which are often neglected. To address this issue, Autech Environmental Technologies Limited offers infection management services specifically designed for school lavatories. They utilise multiple disinfection technologies and implement effective management measures to simultaneously tackle these three major problems in lavatories.

Booth G22 BENQ INTELLIGENT TECHNOLOGY (HONG KONG) COMPANY LIMITED



BenQ interactive display, the best-selling for nine consecutive years and holding a 50% Hong Kong market share in 2024 Q1, is specifically designed for in-class, hybrid, and distance learning! RP04 series is officially certified with Google EDLA and offers thousands of apps on the official Google Play Store. Complemented by ClassroomCare® technology, the RP04 creates a worry-free learning environment by safeguarding student and teacher health through the antimicrobial coating, Eyesafe® Certified 2.0 and built-in air quality.

Booth Q31 BIG DIPPER STUDIO LIMITED



This is a versatile, innovative robotics kit that offers a wide range of functions and operating modes. With its powerful artificial intelligence capabilities, high computing power, and modular design, it provides users with a simple and engaging way to experience advanced robotics technology.

Booth R36 ARCHON WELLNESS LIMITED



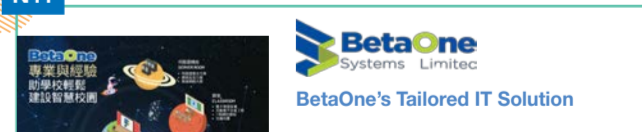
Today's schools are facing an important challenge: how to promote students' physical activities and create a positive sports atmosphere. ARCHON has been focusing on innovative smart sports products and systems for many years, providing a smart sports platform to primary and secondary schools through organizing inter-school Smart Sports STEM competitions, STEM courses, and sports training skill courses to promote an active sports lifestyle. We have launched MVPAG related sports products and sports-related learning activities/competitions to motivate students to participate and help schools utilize the Education Bureau's HKD 150,000 subsidy to improve sports facilities. The "MVPAG" initiative represents at least 60 minutes of moderate to vigorous physical activity per day on average weekly. From smart wristbands, smart bikes, to AI 5G fitness exercises, each product is designed to keep students motivated and engaged, helping them reach their daily exercise goals and enjoy the fun of sports.

Booth C20 BABYBOOM LEARNING COMPANY LIMITED



Gigo Robotics Workshop - micro:bit Version, students can learn programming and experience AI interaction via simple and user-friendly models. Lessons are based on real-world applications and cover many programming concepts. This new product is extremely expandable. The supplementary pack contains more sensors, and it can be connected to a Smart AI Lens, expanding the range of experiments and lessons.

Booth N11 BETAONE SYSTEMS LIMITED



Discover BetaOne, your leading IT, AI, and STEM solutions provider for the education sector. We cater to your institution's unique needs, from robust IT infrastructure to immersive AV solutions and interactive STEM tools. Experience the transformative power of BetaOne as we empower your institution to embrace the digital age and inspire a new era of education.

Booth M31 BINARY CREATION LIMITED



k12gpt.ai - A one-stop GPT teaching and application platform for primary and secondary school teachers and students. It includes system prompt templates, behaviour management, and usage management systems, helping school staff handle school affairs more effectively and integrating AI technology into daily teaching.

Outdoor Learning System Enhancing Learning and Teaching Effectiveness

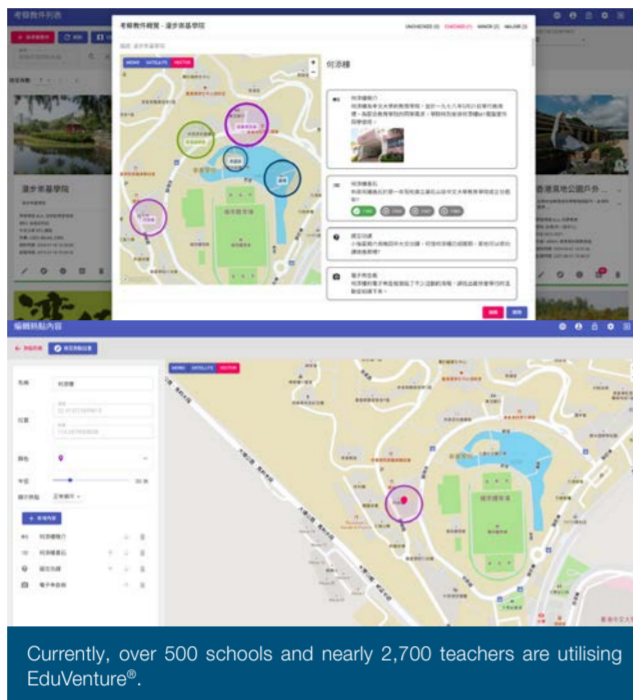
In 2021, the Education Bureau (EDB) of the HKSAR launched the 'e-Learning Ancillary Facilities Programme' under the auspices of the Quality Education Fund (QEF). Twenty-two projects have been funded, starting at the beginning of the 2023/24 academic year. One funded project is EduVenture®, an outdoor learning system developed by the Centre for Learning Sciences and Technologies (CLST) at the Chinese University of Hong Kong (CUHK). This innovative system utilises artificial intelligence (AI), big data, and cloud technologies to enable teachers to create customised outdoor learning materials and assess their students' learning outcomes.

Transforming Outdoor Learning Paradigms Through the Innovative System



Professor Morris Jong, who is a Professor of the Department of Curriculum and Instruction, the Director of CLST, and the Dean of Students of Shaw College at the CUHK, as well as the Founder of Learniveristy, has led the development of an innovative system, EduVenture®, to address traditional challenges in teaching and learning. The system is based on the principle of student self-directed inquiry, promoting anytime, anywhere learning and creating new outdoor learning experiences. The system tackled longstanding issues such as a lack of student engagement, wide learning diversity, subject-specificity, and more inquiry-based approaches by combining Education and Adventure. The system has three key components: EduVenture®X is an outdoor learning application that empowers students to engage in interactive, technology-enabled activities. EduVenture® Composer is a tool for teachers to create customised outdoor learning materials tailored to their students' needs. EduVenture® Retriever is a platform that allows teachers to view and evaluate students' learning outcomes, providing valuable data-driven insights to enhance their instructional strategies. Through this holistic approach, the system aims to transform traditional teaching and learning paradigms, breaking down barriers to student engagement and adopting innovative teaching methods.

The system enabled students to access the site using their smartphones or tablet PCs, which leveraged the power of global positioning systems, allowing students to explore designated sites as if they were in person. This technology-enhanced approach empowered students to engage in self-directed, in-depth exploration of the subject matter, fostering the development of independent learning skills. Recognising the importance of tailoring the educational experience to individual needs, the system equipped teachers to design and modify various teaching materials. From multiple-choice questions and interactive quizzes to audio recordings and photo-taking activities, teachers can craft personalised and engaging learning opportunities that meet the unique needs of their students. Furthermore, the system offered comprehensive data-tracking capabilities, which enabled teachers to track students' learning progress, evaluate their performance, and provide valuable feedback. This data-driven approach allowed them to adjust their teaching strategies to ensure that the outdoor learning experience remains relevant to the changing needs of their students.



Currently, over 500 schools and nearly 2,700 teachers are utilising EduVenture®.

Transcending the Boundaries of Learning: Integrating Virtual Reality across the Curriculum

Over 500 schools and nearly 2,700 teachers use the system in primary, secondary, and tertiary education, as well as special schools. The system's versatility extends beyond traditional subject areas. Schools are now leveraging EduVenture® to create immersive outdoor experiences that transcend the boundaries of Geography and Science. For example, some schools are integrating the system into Chinese Language studies. Principal Fung Ka Chun from Sai Kung Sung Tsun Catholic School (Primary Section) emphasised fostering interactive and meaningful inquiry-based learning experiences for students. The school has embraced EduVenture® and EduVenture-VR® for its excursion activities, particularly during a study tour in the Chinese mainland.



During the virtual reality tour to Guangzhou Shamian, teachers thoughtfully arranged 12 tour sites and provided students with various question formats to enhance their understanding of Shamian's historical significance. Even during the pandemic, the school utilised the system to deliver a systematic audio-visual guide accompanied by stereoscopic glasses, which allowed students to 'tour' the captivating attractions of Yim Tin Tsai. The experience inspired students to write Chinese travelogues about their virtual exploration of Yim Tin Tsai.

System Expands Across Disciplines, Reshaping the Learning Landscape

The system has been designed to cater to the needs of both teachers and students, fostering a holistic approach to educational transformation. Teachers have received professional development training and ongoing support to integrate the system into their teaching. They also have access to learning materials from other schools on the shared platform, allowing them to customise the content for their students. Additionally, teachers can access and adapt learning materials designed by other schools on the shared platform, enabling them to tailor the content to the specific needs of their students. For students, the system offered a seamless and engaging learning experience. By leveraging smartphones or tablet computers, students can conduct fieldwork and complete interactive activities, such as text-answering, audio recording, and video recording. Notably, the system is designed to enhance student motivation by only allowing them to access pre-set questions upon arrival at the designated site, fostering curiosity and discovery. Given the system's proven effectiveness in enhancing learning and teaching, the school plans to expand its application beyond traditional subject areas, integrating it into humanities and science disciplines. This expansion will allow students to independently explore and learn across diverse subjects through the immersive outdoor learning environment.

Leveraging Technology to Organically Integrate with Inclusive Learning

The Education Bureau (EDB) of the HKSAR has proactively provided resources and learning support for students with special educational needs (SEN). It includes implementing the 'dual-track model' at primary and secondary levels, encouraging ordinary schools to embrace the Whole School Approach to Integrated Education (IE), and promoting the adoption of the 3-Tier Intervention Model to address the individual needs of its students. Tung Wah Group of Hospitals Kwok Yat Wai College has established a dedicated 'Learning Support Committee' to meet students' individual needs and leveraged technology to analyse the data systematically and allocate resources effectively. The data-driven approach enables the school to identify students who need additional support and provide them with the necessary assistance. This approach has empowered students to overcome their learning challenges and achieve their full potential.

Empowering Students through Collaborative Data Analytics Strategy



In recent years, there has been a growing recognition within the education community of the importance of supporting students with special educational needs (SEN). To better address the diverse needs of these students, the college has taken a strategic approach that extends beyond relying solely on the input from parents and subject teachers. Principal Man Ho Wai emphasised that data analytics is critical to identifying and addressing students' needs. He highlighted, 'Data analytics is not merely a data input tool but a comprehensive strategic solution.' These data analytics platforms are supported by teams of academic experts from social enterprises and universities, fostering a collaborative approach. This collaboration allows teachers, research and development units, and academic experts to work together, exchange insights, and tailor the platform to meet the unique learning needs of the students. It is essential for developing effective learning and teaching strategies, particularly for SEN students. Principal Man explained, 'By combining data-driven insights with the expertise of educators and researchers, the college is well-equipped to empower its SEN students and ensure their academic and personal growth.'

Personalised Approaches to Supporting Students Needs

SEN students often encounter challenges in areas such as listening, speaking, reading and writing. To address these diverse needs, Ms Wong Ka Wai, the SEN Coordinator, has suggested adopting a 'person-centred' strategy. The college has leveraged an eLearning system developed through a collaborative effort, allowing teachers and the research and development team to design tailored programmes for SEN students. This includes those with dyslexia, autism spectrum disorder, attention deficit or hyperactivity disorders, and speech and language impairment. For example, the system separates the 'reading' and 'writing' components of language learning using a 'read-and-write' approach. In addition to eReading and text input, the system also incorporated audio and video archiving functions, which, combined with comprehensive assessment tools, enable students to engage in a holistic learning experience that addresses their listening, speaking, reading and writing skills.

The system also featured comprehensive assessment reports. These reports enable teachers to understand their students' learning progress and refine their teaching. According to Ms Wong, the introduction of the eLearning system has received overwhelmingly positive feedback. The interactive elements of the system, like matching games and graphic reward settings, enhance the learning process and motivate students.

Customised Data Support Systems Fosters Inclusive Education

Principal Man explained that the college's customised data support system is designed to gather and manage information about SEN students. It allows the college to analyse the data and arrange appropriate teaching and learning activities to facilitate their growth. Furthermore, the college holds teachers' meetings across different grade levels before the academic year begins. These meetings provide a platform for teachers to better understand the personalities, learning progress, and social dynamics of their students. This invaluable insight helps to minimise the challenges teachers may face in the classroom and facilitate the efficient allocation of resources to address the specific needs of these students.

According to Principal Man, the data support system would empower more teachers to use analytical tools effectively. He hoped technological advancements could provide a smooth and effortless experience for the individuals or organisations utilising the data, allowing schools to make data-driven decisions and design personalised learning and teaching strategies. However, he stressed that while technology can streamline

specific educational processes, the primary role of educators remains critical in truly understanding and catering to the unique needs of their SEN students.



Since implementing the eLearning system, the college has observed a significant improvement in SEN students' interest and engagement in language learning.

Cultivating a Robust Professional Support Network

The college boasts a team of dedicated professionals to support its SEN students. This in-house team includes a SEN coordinator, three SEN support teachers, a school-based educational psychologist, a school-based speech therapist, and a social worker. This wealth of specialised expertise provided invaluable guidance and assistance to students and teachers. However, Principal Man recognises the importance of extending this professional support network beyond the college's walls. The college actively collaborates with various external organisations, such as system development teams, tertiary institutions, social enterprises, and non-profit organisations. This cross-sectoral collaboration allows the college to expand its resource pool and integrate a broader range of learning and teaching solutions tailored to the unique needs of its SEN students. Notably, the college encourages its teachers to participate in external programmes, facilitating the exchange of ideas and best practices with educators from other institutions. This initiative provides robust support for the teaching staff and frees up valuable time for them to focus on catering to the individual needs of their students. He emphasises that this holistic approach to building a professional support network, both internally and externally, is crucial in ensuring that the college can offer a comprehensive and appropriate learning environment for its SEN students, empowering them to achieve their full potential.

Booth C21 BRAINX COMPANY LIMITED



Neurocognitive Training

In a research on 20-week neurocognitive training (NCT), it revealed the effectiveness of NCT technology in improving attention, emotional regulation, and executive function among children diagnosed with Special Educational Needs. The Education University of Hong Kong (EdUHK) Special Educational Needs and Inclusive Education Center collaborated with BrainX to conduct the study together, proving that participating students improved in several corresponding attributes.

Booth F20 BROADWAY TOYS LIMITED



Board games

We provide a series of board game courses for students to learn and grow through playing. These programs are suitable for secondary school students, primary school students, teachers and parents, and can be tailored according to your needs.

Booth U10 BROTHER INTERNATIONAL (HK) LIMITED



Brother Commercial Embroidery Machines

Brother embroidery machines are used with home economics and STEAM education to create various projects. Integrating embroidery machines into home economics and STEAM education stimulates students' interest and enhances their design, technical application, and innovative problem-solving skills.

Booth H21 CREATIVE SPOT LEARNING MATERIALS LIMITED



Learning materials

- Shop in store 5,000 ft. sq. Showroom
- All in-stock 20,000 ft. sq. Warehouse
- Shop on-line
- Art Materials Supply
- OEM / ODM Project

Booth H11 CUHK JOCKEY CLUB AI FOR THE FUTURE PROJECT



CUHK Jockey Club AI for the Future Project

The CUHK Jockey Club AI for the Future Project is committed to driving changes to the educational system of AI at the secondary school level in Hong Kong. In Phase II of the Project (2022-2026), we aim to carry more local secondary schools in mainstreaming AI education and build a sustainable AI learning and teaching ecosystem. To dovetail with the Government's strengthened promotion of ICT education, the Project collaborates with the EDB. It launches the 'Module on Artificial Intelligence for Junior Secondary Level' for use by all publicly-funded schools in Hong Kong from the 2023/24 school year.

Booth E36 DECATRON INNOVATION LIMITED



FLUX Ador Color Printing Laser Cutter

Taiwan-designed and manufactured, FLUX Ador is the world's first colour laser cutter, offering a user-friendly and versatile creative experience. It features innovative interchangeable heads for red light and colour printing, a high-resolution camera and an intuitive touch panel for real-time progress tracking. Ador empowers students to bring their vibrant creative ideas to life, unleashing boundless creativity.

Booth D21 BULLSEYE TECHNOLOGY LIMITED



STEM Day, AI, Drone Soccer, 3D printing

The service mainly customises diversified STEM teaching and is committed to cultivating new students in science and technology. It has been established for 8 years. The team has rich experience and provides STEM teaching to more than 200 primary and secondary schools in Hong Kong, serving more than 10,000 students.

Booth S35 CANTOLEARN LIMITED



Innovative Platform for Chinese as a Second Language - Engage, Learn, and Grow

Cantolearn platform offers interactive, multimedia-rich lessons for learning Chinese, making the process enjoyable and effective. With advanced progress-tracking tools and gamified learning features, we boost motivation and ensure a rewarding experience. As global interest in Chinese grows, our adaptive and culturally aware model meets the diverse needs of learners, from school students to adults, focusing on personalised learning journeys supported by the latest educational technology and research. Cantolearn is currently offering adult education for delivery riders and developing curriculum for the engineering and healthcare sectors, learning Cantonese through sports and outdoor activities.

Booth V16 CARBON LINKING LIMITED



Gamified green learning courses and STEAM workshops

Carbon Linking specializes in gamified learning courses and STEAM workshops, surrounding the topic on climate change (such as carbon auditing, ESG and Circular economy). Through gamification and technologies such as mobile apps, VR, and programming, Carbon Linking aims to redefine the delivery of green education, and provide students with an engaging and interactive learning experience.

Booth B34 DELTA PYRAMAX CO., LTD.



OmniFit Brain

OmniFit Brain is technology focused on promoting students' mental health and well-being through brain activity assessments, brainwave training games and healing music. It can enhance cognitive function, reduce stress, and foster emotional balance using neuro feedback device and innovative training content.

Booth Q01 DISPLAYPRO HONG KONG LIMITED



Movable Silence Booth

Noise disrupts concentration. Movable Silence Booth offers a serene environment, free from distractions, enabling improved work and study efficiency. An independent and tranquil environment allows unrestricted relaxation and emotional adjustment, catering to one's psychological needs. While Movable Silence Booth may offer a limited physical space, it can balance unlimited possibilities. Adapting to individual needs, it provides a flexible solution for room utilisation and allocation.

Booth E11 DOLPHIN BB EDUCATION LIMITED



Wizefloor Interactive floor game

WizeFloor is an innovative educational tool that enhances learning through interactive floor projections. The platform integrates national education content, aligning with curricula to provide relevant and engaging activities. It fits students from kindergarten to primary school, ensuring age-appropriate learning experiences. Its new coding module introduces students to fundamental programming concepts, fostering computational thinking and problem-solving skills in an interactive environment. Additionally, the cross-platform extension allows seamless integration across various devices and operating systems, ensuring accessibility and flexibility in diverse educational settings. This combination of curriculum-based content, cutting-edge coding education, and versatile platform compatibility makes WizeFloor a comprehensive solution for modern classrooms.

Booth B11 CARPENTERS MANUFACTORY LIMITED



850L STEM Activity Workbench

With a worktop height of 520mm this bench is designed for children aged 4 to 5 years. The realistic looking bench will be in constant use in any classroom with children wanting to make real working systems and to play build using the realistic tools. It is made to accommodate all the Masterkidz STEM equipment from colourful plug-in pegs and tiles to gears, wheels, pulleys, ball runs and water chutes.

Booth P17 CHINESE CULTURAL COMMUNICATION FOUNDATION



Promotion of Chinese Culture Children's Education Course

CCCF focuses on interpreting the essence of traditional Chinese culture using modern approaches, particularly in the realm of Traditional Chinese Medicine culture. Collaborate with young TCM practitioner groups to promote diverse content through picture books, exhibitions, and other multi-faceted methods, includes the concept of natural balance, the philosophy of healthy living, medical and moral stories, physical exercises, dietary wisdom, as well as the knowledge of solar terms and astronomical calendars. Use easy-to-understand and engaging manner with a touch of childlike, aiming to help students appreciate the eternal values and spirit within.

Booth E12 CLEAIR GROUP LIMITED



Farm Lab

Have you ever thought that students could also become excellent campus micro-farmers, without having to go to the fields every day and work under the sun and rain? 'Farm Lab' combines agriculture and STEAM elements and aims to allow students to understand the principles of the latest planting technologies through practice and exploration.

Booth R18 DR X ACADEMY OF ROBOTICS AND CODING HONG KONG LIMITED



AI, Robotics and Coding education

- In-school STEAM Education service provider
- Provide AI, Coding and Robotics training to students to participate in coding and robotics competitions such as IOAI, FLL, VRO, WRO, RoboFest
- Provide in-school teacher professional training

Booth R01 DTSL GROUP LIMITED



TECH (3D Printing, LED UV printing, Waterjet Cutting & Laser Cutting), MakeX, MEV

DTSL Group Limited is one of the leading 3D / LED UV Printing, Laser / Waterjet Cutting, STEAM education and IT BYOD service providers in Hong Kong. We have also held the MakeX Robotics Competition (Hong Kong) and the Mobility Electric Vehicle Competition (Hong Kong). For many years, we have been providing customers with innovative technology products, as well as tailor-made professional services and solutions with the spirit of enjoyable exploration.

Booth F09 DUSTYKID LIMITED



Wellbeing Services

Until today, Dustykid has accumulated over 1,000,000 fans locally and abroad altogether. Since 2014, there are more than 70 heart-warming books have been released physically or digitally. The concise Dustykid comics and texts allow readers to self-reflect and be inspired. The positive image of Dustykid attracts wide recognition and support from numerous brands. It has cooperated with different organisations including Google, Canon, Dyson, The Samaritan Befrienders Hong Kong, Hong Kong Red Cross and so on. Dustykid has been perceived as a genuine mental health ambassador in town.

Fostering Interdisciplinary Innovation to Nurture Future Creative Talents

The Education Bureau (EDB) of the HKSAR has been promoting STEAM (Science, Technology, Engineering, Arts, and Mathematics) education in primary and secondary schools. The initiative aims to foster innovation among students and position Hong Kong as a global innovation hub. St Mary's Canossian College has integrated an Artificial Intelligence (AI) module into its curriculum, fostering a cross-disciplinary approach to learning.

Principal Wong Wai Chun has outlined the college's strategic vision for STEAM education. This comprehensive approach emphasises multi-layered implementation to foster a thriving STEAM-focused environment within the college. The college has integrated cross-curricular learning and a wide range of extracurricular activities at the whole-school level. This holistic approach ensures that all students, regardless of their academic abilities, engage with the fundamental principles of STEAM learning. Furthermore, the college has identified and nurtured standout students with a strong interest and aptitude in STEAM-related disciplines. These gifted individuals are given opportunities for advanced education, encouraged to participate in local and international competitions and exhibitions, and provided with a platform to showcase their groundbreaking work. Vice Principal Jenny Chan noted the college organises an annual, whole-school STEAM exhibition in early September. This event celebrates student's achievements, allowing them to display their innovative projects and learning accomplishments. It also introduces new students to the vibrant STEAM culture, cultivating a campus-wide curiosity and intellectual engagement atmosphere.



Every September, the college organises an internal STEAM exhibition for students to showcase their work and learning achievements.

Leveraging Interdisciplinary Synergies through a Cross-curricular STEAM Programme

Vice Principal Chan explained that recognising the transformative potential of AI in enhancing learning and teaching, the college has launched an innovative cross-curricular programme at Secondary One level. The initiative aims to facilitate learning through interdisciplinary collaboration and the incorporation of emerging technologies. One of the cross-curricular learning activities is a treasure hunt themed around the Identification Key for Secondary One students. The project combines

Information and Communication Technology (ICT), Integrated Science and Visual Arts, which empowers students to apply their understanding of local flora and the college's natural environment, utilising the practical applications of the Identification Key. They then transfer the scientific knowledge to ICT, employing AI technology to automate plant species identification. Finally, students apply their newfound interdisciplinary expertise in the context of Visual Arts, using the collected materials to create visually striking monochrome prints. This integration of STEAM and AI elements within a single learning activity exemplifies the college's commitment to fostering an environment where students can engage in meaningful, real-world problem-solving. Implementing this cross-curricular programme at the Secondary One lays the foundation for a holistic, future-focused STEAM education. The approach enhances students' conceptual understanding and prepares them to tackle the increasingly interdisciplinary challenges of the 21st century.

Cross-curricular STEAM Programme Ignites Student Engagement

According to Vice Principal Chan, the college developed the cross-curricular programme through a gradual adjustment process. Subject teachers have made various adaptations to align the programme with the current learning and teaching module, aiming to extend this approach to other levels in the future. Mr Kwok Tsz Kit, the STEAM Education Coordinator, emphasised that the cross-curricular programme has significantly enhanced student motivation and commitment since its launch. The students have become more engaged in the classroom, demonstrating a proactive attitude by asking questions. The group-work-based nature of the programme has helped cultivate students' communication and collaboration skills while fostering a positive learning atmosphere through peer interaction.

Relevant scientific knowledge, skills, and attitudes, including problem-solving, creativity, and value education, are the core of the college's STEAM strategy. Mr Kwok explained that problem-solving often involved integrating cross-disciplinary expertise and related skills. While AI is a valuable tool, the students are the information gatekeepers. As such, they are encouraged to make effective use of AI.

Students Forge Pathways to Success through Exhibitions and Competitions

The educational experience extended far beyond the classroom, as evidenced by the remarkable success of students in various competitions and exhibitions. According to Principal Wong, the research process, exhibit development, and presentation instilled in participating students have fostered a strong sense of identity and self-confidence, profoundly impacting the broader school community. One notable example is the college's participation in the 49th International



Exhibition of Inventions Geneva, where a student team won a silver medal for their 'OptiScan' AI system for glaucoma screening. Mr Kwok explained that the project was developed in response to the growing prevalence of eye diseases and the long waiting times for medical consultations. By incorporated AI technology to analyse fundus photographs, the students were able to develop a solution that addressed a pressing societal need. The research and development journey were challenging as the students navigated the unknown and explored infinite possibilities. Principal Wong commended the students' courage and resilience in the face of these obstacles, while the teachers took on the role of facilitators and provided guidance. When these students succeed, their peers witness the realisation of their potential, fostering an atmosphere of innovation and inspiration throughout the school.



The cross-curricular module empowers students to identify the school plants for the first time – an impressive experience that enhances their overall learning.

Nurturing Digital Creative Talents: Integrating AI into STEAM Programmes

As artificial intelligence (AI) becomes increasingly prominent, there is a growing demand for individuals with creative thinking and problem-solving skills. In response, the CoolThink@JC – Computational Thinking Education Programme, funded by The Hong Kong Jockey Club Charities Trust, aims to inspire digital creativity in upper primary and secondary school students. This collaborative programme involves partnerships with local and international experts, including The Education University of Hong Kong, the Massachusetts Institute of Technology (MIT), and the City University of Hong Kong. The goal is to develop a comprehensive and scientifically grounded set of teaching materials and pedagogical approaches for students and teachers. As a pilot school for the programme, The Education University of Hong Kong Jockey Club Primary School is committed to integrating AI into its STEAM (Science, Technology, Engineering, Arts, and Mathematics) curriculum, aiming to nurture the students' computational thinking skills for the digital future.

The Immersive Learning Experience by Computational Thinking Integration

Principal Cheung Kam Yan mentions that the school assembled a teaching staff of over 50 teachers, including 5 CoolThink Fellows and 23 CoolThink Teachers who previously taught in the CoolThink programme. These experienced professionals actively participate in cross-school exchanges, classroom observations, and knowledge sharing to support a network of 12 primary schools.

The school has emphasised the cross-curricular application of computational thinking and adopted a co-teaching approach within the Integrated Technology subject. An experienced CoolThink Fellow collaborates with a teacher specialising in another discipline to co-deliver lessons, enabling more educators to master the computational thinking curriculum and establish interdisciplinary connections. For instance, Primary 4 students have used the micro: bit to design a virtual running race and a sit-up calculator employing motion detectors. In contrast, six primary school students created a silent book application using Scratch programming to record and time the playback of words. According to Ms Cheuk Wai Han, the Digital Teaching and Research Coordinator, this co-teaching experience has been mutually reinforcing. Compared to traditional lessons, the computational thinking classrooms have been more engaging than the usual classroom setting, which has helped students become more creative, self-reliant, and better able to think critically and solve problems. This co-teaching approach has also enabled educators to gain a more multidimensional understanding of their students' needs. To prepare its students for the difficulties of the modern world, the school fully implemented the CoolThink@JC Programme, which demonstrated its dedication to fostering digital innovation and cross-curricular abilities.

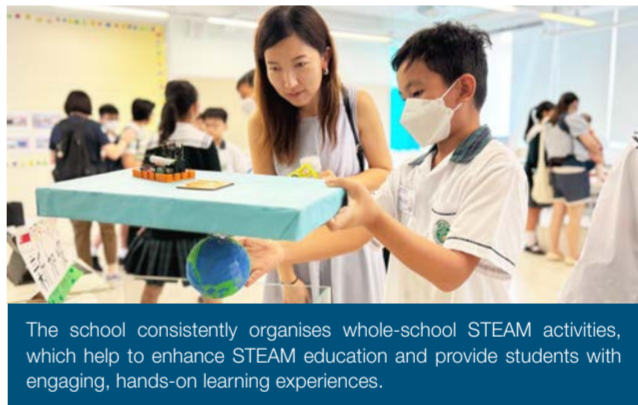
Computational Thinking as a Catalyst for Cross-disciplinary Learning

According to Vice Principal Law Kam Yuen, the CoolThink@JC Programme focuses on coding and empowering students to understand the fundamental computing process. It involves deconstructing and simplifying the steps behind computing and communication skills, which are intertwined with Mathematics, Science, Technology and other disciplines. The programme aims to equip students with logical, simplified, and algorithmic thinking, encouraging them to explore diverse approaches to solving real-life problems. As Ms Cheuk points

out, computational thinking can be applied to other disciplines and daily life. An example of algorithmic thinking in action would be writing a Chinese essay, which involves dissecting the topic and continually revising the content. In other words, the programme gives students the tools to apply what they have learned to address real-world challenges, transforming their problem-solving mindset in education.

Fostering STEAM Education through Multifaceted Approaches

The school has strategically integrated Computational Thinking and AI into its STEAM education. Advanced topics such as speech recognition, face recognition, and machine learning have been incorporated into the curriculum to enhance STEAM education. The school implemented this proactive move two years ago and now comprehensively covers three key pillars: STEAM skills, STEAM Thinking Practice, and STEAM Perspectives. The STEAM programme is designed in three tiers, catering to the varying students' abilities and intentions. This multi-layered approach aims to nurture well-rounded skill sets, foster computational thinking abilities, and develop a deeper understanding of the applications and implications of emerging technologies.



The school consistently organises whole-school STEAM activities, which help to enhance STEAM education and provide students with engaging, hands-on learning experiences.

Mr Kwong Ling Chun, the STEAM and Innovation Education Coordinator, outlined the school's comprehensive STEAM curriculum development. The lower primary level employs a play-based learning approach centred on the Hour of Code online programming game, enabling students to



| | |
|--------|--|
| Tier 1 | Whole-school Approach - integrating relevant STEAM content and activities within the core curriculum |
| Tier 2 | Advanced STEAM Programmes - providing after-school advanced STEAM programmes for gifted and talented students |
| Tier 3 | External STEAM Training and Competition - identifying top students in STEAM and sending them on exchanges, competitions, and training programmes |

understand the fundamentals of coding by assembling building blocks and hone their computational thinking. This systematic and integrated play-based approach continued into the upper primary levels, where students follow the CoolThink@JC pedagogy: To Play, To Think, To Code, To Reflect. In this programme, students engage with games, understand principles, devise solutions, and reflect on their learning. The goal of this STEAM curriculum is to systematically improve students' computational thinking and coding abilities through the use of play.

Fostering a Balanced Ecosystem of Learning and Teaching Strategies

In today's rapidly advancing AI-driven landscape, nurturing the next generation of talent requires a balanced ecosystem of learning and teaching strategies. Students need to develop a comprehensive skill set to effectively harness the potential of AI. This includes building a solid foundation in communication, mathematical, and IT skills and honing critical thinking, creativity, and problem-solving abilities. Equally important are personal and social competencies, such as self-management, self-learning, and collaboration. Additionally, students must possess digital literacy to navigate the dynamic digital landscape. In this dynamic context, AI can be a useful supplementary tool to facilitate personalised learning and enhance teachers' efforts. However, the crucial role of teachers remains steadfast. Educators are responsible for imparting knowledge, guiding students to think critically, and helping them acquire future-ready competencies. This balanced approach, blending the strengths of human instruction and AI-powered learning, is essential for preparing students to thrive in the era of artificial intelligence.

Booth J17 EDUCATION MEDIA GROUP LIMITED



- Hong Kong Education Magazine
- Education Media offers three key features: 100% target alignment, professional educational editing and coverage, and innovative product services. Our focus is on delivering precise and relevant content to our audience, showcasing our expertise in educational reporting, and providing cutting-edge solutions to meet the evolving needs of our clients.
- Creating School Feature-Themed Publications
- Education Media focuses on serving the education sector with a one-stop print and publishing solution. Our service features include: administrative support, editorial services, and free promotion on the GoodSchool website.

Booth P05 EDXTORE LIMITED



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edxtore Talent Profile System: A comprehensive system for recording and managing students' talents. A structured way to record student individuals' skills, experiences, interests, and achievements, which can be used to support whole-person development, academic development and talent management.

Booth F16 ENJOYNEER EDUCATION LIMITED



ENJOYNEER 工程師
STEAM Comprehensive Education Programme

Enjoyneer customises STEAM-related courses and hardware for schools to meet their needs. The content covers AI, IoT, VR/AR, micro:bit, mBot, Make:It, various STEM competition training, and also provides the latest popular programming platform: Nintendo Switch game design courses.

Booth J01 FELTON DISTRIBUTION LIMITED



FELTON Distribution
QIPENG UV Light Charging Cart

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Booth M06 GC GLOBAL LIMITED



Go Global
Disinfectant spray Service

We are a company that provides air-conditioning cleaning services for schools in Hong Kong. We use the Germagic MAP1 technology patented by the Hong Kong University of Science and Technology, which has long-lasting antibacterial properties and makes the air in schools healthier and more hygienic. The team has rich experience and professional knowledge, provides high-quality services, and is committed to creating a fresh and healthy learning environment for customer.

Booth B36 GENTLE KIDS LIMITED



Online / e-Learning Resources, Other Learning Experience (OLE), SEN

Gentle Kids School is the 1st comprehensive character-building app for families and schools across Hong Kong. It promotes the growth of children through assessment, practice, and encouragement in a quantifiable manner. In addition to the digitalized school-based tool, there are also innovative teaching materials and a series of themed workshops, activity days on positive values, Chinese culture, reading, STEAM and more.

Booth M01 EPSON HONG KONG LIMITED



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Booth E16 EQUAL OPPORTUNITIES COMMISSION



'Harmony in the Universe' – Online educational modules for primary school students

The educational modules, in the form of cartoon animation, were developed by the Equal Opportunities Commission for educators and teachers to use in primary schools, with a view to instilling in primary school students the concepts of equal opportunities and non-discrimination. The content of the modules aligns with the Education Bureau's Values Education Curriculum Framework (Pilot Version) (2021), featuring such values as respect for others, care for others, and empathy.

Booth U18 ESQ TECHNOLOGY LIMITED

ESQ EasyQuizzes.com
AI-Powered Quiz Maker

Easyquizzes.ai | AI Powered Quiz Maker

Our website turns any essay, research and textbook excerpt into a quiz, creating questions-answers-explanations effortlessly for teachers and professors! Note: As of today, AI does not have the ability to accurately process notations and graphs from disciplines such as Mathematics, Physics, and Accounting.

Booth M33 GROWGREEN LIMITED



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aspara STEM Academy™ based on life sciences that strengthens the connection between science, technology, and everyday life through indoor smart hydroponic systems, software, and STEM courses. It encourages a low-carbon lifestyle while teaching students the interrelationships between biology and the natural environment. Mastering the essential STEM knowledge and skills in life science, which are crucial in the 21st century.

Booth A13 GUIDESTAR CULTURAL EXCHANGE PLATFORM



導星
文化交流平台
A cultural promotion company engaged in Chinese culture activities in schools

Guidestar Cultural Exchange Platform is a cultural promotion company that engages in Chinese cultural activities in schools. Through experiential learning, students of different ages can have a better understanding of Chinese history and culture; be more knowledgeable, and at the same time cultivate students' positive thinking. Diversified activities such as games, activities, and lectures allow students to learn about Chinese culture and promote China's profound culture and traditions.

Booth J04 HANIN ENTERPRISES LIMITED



ESG school HK
Uniform

ESGschoolHK is dedicated to promoting sustainable development and fulfilling our social responsibility to the environment. We use certified eco-friendly or renewable materials in our school uniforms to create sustainable products that are kinder to the planet. In designing our uniforms, we also prioritise practicality, functionality, and durability, such as incorporating multiple pockets and using breathable fabrics to ensure students' comfort.

Booth J21 EVERBEST TECHNOLOGIES LTD.



香港獨家總代理
Everbest Technologies Ltd.
AVer TR535N

NDI® Dual Lens Auto Tracking Camera: Enter the future of streaming excellence with AVer's TR535N, featuring full NDI® integration and AI auto-tracking capabilities for diverse applications. The TR535N offers a stellar 30X zoom and a sweeping wide-angle view. The wide-angle lens captures the scene while the 4K PTZ camera zooms in for close-ups, ensuring complete coverage. Fueled by four advanced AI-driven tracking modes, the TR535N delivers unparalleled precision for broadcasting, streaming, and recording environments.

Booth P01 EXPRESS LUCK (ASIA) LIMITED



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We provide a one-stop campus display solution, including various electronic displays and software systems, professional consultation, engineering, technical support, repair and maintenance, warranty services, and leasing services, to tailor exclusive digital display solutions for schools.

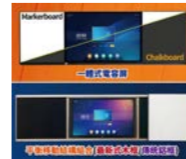
Booth R32 FARMACY HK LIMITED



Grow For Future: Mobile Farming in Schools
Green Technology School Programme

Cross-curricular learning to empower our future generation through data-driven farming technology: 1. Problem Solving with Data-driven, STEM Approach. Explore global challenges by applying urban, farming and technology in everyday practices. 2. Learning Social Responsibility. From Experience, Impact the community through service delivery for people in need. 3. Embracing Digital Generation with World-Class Partners. Partner with professionals and technological innovation companies, e.g. Microsoft Education, Preface Coding.

Booth K32 HANSHIN INTERNATIONAL LIMITED



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Booth B20 HAPE INTERNATIONAL (HONG KONG) LIMITED



Hape
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You can count the seeds in an apple, but you can't count the apples from a seed. The same principle applies to the infinite potential of a child. Children are the future, and a well-prepared learning environment plays a crucial role in helping them make a difference in the future. Beleduc furniture, featuring Italian design and German quality, supports children in developing a bright future.

Booth C01 HARVEST LINK FURNITURE (H.K.) LIMITED



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Introducing the Markant City Series, a revolutionary suite of seating designed to enhance comfort and functionality in any setting. Each line in the series is named after an iconic design city, adding a touch of global inspiration to your space. The City Series combines sleek, modular design with ergonomic excellence to provide support and comfort without unnecessary complications. Made from eco-friendly materials, it offers sustainable solutions without sacrificing quality. From libraries to public spaces and schools, this collection meets diverse seating needs. Chairs are available in four styles: four legs, swivel, wheels, and sledge, ensuring a perfect fit for any environment. Visit our booth at the expo to learn more about the Markant City Series and see how it can transform your space into a vibrant, efficient, and inspiring environment.

The Vital Role of Early Childhood Education in Fostering Cross-cultural Understanding

In the 21st century, education is crucial in preparing individuals to thrive in a rapidly changing global landscape. While traditional education remains important, developing global citizenship skills has become essential. Recent studies have emphasised the significance of nurturing a strong cultural identity in young children as a foundation for fostering cross-cultural perspectives, recognising that understanding one's cultural heritage can facilitate the appreciation of diversity.

Dr Jessie Wong Ming Sin, Assistant Professor cum Programme Leader of Early Childhood Education, School of Education and Languages, Hong Kong Metropolitan University, has conducted extensive research on early childhood education and cultural identity in recent years. Recognising the importance of these diverse identity markers, the Education Bureau has actively encouraged early childhood educators to promote activities that help children understand different identities. The research findings suggested that local early childhood educators are receptive to this initiative and are willing to implement education programmes at various levels to enhance children's understanding of the culture and customs of different countries. Through these education programmes, children could establish their own cultural identity and learn to respect people of different cultures, thereby shaping their identity as global citizens.

Educators Integrate Multifaceted Activities to Promote Cultural Identity



Dr Wong Ming Sin, Assistant Professor, School of Education and Languages, Hong Kong Metropolitan University, believed that teacher training, clear teaching guidelines with professional autonomy, and improved home-school communication and collaboration are essential for promoting cultural identity education.

Early childhood educators in Hong Kong have shown a growing interest in promoting cultural identity and awareness through various activities in recent years. While traditional approaches have often centred on festivals and celebrations, local kindergartens have started incorporating innovative initiatives into their classroom practices. These initiatives include the use of picture books about different cultures, as well as the inclusion of Chinese cultural activities such as lion dances and kung fu demonstrations. According to the research conducted by Dr Wong, over 95% of the nearly 300 early childhood educators surveyed were aware of the importance of nurturing cultural identity in their students. Significantly, over 85% of the 400 parents involved in the study were also aware of this teaching approach in their children's kindergartens, with an overwhelming 95% expressing their support and willingness to cooperate. This positive attitude reflected the recognition, among educators and families, of its significance in Hong Kong's multi-ethnic society. The

study further revealed that ethnic minority and non-Chinese-speaking students and their families generally believed living in Hong Kong was a valuable opportunity to learn about Chinese culture. These students, together with their families, were keen to engage in Chinese culture related activities and, at the same time told their local schoolmates the stories of their own cultures. By integrating these elements into their curriculum, such as organising the 'Culture Day', local kindergartens are paving the way for the development of responsible and globally-minded future citizens.



The study revealed that more senior and experienced early childhood educators are more proficient in school-based curriculum and classroom management skills, making promoting identity education easier.

Cultivating Cultural Identity: An Essential Element for 21st Century Skills

Dr Wong emphasised the importance of establishing a strong cultural identity, which is instrumental in fostering young children's understanding of their identities and knowledge and respect for diverse cultures and ethnicities. She believed the foundational understanding could significantly contribute to developing critical 21st century skills like cross-cultural understanding and global citizenship. These skills are crucial in navigating and integrating multiple cultures. As globalisation progresses, our societies need individuals with high tolerance, collaboration, and flexibility. Early childhood education played a vital role in laying the groundwork for acquiring these essential 21st century competencies by fostering an appreciation for the history and culture of different nations. She explained that when young children have a strong understanding of different identities and cultures, they are more open to engaging with and learning from others who may be different. This curiosity and open-mindedness will help individuals develop cross-cultural understanding and global citizenship — essential skills empowering the next generation to thrive in an increasingly diverse and interconnected world.



Home-School Collaboration Strengthens Cultural Identity Education

Dr Wong suggested that a mentor-mentee approach, supported by training and guidance from the Education Bureau, can be an effective strategy to bolster cultural identity education across the sector. Experienced teachers can provide invaluable support and guidance to their less skilled counterparts, fostering collaborative partnerships within the education community. She emphasised the importance of incorporating interactive and engaging elements into cultural identity-related activities, capturing children's interest and enhancing the effectiveness of educational initiatives. Recognising the crucial role of parental involvement, she also advocated for kindergartens to improve parents' knowledge and understanding of identity education. By organising parent-child activities and parent seminars, kindergartens can facilitate meaningful exchanges between teachers and parents, empowering parents to support the development of identity in their children actively and creating a synergistic partnership between home and school.



Emotional Intelligence Education Enhances Early Childhood Learning

In the crucial developmental stage of early childhood, kindergarten plays a pivotal role in shaping young minds. Through daily interactions with peers and teachers, children cultivate essential skills in communication, expression, language and social interaction. However, the COVID-19 pandemic and the resulting shift to home-based online learning have substantially impacted the development of these crucial areas. In response to evolving needs in early childhood education, Lok Sin Tong Cheung Yip Mou Ching Kindergarten has taken a proactive approach. It incorporates drama and art elements to create a diverse and engaging learning environment for its students. Additionally, the kindergarten has implemented the 'Kimochis' social and emotional learning programme, empowering children to understand and manage their emotions and promoting their overall spiritual growth.



Principal Kam emphasises the importance of helping young children recognise and express common emotions like anger, sadness, and excitement.

Integrating Drama and Art into Language Learning

At Lok Sin Tong Cheung Yip Mou Ching Kindergarten, drama and art are powerful pedagogical tools that engage the classroom and motivate children to learn. According to the Principal Kam Fong Yi, these elements are seamlessly integrated into the school's language learning curriculum. Through a series of thematic lessons, coupled with lively and exciting illustrated book activities, the school not only arouses children's interest in the characters and stories but also inspires their creative thinking to craft brand-new narratives. These original stories are then transformed into dramatic texts and presented as plays. Furthermore, the school invites external arts organisations to train teachers and participate in designing the arts curriculum. This collaboration enables teachers and students to learn languages and improve their communication skills through the lens of the performing and visual arts. In addition to the drama and art-based approaches, the school added exciting game-like elements to language learning. One example is the 'Chinese Little Box' game, which helps young children build stronger sentence structure and vocabulary combinations.

Introducing Kimochis Social Emotional Intelligence Learning

The COVID-19 pandemic has presented unique challenges for early childhood education. Heightened isolation and home-based online classes led to more friction between parents and children. Many students also faced limited peer interaction, especially those from single-child families. As a result, these young learners encountered unfamiliar environments when entering kindergarten, often displaying a range of complex emotions. To address these challenges, the kindergarten has introduced the American 'Invitational Education' programme, integrating it with the Kimochis Programme. Principal Kam emphasises the importance of promoting social intelligence in early childhood, stating that it is crucial for personal growth. She highlights that enabling children to manage and express their emotions early on can help enhance their problem-solving abilities as they grow up.



Teachers bring children to the Kimochis corner in small groups, where they share strategies for coping with problems and hone their problem-solving skills.

The Kimochis programme uses characters with different emotional traits, allowing children to explore various situations and learn about different behaviours and expressions of emotions. Through small-group discussions and the use of hand puppets, teachers guide children to share their feelings and develop positive coping strategies. This interactive process nurtures their emotional intelligence, equipping them with the skills to understand and manage their emotions. She adds, 'The school has incorporated Kimochis sessions into the regular curriculum, each lasting about 20 minutes.'



Teachers and Children Growing Together

The results have been remarkable since implementing the Kimochis Programme, with children's moods improving at school observed. Principal Kam recounts, 'One of our K1 students has always been quiet and emotionally stable. When she saw her classmates crying during an argument at school, she gently patted her shoulder and used a calming phrase from the Kimochis lesson, pretending to blow out imaginary candles together.'

In the Kimochis social and emotional learning program, teachers play a vital dual role - observer and guide. Both children and teachers have significantly benefited from the Kimochis programme. Teachers receive regular training and have a monthly themed reflection period to share challenges encountered and discuss revised approaches. 'Teachers' interactions with children during the Kimochis sessions often result in valuable insights, reflections and gains that enhance the overall atmosphere and emotional climate of the classroom.'

As educational institutions navigate the post-pandemic landscape, the focus on nurturing emotional intelligence in early childhood education has never been more vital. Lok Sin Tong Cheung Yip Mou Ching Kindergarten's pioneering approach is a shining example of how schools can adapt and innovate to support the holistic development of the next generation of leaders, thinkers, and communicators.



The school has created a dedicated emotional corner where children can freely express their feelings upon returning to school.

Booth D20 HEALTHY GIANT LIMITED



Established in 2014, we promote environmental health. We provide efficient and eco-friendly cleaning solutions and products, addressing antimicrobial resistance and environmental sustainability.

Booth K09 HK JIGUCUN GUOCUI EDUCATION LIMITED



The Campus Ancient Village team will set up an ancient village market in the school campus, with the streets hung with red lanterns and flags, and various stalls set up on both sides. All staff will be dressed in ancient costumes.

Booth P41 HK3DTECH LIMITED



We offer a wide range of courses suitable for STEAM and Science subjects, including 3D foot printing, 3D-printed lightbox and a levitating device, etc. We also have a selection of fast FDM 3D printers specifically designed for STEAM education development, allowing users to complete prints during class.

Booth N01 IF INTERACTIVE LIMITED



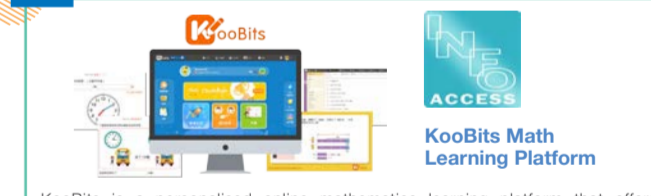
An innovative design for STEAM education, iCAVE simulates an immersive VR environment with seamless multi-screen projection technology and mixed-reality interactive technology that turns all walls and floors into interactive touchscreens. The system provides a variety of interactive teaching software, offering courses such as art lab, science, coding, culture study, geography and history.

Booth D15 INCLUSIVE SPORTS EDUCATION LIMITED



The course is designed by registered play therapists and experienced coaches. It combines 'Sports and Play' with teaching methodologies derived from play therapy and mindfulness. The primary focus is on addressing and improving the individual needs of students with special educational needs (SEN).

Booth F21 INFO ACCESS & DISTRIBUTION(HK) LTD.



Koobits is a personalised online mathematics learning platform that offers video lessons, daily practice exercises, and engaging activities to help students learn and master math concepts. It can be integrated as a supplementary math program to support teachers, and its proficiency skill reports provide insights into students' abilities and achievements.

Booth P22 HONG KONG PADEL ACADEMY LIMITED



Padel is an exciting and fast-paced racket sport that is rapidly gaining popularity worldwide. Originating in Mexico in the 1960s, padel is played on a smaller court surrounded by walls, allowing players to use the walls to their advantage. The game is similar to tennis, but with a few key differences - the ball is slightly larger, the rackets are solid and have a unique perforated design, and the court is about a third the size of a tennis court. AT Padel+ Hong Kong, offer an excellent opportunity for school students to stay active, improve physical fitness, and develop teamwork skills. Padel+ not only provides unique international standard facilities for professional tournament, but also provide various of students training classes programme by professional coaches. These lessons provide students with the chance to learn the fundamentals of the sport, such as proper technique, strategy, and court positioning, in a fun and supportive environment. With its accessible nature and dynamic gameplay, padel+ is sure to be a hit with Hong Kong's school community.

Booth C16 HONG KONG PLAY THERAPY AND COUNSELLING CENTRE LIMITED



Hong Kong Play Therapy and Counselling Centre Limited is a professional organisation integrating play, education and counselling. You can connect and benefit from play. Feel free to inquire about courses and counselling plans.

Booth F31 HONG KONG PRODUCTIVITY COUNCIL



HKPC and the QEF collaborate to jointly promote the 'e-Learning Ancillary Facilities Programme' (the Programme). It consists of 22 projects covering emerging technologies such as Artificial Intelligence (AI), Virtual Reality (VR), Augmented Reality (AR), Big Data, and Metaverse. All funded projects and e-learning tools are developed in collaboration with university scholars, educational organisations, technology experts, and participating schools. They cater to the learning and teaching needs of different stages and subjects. The funded projects will be completed in phases between 2024 and 2026 and will be fully launched in the market thereafter. Schools can subscribe to the project outcomes based on their specific needs.

Booth B35 INSPIRE2ASPIRE CONSULTING



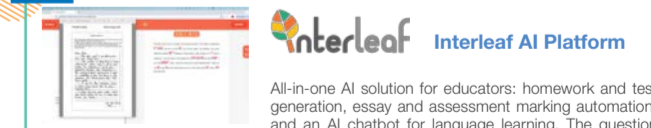
Our Staff Development Day/Teacher Training Workshops support educators in their personal and professional growth. Our full / half-day programs cover a range of topics including wellness, team building, peak performance, stress management, resilience building, mindfulness, yoga, character strengths and debate. These interactive and experiential workshops empower educators with the tools they need to thrive in their roles, create a positive classroom environment, and effectively support their students' holistic development.

Booth C05 INTELLIGENT CAD/CAM TECHNOLOGY LIMITED



ICT introduces an all-in-one 3D design and printing solution for education. The 3DEXPERIENCE cloud-based design platform offers students comprehensive design tools; additionally, the new Formlabs Form4 3D printer, equipped with advanced LFD technology, enables fast printing and easy post-processing, swiftly bringing students' designs to life, fostering a deep exploration of students' creative thinking.

Booth M34 INTERLEAF TECHNOLOGY LIMITED



All-in-one AI solution for educators: homework and test generation, essay and assessment marking automation, and an AI chatbot for language learning. The question generator can create diverse and customised worksheets for homework, tests, and exams. The essay and assessment marker can correct grammar, spelling, logic, and structure of handwritten or digital work. It will also give feedback, suggest improvements, and generate model essays. It is also linked to a chatbot for students to interact and find out their own mistakes. We will train on these data to build personal profiles based on students' essays and chatbot interaction, helping teachers provide life-coaching experiences. We also separately provide an app for learners to learn languages through texting a chatbot on their phone while building a friendly relationship with our AI chatbot.

Booth U08 HONG KONG RED CROSS



The Hong Kong Red Cross is dedicated to building resilient communities through providing comprehensive services for the cause of humanity. The 'Jockey Club Infection Control Training and Support Project for Schools' provides comprehensive infection control training and support tailored to the needs of schools, including interactive courses for frontline and managerial staff, onsite visits and assessments, and ventilation inspection service etc. to help reduce the risk of infectious disease transmission. The 'Humanitarian Education Centre' provides high-quality humanitarian education programmes covering local and global humanitarian themes to cultivate students' incline to heed humanitarian issues, embrace humanitarian values, volunteer in different humanitarian actions, and realise the spirit of humanity.

Booth T14 HONG KONG VICTORIA HARBOUR EDUCATION GROUP LIMITED



Hong Kong Victoria Harbour Education Group is an international education group focusing on the study and promotion of the Hong Kong educational curriculum system. It is an education ecological complex involved in school investment, education training, and curriculum development. The company aims to provide a qualified, diversified, and internationalised exchange platform for education for Chinese youth.

Booth E18 I3D PRINTER (HK) LIMITED



An online web application converts hand drawings, logos or any designs into a 3D model in seconds.

Booth J15 IRED SOLUTIONS LIMITED



The Smart Learning Suite - Health Kit can be paired with different programming platforms, such as MIT A2, Xcode, and Android Studio. This allows students to design unique, user-friendly mobile applications to connect to the learning kit, gather, and log personal health data. It also teaches students how to connect APIs and create health data dashboards. By integrating it into their daily lives, students can significantly enhance their sense of learning achievement.

Booth E21 JADASON TECHNOLOGY LIMITED



Pixotope Pocket, the latest addition to the Pixotope Education Program, provides an immersive and intuitive way for aspiring creators to produce and immersive content with augmented reality, virtual studio tools and artificial intelligence. The mobile application makes virtual production education more accessible and affordable for students, allowing them to learn and create anywhere without the need for a fully equipped studio. This Package is exclusively for universities, secondary schools and primary schools.

Booth H08 JIBPOOL INNO-TECH LIMITED



Jibpool has been an expert in indoor and outdoor slip-resistant flooring for almost 30 years. We are dedicated to introducing innovative, high-quality, safe flooring products from Japan and Europe. As a leading provider of the 'One-stop Campus Architectural Solutions' tailored to meet the customised requirements of educational institutions. We provide sustainable and eco-friendly building materials, ensure the health and safety of students, and bring the ESG concept into campus. Japanese CI Takiron, features slip-resistance, shock absorption, antibacterial, infrared reflection, and easy maintenance, effectively preventing accidents and providing a safe campus for students and teachers.

The Sister School Scheme Fosters Cross-regional Collaboration and Mutual Enrichment

The Sister School Scheme (the Scheme), launched in 2004 by the education authorities of Guangdong, Hong Kong, and Macau, has emerged as a pivotal initiative for promoting exchange and collaboration between schools in Hong Kong and the Chinese mainland. Mr Wong Kam Leung, Chairman of the Hong Kong Federation of Education Workers (HKFEW) and Principal of HKFEW Wong Cho Bau School, has been dedicated to promoting school exchanges and cooperation across regions. He shared insights into the development of the programme and his school's active participation in these endeavours.



The rapid progress of Guizhou enriches the student's learning experience.

Established Nearly 3,000 Pairs of Sister Schools

The Education Bureau (EDB) has provided local schools with an annual one-off grant and professional support since the 2018/19 academic year, with the aim of promoting exchanges between sister schools. Despite the challenges posed by the pandemic, the Scheme has become more vibrant, driven by the increased integration between the regions and the recognition of its benefits. Principal Wong explained that the number of participating schools has continued to grow. 'Initially, the Scheme focused on Guangdong Province, and the EDB later commissioned the HKFEW to take the lead in expanding the programme. With the HKFEW's effort, the Scheme has since been extended to first-tier cities such as Beijing and Shanghai, as well as coastal provinces and cities like Fujian, Zhejiang, and Jiangsu. More recently, the scope has been further expanded to include inland provinces such as Sichuan, Guizhou, and Shandong. As a result, the Scheme has established nearly 3,000 pairs of sister schools across Hong Kong and the Chinese mainland.'

He highlighted that the Scheme has been in place for almost 20 years and has successfully promoted collaboration between primary and secondary schools across regions. Through the Scheme, teachers and students from Guangdong Province have had the opportunity to learn from each other's strengths in various aspects, such as teaching, management, and professionalism. 'Nearly 900 local schools, ranging from kindergartens to universities, have participated in the initiative, forming almost 3,000 pairs of sister schools with the Chinese mainland schools. Notably, almost 50% of the schools are located within the Greater Bay Area, including cities like Guangzhou and Shenzhen.'

Diversified Online and Offline Activities across Four Levels of Engagement

The Scheme has fostered a wide range of activities catering to students, teachers, school management, and parents across regions. At the student level, the initiatives encompass athletic meets, exchange programmes, cultural exchanges, online literary recitation, thematic online studies, and STEAM-focused competitions. For teachers, the Scheme offers opportunities for classroom observations and co-teaching. At the management and parental levels, the Scheme organises study tours and visits to Chinese mainland families. Principal Wong highlighted that the types of activities have become increasingly diversified, with collaborative exchanges between Hong Kong schools and their counterparts on the Chinese mainland. Teachers have been actively visiting their counterparts to observe lessons and conduct joint studies.

Furthermore, the Scheme has enabled numerous local Hong Kong schools to establish sister school partnerships across various Chinese provinces and municipalities. For example, the HKFEW Wong Cho Bau School has formed nearly ten such partnerships with counterparts in Changchun, Shandong, Guizhou, Sichuan, Beijing, Shanghai, and Guangzhou. These linkages have helped to regularise a sustained series of exchange activities. Principal Wong noted that the partnership with Guizhou Province, in particular, has been exceptional, providing students with invaluable learning experiences. This has included exposure to Guizhou's rich natural heritage sites, as well as its advancements in environmental protection, big data, and high technology. Moreover, the province's multi-ethnic cultural landscape has further enriched the participating students' horizons and life experiences.

Sister Schools Visit Fosters Teachers' and Students' Growth

Principal Wong emphasised that establishing sister school partnerships across different provinces and cities has been instrumental in meeting students' diverse learning needs and facilitating a wide range of exchange programmes. For instance, the HKFEW Wong Cho Bau School organised several sister school exchange tours just last year, providing both students and teachers with in-depth learning experiences in places like Guiyang, Suzhou, and Guangzhou. These visits involved exploring historical and cultural sites, touring advanced equipment or enterprises, and immersing in the Chinese cultural and ecological landscapes. Furthermore, the school arranged for all of its teachers to visit their sister school in Beijing during the Easter holidays this year.



Principal Wong explained that the HKFEW Wong Cho Bau School has made sister school exchanges a regular part of their programme. This isn't a one-way learning experience - hosting schools from other provinces and cities also enriches the lives of the local teachers and students. For example, staff and students from the HKFEW Wong Cho Bau School have interacted with their counterparts from sister schools and used community resources such as Ocean Park and history museums. Through the Scheme, students can broaden their horizons, deepen their knowledge of different places, and forge lasting friendships. Teachers and school leaders also learn from one another's best practices in teaching, administration, and management. The school plans to organise more delegations to visit places like Beijing and Changchun to gain an in-depth understanding of those areas. The ultimate goal is for every student to participate in at least one exchange trip during junior secondary school, helping them develop an early appreciation for the diversity of their country.

The Greater Bay Area Takes Centre Stage in the Scheme

In recent years, Hong Kong's universities have expanded into the Greater Bay Area, setting up branch campuses in cities like Zhuhai, Shenzhen, Guangzhou, and Dongguan. This integration of resources has fostered diverse and innovative connections between the Hong Kong-based and regional campuses. Principal Wong felt this influx had made the Greater Bay Area's talent-nurturing capabilities increasingly apparent. Moreover, with the similar lifestyles and cultures shared by Hong Kong and the Greater Bay and the ease of travel, he anticipated more local schools pursuing sister school partnerships in the region. However, there are many factors to think about when choosing a sister school, Principal Wong said. He suggested that the school should consider whether the school-based characteristics, history, and philosophy align with their future needs for school development and provide the necessary resources. He also recommended conducting site visits to gain a comprehensive understanding of the current and future trajectories of the prospective province, in order to fully prepare for potential learning and growth opportunities from the sister school relationship.

Pioneering K-12 Education for the Future: The 'Kindersvarsity' Model Connects the World

To promote education development in the Guangdong-Hong Kong-Macao Greater Bay Area, several Hong Kong-based schools and organisations have established schools in GBA cities. As part of its mission to promote education development, CTF Education Group recently launched the Education Hub in Panyu, Guangzhou, to connect the 'Kindersvarsity model' with global education resources and pioneer future-ready K-12 (kindergarten, primary to secondary education) experiences.

The 'Kindersvarsity' Model: for Innovative K-12 Education Experiences

The 'Kindersvarsity' model applies the university framework - bringing together a community of learners, educators, researchers and industry professionals for the future of education. 'Kinder', from the word kindergarten, means children, and 'varsity' means university. The pioneering 'Kindersvarsity' model comprises three core components - schools, research, and campus life, providing real-world experiences that equip students to thrive in a future world and workplace.



The first partner school located in the Education Hub is Benenden Bilingual School Guangzhou ('BBSG'), which provides the Chinese National Curriculum and exceptional education experiences.

Benenden Bilingual School Guangzhou: The Future Ready Complete Education

The first partner school located in Education Hub - Benenden Bilingual School Guangzhou ('BBSG') opened its doors in September 2023 to provide an exceptional bilingual 'Future Ready Complete Education'. In addition to the Chinese National Curriculum, BBSG targets each student's journey to achieve academic and personal development, a firm understanding of the world in which we live, and a future ready mindset and skill set.



According to Ms Jennifer Ma, Honourary Executive Supervisor, Benenden Schools (China), 'CTF Education Group has formed a strategic partnership with Benenden School, a renowned century-old UK institution founded in 1923, to provide advisory support for Benenden Schools Guangzhou in terms of pastoral care and student boarding life.'

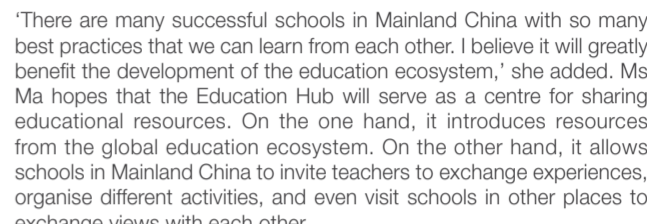
BBSG provides a four-dimensional curriculum and tailored learning experiences through its Signature Programmes - QUEST, Culture Academy, AI for Humanity and World of Work 'VOW'. At BBSG, students' academic and personal development are equally important. The school is committed to helping students gain a deep understanding of the world they live in while also understanding the cultural traditions of China and around the world, cultivating their future-oriented thinking and ability to integrate knowledge with industry.

School Leadership Academy: to Advance Teachers' Professional Development

In addition to preparing students for the future, it is equally essential to ensure that teachers' professional development keeps up with the times. The Education Hub is home to the Future Education Research Institute, which carries out collaborative research projects with teachers, university researchers, companies, and institutions. It also leverages the educational ecosystem and global educational resources of CTF Education Group to spearhead studies that connect with the world.

'Besides the professional areas of academics and teaching, we encourage teachers to continue learning and gain deep insights into the future development of different industries,' said Ms Ma. 'The School Leadership Academy of the Education Hub will host in-person and online activities, including education leader forums and workshops, to inspire school leadership talents.'

The School Leadership Academy will also launch a mentorship programme to facilitate exchanges between educators and schools, as well as different industries and academia, and promote the leadership development of the education profession. For example, the three-day 'Future-Focused School Leadership Summit 2024' will be held in October and November to provide keynote speeches, activities such as communication and sharing and industry field trips.



'There are many successful schools in Mainland China with so many best practices that we can learn from each other. I believe it will greatly benefit the development of the education ecosystem,' she added. Ms Ma hopes that the Education Hub will serve as a centre for sharing educational resources. On the one hand, it introduces resources from the global education ecosystem. On the other hand, it allows schools in Mainland China to invite teachers to exchange experiences, organise different activities, and even visit schools in other places to exchange views with each other.

Campus Life and Programmes: Infinite Possibilities

The arts, sports, and innovation centres on campus cater to students' unique interests. The Performing Arts Centre is home to a music hall and a 280-seated end-stage theatre; the state-of-the-art Sports Centre features three international competition standard basketball courts, an Olympic indoor rock climbing wall, 400m running track and football pitch, five tennis courts, five indoor squash courts, a 25m indoor swimming pool, fitness centre, yoga studios, and more; and its Innovation Centre, outfitted with versatile, multi-purpose maker spaces and studios, offers K-12 learners an immersive, one-of-a-kind interdisciplinary STEAM experience.

In November last year, the first 'Greater Bay Area Cup Youth Sports Tournament' hosted by BBSG and sponsored by CTF Education Group attracted more than 400 teenagers from more than 30 schools in Hong Kong, Guangzhou, Dongguan, Shenzhen and Zhuhai, competing in basketball, football, tennis and golf.



The performing arts centre, innovation centre, sports centre, and boarding houses create a rich campus life for students.

'We fully understand that the future society will need leaders with a global perspective, and we hope that the Education Hub will expand K-12 quality education to broader horizons so that the next generation will become future-ready learners,' concluded Ms Ma.

Booth U17 JOCKEY CLUB "BLENDED LEARNING" PROJECT

混合式學習
BLENDED LEARNING
BLISS Self-learning Platform

The BLISS self-learning platform, developed by the project team, provides nearly 1000 instructional videos covering subjects such as Chinese, English, mathematics, science, and generic competencies. Exercises are included in some videos, which help students consolidate their knowledge and foster self-learning ability. This platform is an invaluable resource repository for primary and secondary schools and supports the implementation of blended learning strategies.

Booth E06 KAZOO TECHNOLOGY (HONG KONG) LIMITED

旅遊教學
Turtle Teach

Turtle Teach Lessons makes teaching Chinese easy: schools only need to submit their school-based materials and our tutors will create ready-to-go lessons for use on Turtle Teach. We provide customized question modules to help schools turn their materials into electronic ones effortlessly. If needed, our tutors can also carry out lessons on campus with all equipment provided.

Booth D09 KENTON INVESTMENT LIMITED

UMAJIRUSHI
日本刷印
UMAJIRUSHI Whiteboard Solutions

Umajirushi offers premium board solutions tailored to school requirements, including whiteboard, projection board, green board, and notice board. Whether you're looking for a single board or a complete wall solution, Umajirushi has you covered.

Booth U07 MAGO IMAGINEER SCIENTIFIC AND TECHNOLOGICAL EDUCATION (SHENZHEN) CO.,LTD.

MG
Scientific-educational space, education products and curriculum

MG focuses on providing technological creativity education for children from 3 to 16 years old. While operating scientific-educational space, MG has the ability to research and develop scientific education products and curriculum. The curriculum consists of three aspects which are mechanical engineering, electronics, and programming. These three main content sections form a complete educational system of unique educational content and products, which provides an open environment for children and a holistic educational solution plan for schools, educational institutions, science and technology museums, and etc.

Booth N15 MATRIXS LIMITED

Matrixs
Transform education with digital technology

Our automated deployment method not only simplifies administrative tasks for teachers, allowing them to dedicate more time to nurturing their students, but also ensures every student can access cutting-edge technology, no matter their school's budget. In today's educational landscape, we empower teachers and students with tools like virtual reality and gamification, creating lively and engaging classrooms that resonate with everyone's unique learning styles. Moreover, our robust infrastructure provides a secure, uninterrupted network vital for effective online learning, while prioritising the utmost privacy and safety of student and teacher data against emerging threats.

Booth S31 M-CHINESE SOLUTION LIMITED

mLang®
動語文
mAI Mind Chinese Feedback Platform

mAI Mind is an innovative Chinese writing evaluation and feedback platform that utilises Generative AI technology to analyse students' writing and provide targeted feedback and suggestions for improvement. It also offers writing suggestions and generates sample essays for teachers. The platform promotes students' self-directed learning, reduces teachers' workload, and enhances the effectiveness of Chinese composition teaching.

Booth M19 KJ SQUARED INTERNATIONAL LIMITED

Aireadnow

'Aireadnow' is an online Mandarin learning platform designed specifically for Hong Kong students. Our platform can provide exclusive Mandarin oral teaching content tailored to your schools' curriculum. Welcome to visit our website to learn more.

Booth G37 KOKUYO INTERNATIONAL ASIA CO., LIMITED

KOKUYO
Furniture Manufacturing & Custom Made Service

As schools shift towards student-centred learning and personalised approaches, KOKUYO designs and produces furniture that supports these methodologies. Our Japan R&D team realises the rise in need for premium-quality and aesthetically appealing school furniture in collaborative areas, breakout spaces, and comfortable seating areas to facilitate group discussions, teamwork, and independent study, promoting active learning experiences.

Booth C17 LAB XR LIMITED

LABXR
Computational Thinking in Creative Learning and Filmmaking

Computational thinking is a powerful approach that can greatly benefit creative learning and filmmaking education. By applying computational concepts and methods, students can explore, appreciate, and analyse artistic processes and products in innovative ways. This article delves into how computational thinking can be leveraged to enhance creative learning and filmmaking education.

Booth N03 MEDMIND TECHNOLOGY LIMITED

MedMind
EduCola- Game-based Learning Platform

MedMind is excited to introduce our new product designed specifically for school children - EduCola. Following the principle of learning through play, 'EduCola' offers a range of high-quality educational games tailored for different age groups. These include 'Journey of HuaXi' (Chinese cultural education), 'Intergenerational Harmony' (promoting intergenerational interaction and empathy education), 'Esports' (physical training), and 'The Smarty Space' (special courses for SEN students). These diverse play and learning experiences comprehensively enhance students' development in physical health, cognitive and emotional growth, and social interaction. Additionally, we offer customised educational programs and entertainment activities for students, such as Chinese Culture Week, entrepreneurship courses, and Esports experience days, enriching their school life.

Booth H01 MILLION TECH DEVELOPMENT LIMITED

milliontech
RFID Smart Library Solution

RFID has revolutionised school library management. Compared to barcodes, RFID offers automated check-in/out, rapid inventory, and self-service functions, greatly improving efficiency and convenience for staff and readers. RFID can significantly reduce inventory time and human errors. These advantages not only enhance library services, but also lower management costs. With 25 years of RFID expertise, Million Tech has achieved over 99% accuracy in their solutions, streamlining label applications and seamlessly integrating with leading library systems. The result is a smarter, more user-friendly library experience for teachers and students. The transition to RFID has transformed for school libraries, empowering them to better serve their communities.

Booth H32 MIPRO ELECTRONICS (CHINA) HOLDINGS COMPANY LTD.

MIPRO®
ACT-5800 Series

MIPRO ACT-5800 Series has more compatible channels in one single frequency band and effectively avoids interference from UHF and 2.4 GHz communication products. The receivers can pair with the ISM 5 GHz antenna system for a wider operating range and better signal stability. It can be widely applied in hotels, schools, commercial or home karaoke, musical instruments and the most popular live stream market.

Booth H05 LABEL TECH CO. LIMITED

Labeltech
Library Management System

In collaboration with partners, we have developed a new library management platform - the exclusive Hong Kong provider of the international KOHA software. Featuring a reading reward system and AI-powered personalised recommendations, the platform helps foster a stronger reading culture. The AI suggests diverse, up-to-date titles across genres, empowering students to explore widely. Additionally, a game-based point system encourages daily reading habits, cultivating a love of reading. As the sole KOHA supplier in Hong Kong, this transformative platform brings world-class library management to local schools. Its innovative features seamlessly integrate to boost student engagement, enhance library services, and nurture a thriving reading community within the school.

Booth N16 LBS CORPORATION LIMITED

史偉莎集團
LBS Group
Drainage Services

A variety of drainage services include: High-Pressure Drainage, Manhole Cleaning, CCTV Drainage Inspection, Water Tank Cleansing, Sewage Treatment, Grease Trap Sanitation Service, as well as operations such as Confined Space Operation and Sewage Testing Service. We are fully equipped with various professional qualifications, equipment and permits to provide services to you.

Booth L05 LINGNAN UNIVERSITY (DEPARTMENT OF DIGITAL ARTS AND CREATIVE INDUSTRIES)

CINE SIM
CineSim

CineSim is an innovative 3D gaming environment designed for media production education, utilising Unreal Engine 5 for photorealistic rendering and smooth 3D experiences. Developed in collaboration with educators, CineSim aligns with Self-Determination Theory and Authentic Learning Theory to motivate and engage learners in real-world tasks. Its carefully designed simulations bridge the gap between theory and practice. Additionally, CineSim provides on-site services, collaborating with schools to teach movie-making concepts to primary and secondary students through CineSim, making it a unique and valuable educational tool in the media production market.

Booth B17 MISTER ENGLISH EDUCATION LIMITED

Mr.English
Monster Pack & Global Teacher Recruitment

Monster Pack: our most popular, signature all-inclusive English learning program. Perfectly synchronises the applications of ENGLISH, COOKING and STEAM activities. Throughout the program, students acquire ample knowledge along with having lots of fun at the same time. Global Teacher Recruitment: a comprehensive solution for schools and learning institutes in Asia to satisfy their needs of recruiting Native English Teachers. This service covers all aspects of the recruitment process from start to finish and has a strong quality control system to ensure only skilled teachers are recruited.

Booth H16 MODERN BACHELOR EDUCATION LIMITED

現代小學士
小才·大造
EDUCATION SERVICE

Modern Bachelor Education Limited, with its more than 35 branches, was established in 2003. We focus on providing quality, comprehensive teaching services to local students. In recent years, a 'School Curriculum Cooperation Department' has been set up to provide schools and institutions with various academic, certificate, and interest courses. This allows more students to enjoy the quality services we provide, comprehensively enhancing personal skills and developing various interests. To this day, Modern Bachelor Education and its subsidiaries have served over a hundred schools and institutions, earning a reputation for professional teachers, comprehensive management, and rich teaching and operational experience.

Booth D11 MOTIVE FORCE TECHNOLOGY LIMITED

Motive Force
VirCube Series

Introducing the VirCube Series: comprising VirCube XR SPACE, VirCube LED, VirCube FLEXI, and VirCube Go. These cutting-edge immersive extended reality systems are equipped with hundreds of localised content libraries, empowering a multitude of early education, K-12 schools, and special education institutions to establish future-ready classrooms.

Therapeutic Playgrounds: Unlocking Children's Innate Potential for Emotional Healing

'Toys are children's vocabulary, and play is their language.' Play is a natural way for children to express themselves and access their inner world. Through self-directed play, children can achieve personal fulfilment, mastery, and positive development that nurture their physical and mental health. In recent years, as more and more children use play to heal their minds and alleviate emotional difficulties, play therapy has gained increasing recognition within the education sector. Ms Natalie Ho, an experienced children's play therapist, has shared valuable insights into the various types and efficacy of play therapy.



Directive and Non-Directive Play Therapy Approaches



Children's play therapist, Ms Natalie Ho, believed in children's intrinsic abilities and that they can face difficulties on their own.

Play therapy is the systematic application of the therapeutic power of play by a certified play therapist to help a child prevent or resolve psychological disturbances and achieve personal growth and development, according to the Association for Play Therapy. While adult psychotherapy relies on verbal expression, children use play to convey their inner world, Ms Ho explains. There are two primary forms of play therapy: directive and non-directive (also known as child-centred play therapy). The directive

approach involves the therapist setting specific goals and guiding the child towards achieving those objectives through structured play activities. Child-centred play therapy, on the other hand, is a more open-ended approach in which the child takes the lead. The therapist provides a wide variety of toys, allowing the child to express themselves in diverse ways and establish a trusting, interactive relationship with the therapist.

Understanding the Role of Toys in Play Therapy: Nurturing Children's Innate Capabilities

During play therapy sessions, the therapist introduces toys and play materials in a comfortable and secure environment (see Table 1). This form of therapy is generally employed for children aged 3 to 12, helping them overcome difficulties, disturbances, and anxiety in their lives. Each session of the therapy typically lasts 40 to 60 minutes, conducted one-on-one. The total duration of the therapy can vary from 10 to 20 sessions, depending on the child's needs, personality, and progress.

Throughout the sessions, the therapist will utilise various techniques, including describing the child's current play activities and responses, accepting the child's emotions or behaviours as they arise, understanding and responding to the child's intentions, and setting safe limits for the play format. As Ms Ho adds, 'A core principle of play therapy is to believe in children's innate abilities and capacity to overcome difficulties independently. Although the current circumstances may not support their development, gradual guidance can inspire children to cultivate positive attitudes.'

(Table 1) Six Common Types of Toys

| Category | Content | Purpose |
|---------------------------------|---|--|
| 1) Nurturing Toys | Baby care items, medical kits, cooking utensils | These toys allow children to explore and understand their relationships with others by role-playing the care and nurturing of vulnerable individuals. |
| 2) Real-life Toys | Toy shops, schools, modes of transportation, etc. | These toys reflect children's lived experiences and help them make sense of their everyday life and environment. |
| 3) Ability-building Toys | Building blocks, balls, and other manipulative materials | These toys enable children to increase their sense of control and build self-confidence through problem-solving and skill development. |
| 4) Aggressive Toys | Toy guns, ferocious animals, toy swords | These toys provide a safe outlet for children to express anger and frustration, helping them cope with these emotions constructively. |
| 5) Imaginative Toys | Dress-up clothing and accessories for various occupations | These toys allow children to explore and enact their inner desires, experiences, and aspirations, broadening their understanding of different possibilities. |
| 6) Creative and Expressive Toys | Sand, watercolours, colouring pens | These toys inspire children to express their feelings and experiences through non-verbal, artistic means, facilitating emotional exploration and release. |

A Therapeutic Approach to Emotional Relief: Play as a Metaphor for Children's Inner World

Play is a powerful metaphor that allows children to express and explore their innermost thoughts, feelings, and experiences. When provided with a safe and supportive therapeutic environment, children can use play for self-healing and personal growth. Clinical observations have demonstrated the remarkable potential of play therapy in helping children navigate their emotional landscapes. For instance, Ms Ho recounts the case of a well-behaved boy who displayed disruptive tantrums at home, despite his docile demeanour at school. In the initial stages of play therapy, the boy behaved restrainedly, insisting on tidying up his toys before shifting to new ones, even when encouraged to do otherwise. Through the therapist's continued guidance and establishing mutual trust, the child was able to gradually open up and express his suppressed emotions. He had been maintaining a facade of being a 'good boy' to meet the expectations of others, which had led to the internalisation and eruption of his true feelings.

The Benefits of Play Therapy for Quality of Life

In recent years, the educational sector has become increasingly attuned to the importance of children's emotional well-being. Many schools have taken proactive steps to integrate play therapy into



With the help of the play therapist, play has the power of self-healing.

their support systems by dedicating specialised play therapy rooms or inviting play therapists to conduct informative seminars for parents. They provide parents with strategies for setting up home play corners and engaging their children in play activities that mimic the effects of play therapy. Teachers, parents and students are encouraged to adopt an open and positive attitude towards the benefits of play. By observing children's play, adults can gain valuable insights into their inner world and identify potential developmental issues. This knowledge enables adults to prescribe appropriate interventions to enhance their physical and mental well-being. He cites the example of a parent who reported their child's emotional problems, which led to the discovery of a developmental delay during the therapeutic process. The parent had readily accepted the assessment recommendation and adjusted the therapy approach accordingly, resulting in the child's subsequent developmental progress. When setting up a play corner and providing a variety of toys for children to choose from freely, it is crucial to respect their natural play mode. When adults are involved, they should assume the role of cooperative playmates, refraining from excessive intervention to facilitate the child's emotional expression. Providing timely support for children's physical, mental, and emotional needs helps establish a harmonious family and school environment, laying a strong foundation for their future learning and growth.

Painting a Happiness Rainbow: A Comprehensive Approach to Well-being

Recognising the importance of mental health within the education sector, Tseung Kwan O Methodist Primary School has implemented a comprehensive 'Positive Education' initiative. This three-year programme, launched in September 2022, aims to promote the holistic development of students and cultivate a joyful campus for teaching staff, students, and parents.

The Five Pillars of Happiness: a Multifaceted Approach

The school's initiative drew inspiration from the 'Theory of Happiness' (PERMA) outlined in Dr Martin Seligman's book 'Flourish' (2011), the father of Positive Psychology. This multifaceted approach focuses on enhancing students' physical, mental, and emotional well-being. Principal Lam Tak Yuk acknowledged that the suspension of in-person lessons during the pandemic had adversely impacted students' interpersonal interactions, emotion management, and problem-solving abilities. In response, the school has implemented a comprehensive program to address these challenges and foster students' overall development.

Under the guidance of Vice Principal Yiu Wing Kam, the programme has continued to evolve over the years. In the first year, the focus was primarily on helping students build physical resilience and establish healthy exercise habits. This academic year, it has shifted to promoting positive thinking and healthy self-image among students, parents, and teachers. Next year's programme will nurture students' emotional development by fostering social support and meaningful community engagement. This holistic approach has been launched through the collaborative efforts of various teams, including the Discipline and Guidance Team, the Support Team, the Public and Home-School Relations Team, the Arts Education Team, and the Physical Education Team. The enthusiastic participation of class teachers, students, and parents has also played a pivotal role in creating a happy campus environment.



The school provides support through diverse activities and emotional awareness programmes.

Diverse Programme Experiences

As the core members of this comprehensive initiative, Ms Yip Kam Man and Ms Cheng Yue Yan shared insights into the diverse range of stimulating activities implemented across the school. These include the weekly Parent-Child Morning Activity held on Fridays, the 'Nap Nap Corner' for relaxation on 'Joyful Fridays', and the '330 Mini-Break' — a 3-minute 30-second session of stretching and breathing exercises for both teachers and students on Tuesday mornings. The initiative also features lessons on emotional awareness, a month-long Thanksgiving celebration, and the 'One Page Profile' exercise, wherein teachers engage in one-on-one dialogues with each student. Additionally, the school has organised a series of stage performances showcasing students' talents, such as the 'TKOMPS GOT TALENT' show, piano recitals, parent-child joint painting exhibitions, and autograph signing sessions. The school has also implemented various reward schemes, allowing students to accumulate mileage points through on-campus exercises, with which they can then redeem for various rewards.



During the '330 mini-break' activity, teachers and students learnt to relax by focusing on stretching and breathing exercises.

Key to Success: Parent-School Collaboration

Ms Yip highlighted an impressive example from the school's Parent-Child Joint Painting Exhibition. In this event, one participating student overcame his shyness and bravely faced his classmates' questions. He enthusiastically shared his creative ideas and expressed heartfelt gratitude to his mother for nurturing his artistic talents. Principal Lam further elaborated on the significance of such performance platforms. They enable students to express their strengths, affirm their self-worth, and bolster their self-confidence and positive thinking.



'Heart to Heart' Day aims to enhance physical and mental health for teachers, students, and parents and help students build resilience to face life's challenges.

The school's annual 'Heart to Heart' Day is another impactful event. In April, the school invited over 850 students and 900 parents to participate in various physical activities. These included school-wide morning exercises of over 1,700 people, the 2nd Annual Parent-Child Daze Competition, a Cup Stacking Contest, and a harbour-front walk. Vice Principal Yiu explained that this themed day of activities fostered collaboration and connection among teachers, students, and parents. The Daze Contest, where parents and children gazed at each other in a moment of stillness, leaving a profound and unforgettable experience for many parents. It made them realise they had not taken the time to truly connect with their children in this way for a long time. Recognising the value of this emotional bond between parents and children, the school plans to extend its reach into the local community in the coming year, further forging connections with the church to enrich the spiritual well-being of the entire school community.

Prioritising Educators' Physical and Mental Well-being in Education

Education, being fundamentally focused on people, places great importance on teachers' physical and mental well-being. Principal Lam, with over a decade of experience in the education sector, is deeply committed to promoting comprehensive health programmes on and beyond the campus. Principal Lam expressed, 'I greatly appreciate teachers' enthusiasm for championing students' and parents' physical and emotional health. We hope to provide a robust support system to ensure the physical and emotional well-being of our teaching staff.' To achieve this, the school has implemented a series of innovative measures. This includes the implementation of fortnightly 'half-day schooling' in November, March, and June, allowing teachers and students to enjoy a respite without disrupting the learning and teaching process. Furthermore, the school plans to create leisure facilities within the teachers' lounge, fostering a communal space for relaxation and rejuvenation.

Booth R03 MYTHEAST LIMITED

The Mytheast Virtual Reality Platform provides over 50 virtual reality experiences of both international and domestic destinations, including Greater Bay Area landmarks, accompanied by AI-powered Cantonese, Mandarin, and English narration, allowing users to learn diverse knowledge through immersive and engaging activities.

Booth M12 NEBULA GROUP LIMITED

i-Learner's AI Writing Lab offers a blend of expert linguistics with AI, revolutionising English writing education. Students' handwritten work is converted by an AI-assisted OCR programme to receive rich support and immediate, tailored feedback. The intuitive interface simplifies peer reviews and enables teachers to track progress, offer revisions, and address common class challenges. The perfect tool for teachers to guide student writing improvements seamlessly!

Booth F17 NETCARE TECHNOLOGY LIMITED

- RFID Card and Password Unlocking
- Easy to Manage
- Backup Power
- USB-C & Front LED Light
- Advanced Security System
- Integrate Existing Staff Cards

Booth A35 OPEN KNOWLEDGE ASSOCIATION LIMITED

RainbowOne is a cross-platform app. A one-stop platform provides unique e-learning materials, authoring tools and components, real interactive lessons, assignments and learning data analysis.

Booth N20 PARAMI CO. LIMITED

Our parent company is Parami Co. Ltd., which has developed artificial intelligence and robotics solutions for various Government Departments and large institutions for many years, and is an authorised supplier. EDUai is supported by the strong R&D team of Parami Co., Ltd., which exclusively develops a number of intelligent education teaching systems such as MegaCHAT, BrainBOT, Digital Human, etc., to bring original university courses to primary and secondary school students in a lively and interesting way - ultimate goal - value and wisdom education.

Booth K03 PERLENFUSTEK LIMITED

Discover the secrets and ancient stories of pearls to understand more about marine conservation, sustainable development and planet stewardship.

Booth J16 NGONG PING 360 LIMITED

Understand the work of an engineer by entering the cable car garage. Visit the Cable Car Discovery Centre that unlocks the history and design of Ngong Ping Cable Car project. The operations of the bi-cable ropeway will be explained by a professional demonstrator unlocking the history and design of the extreme engineering cable car project.

Booth R16 NISHITANI (ASIA) LIMITED

We offer a Net Zero Campus Solution. FutureProofing your school to have a more enjoyable cool playground and classroom, while educating next generation about Net Zero Carbon.

Booth G06 NOVALEARN LIMITED

From architects and artists to engineers and entrepreneurs, Novalearn's STEAM educational experiences empower students to be anything they want to be. Partner with us to host fun and interactive programmes that allow students to explore new skills and discover new passions as they develop their cognitive, physical, social, emotional, and creative qualities.

Booth P49 PMQ MANAGEMENT COMPANY LTD.

With design thinking as its foundation and empathy as its core, the Creative Summer Festival offers a playful approach to involve students in creation and learning. The festival incorporates cross-disciplinary creative experiences in architecture/design, art, and STEM, encouraging exploration and innovation.

Booth C34 POPSAND ROBOTICS COMPANY LIMITED

TutorJolly employs generative AI to develop an auto-scoring system that supports P1 to S6 students in Hong Kong without needing pre-marked training materials. It provides accurate real-time score estimations for DSE-level papers, including those that are handwritten.

Booth N10 PRISTER CORPORATION LIMITED

The ultimate classroom companion for budding engineers and tech enthusiasts! Watch your students' passion for robotics and STEAM soar as they learn to code and battle with this interactive fighting robot.

Booth T13 OCEAN PARK CORPORATION

'Ocean Park Conservation Alliance' is organised by Ocean Park Association Hong Kong and has always been committed to establish a free-of-charge interactive platform for all schools, including kindergarten, primary and secondary schools to interchange ideas on conservation and education, as well as to reverse the trend of species extinction through igniting optimism and collaborative actions between 'Member Schools'. To promote community collaboration and public participation, starting from 2023, over 200 schools have become members of 'Ocean Park Conservation Alliance' to meet the needs of kindergartners, the Seagorse Rangers are now open to students from the same grade in the 2024/25 academic year.

Booth H37 OCTOPUS INFOTECH LIMITED

iTeach® LMS with AI-Powered modules: AI Essay Marking; AI Read Aloud; AI QB Generator; AI Explain

Booth N31 ONE TECH GROUP LIMITED

- Swift Performance, Infinite Possibilities
- Proximity Sensor for Ultimate Convenience
- Immerse in Sonar Brilliance
- Precision Touch & Effortless Writing
- Tailored Access, Effortless Excellence
- Command Center in Your Hands
- NFC Magic, Your Flat Panel Assistant
- High Speed Network
- Plug & Play USB-C

Booth P19 RAPHAEL HEALTH TECHNOLOGIES LIMITED

FlexMSK complies with the principles of the HK SAR Education Bureau's 'MVPAB0'. It uses the patented AI skeleton sensor to track & assess the quality of student's exercise in real time, records students' exercise duration easily, fully complies with the MVPAB0's exercise recommendations, and provides instant data & reports required by MVPAB0. It takes only 5 minutes for the school to set up the software and students can start exercising, saving teachers' enormous amount of administrative work.

Booth J31 RELEARN EDUCATION LIMITED

Relearn provides comprehensive courses and professional support, empowering students to create immersive VR virtual campuses and tailored gamified teaching materials. These innovative works can be utilized as educational resources across various subjects and showcased on platforms such as the App Store, allowing the public to experience the students' exceptional creations.

Booth J03 RENTOKIL INITIAL HONG KONG LIMITED

The Signature range is exceptionally robust and includes a range of sensor and antibacterial technologies that help prevent the spread of germs.

Cultivating a Greener Future: The Harbour School's Sustainability Journey

In the bustling urban landscape of Hong Kong SAR, a school is spearheading efforts to champion environmental sustainability and inspire the next generation of eco-conscious individuals. The Harbour School has been pioneering the integration of sustainable practices into its curriculum, transforming how students learn and engage with the natural world.



In addition to the SISP, the school boasts exceptional facilities, including the Marine Science Centre, the Foundry (a maker space), and The Black Dolphin (a 50-foot sailboat serving as an outdoor classroom).

Seaweed Farming: Nurturing Coastal Ecosystems

One of The Harbour School's signature sustainability initiatives is the seaweed farming project, a unique programme exemplifying the school's dedication to environmental stewardship. Often overlooked as merely a food source, seaweed plays a crucial role in protecting coastlines, restoring ecosystems, and maintaining marine health. By cultivating seaweed farms, the students at The Harbour School are learning about the importance of this remarkable plant and actively contributing to the solution.

'Students have the chance to learn all about seaweed and how to grow it at school. When the students maintain the seaweed farms, they face a variety of challenges in their learning, such as navigating the weather, operating the boat, and deciding where to plant seaweed. However, we view these challenges as opportunities for growth and empower the students to account for and overcome them. Every challenge is seen as a chance for the students to develop important skills,' shares Dr Jadis Blurton, co-founder and Head of The Harbour School. 'They worked with teachers, marine scientists, and experts to design, build, and deploy their seaweed farms in Hong Kong SAR waters, thinking critically about the best materials and locations for their projects. The teachers play a crucial role as advisors, mentors, and guides, providing direction to the students, instead of just answering the questions in a textbook.'

Integrating Sustainability into the Curriculum

The school's commitment to sustainability extends far beyond the seaweed farming initiative. Through its Social Impact and Sustainability Program (SISP), The Harbour School has infused the United Nations 17 Sustainable Development Goals (UNSDGs) into its curriculum, ensuring that sustainable practices are woven throughout the educational experience across all grade levels.

'After implementing the sustainability initiatives, we have a common language in the school on sustainability, and every student knows the UNSDGs,' explains Dr Blurton. 'The important thing is that we are using the hopeful approach starting from the first day they studied in school. We want students to know that many other people are working on sustainability. We are giving them the knowledge that the earth's problems are not hopeless, and we can help solve many problems with a huge network worldwide, such as non-government organisations.' For example, when the school asked students to collect plastic bottles, it turned out that the students didn't have any at home to contribute. This proves how students can apply what they learn at school by teaching their families to be more environmentally friendly. She believes when students recognise that they have the power to drive meaningful change, they can transform from passive observers into active champions of environmental initiatives. This change in mindset empowers them to take ownership of sustainable solutions and make a tangible impact on the world around them.



The Harbour School has infused the United Nations 17 Sustainable Development Goals (UNSDGs) into its curriculum.



The Harbour School innovated and launched a coherent whole-school sustainability programme, the Social Impact and Sustainability Program (SISP), in August 2021.

Empowering Students as Eco-Champions

The Harbour School's innovative approach to sustainability education is further strengthened by its exceptional facilities, including the Marine Science Centre, the Foundry (maker space) and The Black Dolphin (a 50-foot sailboat as an outdoor classroom). These spaces provide students with hands-on learning opportunities, allowing them to explore marine ecosystems and develop practical skills in design and engineering – all while contributing to the school's sustainability initiatives.

'The Marine Science Centre helps to spark the students' interest in and love for the ocean and its animals. This, in turn, builds a strong sense of responsibility within the students to care for the marine environment,' Dr Blurton addresses.

'The ocean is our backyard; it is right outside the door. If we want our students to learn beyond the classroom, we live on the island, and we have a boat, which allows the students to directly explore the ocean and learn about it firsthand,' says Dr Blurton, highlighting the school's unique geographical advantage and its dedication to utilising the natural resources at its doorstep.

The Harbour School's seaweed farming project and other sustainability strategies have garnered recognition as the school was shortlisted for the prestigious World's Best School Prizes for Environment Action, acknowledging its outstanding efforts in fostering environmental stewardship and inspiring a new generation of eco-champions.

A Beacon of Hope for Sustainability in Education

The Harbour School's dedication to sustainability stands as a powerful example for educators worldwide. It demonstrates how a blend of innovation, collaboration, and a deep appreciation for the natural world can empower students to drive positive change. As Hong Kong SAR and the global community strive towards a greener future, The Harbour School's pioneering work in environmental education emerges as a beacon of hope and inspiration.



One of the objectives of the Marine Science Centre is to foster students' interest in ocean sustainability through hands-on and experiential learning.



The school launched an educational seaweed farming project, a first-of-a-kind in Hong Kong SAR.

Cross-collaborative Initiatives for Sustainable Impact

Indeed, the school-wide marine science and sustainability projects have fostered cross-collaboration and synergy, not only within the school but also with the local and international communities. This integration has provided students with practical, hands-on learning experiences and has positively influenced both the educational and environmental landscape. For instance, the school teamed up with Ocean Park to promote marine science, ocean conservation and sustainable development. Students receive the invaluable opportunity to learn from Ocean Park professionals. Additionally, the school hosted an annual World Ocean Day Festival recently, where 18 school principals from early childhood education to secondary schools in Hong Kong SAR came together to learn, share, experience, and demonstrate their commitment to environmental causes.

'Walk the walk, but don't just talk the talk,' Dr Blurton emphasises. 'We have a team of eight full-time teaching staff to develop and promote the sustainable initiatives, including two teaching staff each from the boat, the Foundry, the Marine Science Centre, and the SISP programme, co-creating and co-working to make the programme work.'



Booth H20

SMARTVOTE LIMITED

SMV Touch 4K ultra HD Panel Series

An Ultra High-Definition 4K Touch Screen with Android and Windows. 1.5mm Accurate IR touch technology provides improved touch reliability, precision and faster response.

Booth B14

SNAILDY EDUCATION LIMITED

NEW

Snaildiverse

'Snaildiverse' aims to establish an integrated supporting system for SEN, including SEN School Support System Service, Student App, Parents App, SEN On-campus Support Services and SnailQuote. It benefits SEN students, parents, teachers, and organisations across Hong Kong. Through 'Snaildiverse', the beneficiaries can build closer connections, and stronger bonds with each other, and facilitate the interoperability of information.

2024 Expo Highlight

K12 Theatre

K12 Theatre K12研討會

The K12 Theatre will showcase the innovative teaching strategies and technologies for K12 educators from around the world. Participants can explore effective methods, curriculum design and technology integration to enhance teaching skills and student engagement in the K12 classroom.

For the latest programme details and registration, please visit the Expo website: www.LTExpo.com.hk.

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For the latest programme details and registration, please visit the Expo website: www.LTExpo.com.hk.

Booth B16

REX MUSIC (GROUP) COMPANY LIMITED

DIY UKULELE WORKSHOP

DIY Ukulele workshop can cooperate with a comprehensive learning allowance, fit the interdisciplinary theme, and perform music, art, and STEAM through the workshop.

Booth T16

RICHFORM HOLDINGS LIMITED

NEW

RICHFORM® Wall-mounted Drinking Fountain – Touchless Sensor

• Touchless sensor activation
• Avoid cross-infection caused by bacteria or viral transmission
• Wall-mounted: Space saving
• Outlet Water Temperature: Ambient Water
• Material: (Frame) Stainless steel
• Dimensions: 651 x 458 x 204 mm
• Voltage: 110V/220V 50/60Hz
• Able to connect with Everpure water filtration system

Booth Q34

RISEVERSE TECH LIMITED

NEW

ZpeakUp

ZpeakUp® is a speech training application that uses camera, microphone, and AI algorithms to evaluate the user's speech performance based on factors such as voice volume, speaking rate, filler words, facial expressions, and eye contact. Currently, it is available in Cantonese, Putonghua, and English speech training, which is the best tool to assist language course teaching and student practice.

Booth B31

STARLITE VISUAL COMMUNICATION LIMITED

educational toys

Established in 2012, Team Green is a cultural design brand under the Starlite Group, a Hong Kong-listed company. We specialise in wooden puzzle products, merchandise development, and interactive entertainment. In 2023, we expanded our product line to include early childhood educational toys, showing our dedication to caring for children and families.

Booth P31

STUDIO A TECHNOLOGY LIMITED

ARpedia

ARpedia provides digital learning resources with a simple and clear operation interface. It provides an interactive reading experience, real-time word translation, sounds, etc., and presents digital content in the form of e-books combined with ARpedia's full English picture books to inspire students through visual and auditory use, learning interest, imagination, interactive participation ability! ARpedia covers STEM education themes, space, weather, robots, animals, scientific experiments, etc. There are as many as 23 sets of interactive picture books in three series! Allow students to experience an immersive story experience, colour characters/props, and have an interactive AR virtual and real experience!

Booth M32

SUNRISE TRADING COMPANY

Self-adaptive Intelligent Sound Reinforcement System MASA-T

The MASA-T system consists of an adaptive sound pickup amplifier, an array pickup microphone, a multi-directional coaxial speaker and a touch control panel.

Booth J11

RISO HONG KONG LIMITED

ComColor FT5430

From primary schools to universities, RISO solutions give you the power to optimise your print management systems. ComColor FT5430 is the right choice for low-cost colour printing. Superb high-speed output combines with outstanding flexibility for cost-efficient in-house printing. Thanks to its energy-saving design, it is also easy on the environment.

Booth P04

SAI YUEN FARM MANAGEMENT COMPANY LIMITED

Glamping/Camping/Adventure/Team Building/School Trip/Venue Rental/ Summer Camp/Graduation Camp

Saiyuen is an outdoor adventure playground situated on nearly 500,000 sq ft of land on the southwestern tip of Cheung Chau. We offer glamping facilities and a variety of adventure activities for campers. Additionally, we provide tailor-made programs and school trips. Our natural outdoor landscape also serves as an ideal venue for hosting various events, including business or academic conferences, seminars, talks, or workshops for companies, schools, and organisations.

Booth H15

SEAYOU EXPLORER TRAVEL LIMITED

Aberdeen Fishing Heritage Tour - Preserving Traditional Fishermen's Culture

A short excursion (2-3 hours) that introduces students to the history of 'Hong Kong, once a fishing village'. The tour includes a sightseeing boat ride with audio commentary that guides you through the scenic Aberdeen Harbour, an in-depth walking tour with a local bilingual guide, an on-site examination of a fisherman's family floating home, and an interactive workshop on the intangible cultural heritage 'Saltwater Songs'. The tour aims to help students understand the lifestyle and culture of the water dwellers and to cultivate values and attitudes related to Chinese culture and national identity. The tour can accommodate up to 160 students.

Booth J08

SWAROVSKI OPTIK HONG KONG LIMITED

Premium Optics & AI Devices

The AX Visio 10x32 adds new dimensions to natural experiences with numerous functions: intelligent technology combined with the high-precision analog optics in SWAROVSKI/SON quality assist with the real-time identification of more than 5,000 birds and other wildlife.

Booth G47

SYNCHRO OVERSEAS EDUCATION COMPANY LIMITED

NEW

Overseas studies counselling and Career Facilitating Service

Since our establishment in 2007, Synchro Overseas Education has provided comprehensive services for students interested in studying abroad in countries such as the UK, Australia, New Zealand, the US, and Canada. We are not merely a consultancy that assists with study abroad applications; we actively engage with each student to explore their academic development pathways and provide career-facilitating services, helping them gain early insights into their respective personality and interests.

Booth T17

TEA GIFTS AND PREMIUM CO.

NEW

Gifts and Premium Manufacturing

We are also a gift supplier for many well-known foreign universities, committed to providing high-quality and reasonably priced gifts. Over the years, our services have been highly trusted by customers, and we have cooperated with many prestigious institutions, including Florida State University, UCLA, Stanford University, The University of Michigan, Ohio State University, and many others.

Booth S01

SHUN HING TECHNOLOGY COMPANY LIMITED

NEW

Smart Campus Solution

• Hall Video, Audio & Lighting Solution
• AIoT Solution
• IoT Solution
• EV School Bus & EV Carpark Solution
• STEAM Campus Solution
• AIoT Solution
• Green Campus

Booth H31

SKY DREAM

NEW

Tailor-made Aviation STEM Course, Flight Simulator/Arduino Aviation Engineer Program/Inter-school Aviation Competition

SKY DREAM is formed by a group of local pilots. We discovered that Hong Kong students lacked access to professional aviation knowledge, making it difficult to achieve their flying dreams. Therefore, we use aviation technology and our own experience to provide dedicated flight education programmes for different schools and organisations. We use advanced flight simulators and different game activities to complement the school-based STEM curriculum to teach students what is generally considered difficult to learn about flying, and to inspire them to embark on their dreams.

Booth R17

SMART EDUCATION COMPANY LIMITED

TOEFL Family of Assessments

The TOEFL Family of Assessments including TOEFL Primary, TOEFL Junior, TOEFL ITP and TOEFL IBT, is a series of global English proficiency assessments for students at different learning stages. Institutions can utilise reliable big data to track students' learning progress and decide on the best teaching approach.

Booth N21

TECHBOB ACADEMY LIMITED

STEAM Education Service

Techbob Academy is the leading STEAM education and Edutech services provider in Hong Kong, offering the newest robotics, coding, AI, AR, IoT, drone, engineering and architecture courses and e-learning technology to over 200 corporate and school clients.

Booth P37

THE HONG KONG FEDERATION OF YOUTH GROUPS

NEW

The Hong Kong Federation of Youth Groups

From nurturing leaders, connecting the lost generation, to empowering educators and demonstrating their ESG commitment, all services you can get at HKFYGI!

The Hong Kong Federation of Youth Groups is the city's largest youth service organisation serving over 6 million of attendees annually. Working closely with schools, corporates, the government and various sectors, we provide professional services to enable the growth of youth ranging from kindergarten students to working youth. Visit us to find our diversified programmes covering 12 core areas, including Youth S.P.O.Ts, M21 Multimedia Services, Employment Services, Youth at Risk Services, Counselling Services, Parenting Services, Leadership Training, Volunteer Services, Education Services, Creativity Education and Youth Exchange, Leisure, Cultural and Sports Services, and Research and Publications.

Booth P07

THE THIRD TEACHER LIMITED

Campus Architect

The Third Teacher is an architect specialising in campus design, campus planning and interior renovation for all schools in Hong Kong. From STEM rooms, libraries to the whole levels or even the whole school renovations, we co-create with teachers and students to open up more possibilities for teaching and learning.

2024 Expo Floor Plan



Booth T03 TRAINING QUALIFICATIONS UK (ESEA) LIMITED

Qualification Development

As an awarding body, TQUK is approved by Ofqual to develop globally recognised qualifications in both established and emerging sectors.

Whether your learners aspire to become healthcare professionals or AI programmer, we welcome you to develop new qualifications with us, which are then registered to the UK's Regulated Qualifications Framework (RQF). Qualification Development is a strategic investment that benefits our centres with a competitive edge, attracts more learners, enhances program quality, and boosts the centres' international reputation.

Booth K06 UBABYBABY LIMITED

UBB; Ufixx

Ubabbybaby (UBB) is a specialist company which can provide services in upgrading teaching tools with Ufixx products and beautifying spaces of the schools by the UBB team. Our technique-know-how is a combination of innovation, design, knowledge, technology, experience and supply chain management.

Booth E32 UNION ENTERPRISES

AI Robotics Education and ICT Solutions

Union Enterprise provides artificial intelligence robotics and other STEAM-related courses, products, technical support, and activity support for the education sector. The target audience includes primary and secondary schools, higher education institutions, and special education. We also offers various space optimization solutions, including LED displays, interactive whiteboards, audio and display solutions, security and network upgrades, and renovation.

Booth E20 VIAL TECHNOLOGY LIMITED

Odin smart e-blackboard

The Smart e-Blackboard integrates a traditional blackboard with Full HD and 4K multi-touchscreen and future technology perfectly, which brings you all the conveniences in teaching.

Booth E19 TRINITY PHOTONICS MANUFACTURING COMPANY LIMITED

Free network, wifi, servers, optical fibre, firewall consultation & PRE-expo discount

Trinity Photonics is the choice of ranging from international schools, top IB schools to typical schools and special-education schools, due to our outstanding stable, high-capability systems, convenient set-up and on-time CS. We have solved complex tasks for schools e.g. 3-4 days of network integration of a network system that consists of 200ms when ping to Google, and debugged for a serious ARP storm. Welcome to find us by scanning the QR code on the picture.

Booth M20 UNA TECHNOLOGIES LIMITED

Una Platform

Una is Microsoft's global training partner, dedicated to providing quality education through innovative technology. They develop software that includes AI automatic grading and feedback, Microbit, and AI virtual classrooms. Additionally, they offer internationally recognised AI certification and competition training, as well as on-site training services for schools.

Booth Q21 UTAHLOY EDUCATION (HONG KONG) LIMITED

Diversified Education

Utahloy Education (Hong Kong) Limited aims to foster young minds by instilling positive thinking, resilience, and global perspectives through excellent informal education. Under UEHK, we have STREAM Education Limited for STEM and nature-based education, China New Horizons (HK) Limited for experiential learning through adventure-based activities and the Art Institute of the Orient for international cross-cultural development of arts. Our steadfast commitment lies in providing esteemed educational programmes that facilitate learning and personal growth.

Booth U09 VOYAGER EDUCATION LIMITED

Space Science 101

Embark on an extraordinary educational journey through space with our signature STEM.org-accredited Space Science 101 Course, tailor-made for schools. This course offers students the opportunity to unlock the mysteries of the universe. Primarily composed of English content, young explorers and budding astronomers can blast off into the cosmos as they learn about planets, the solar system, and gravity through captivating experiments, scientific presentations, and team collaborations. Fuel their imagination by designing futuristic rocket simulations and engaging in hands-on space-themed experiments.

Booth Q03 TURNED-E! EDUCATION LIMITED

Semiconductor Course
PCB Design Course
Chip Design Course

- Semiconductor Courses:** Learn to harness the power of semiconductors to create innovative sensors, essential for modern technology applications.
- PCB Design Courses:** Master the art of PCB design and soldering to develop a variety of products, including NFC name cards, customised power banks, and AI voice cars. These hands-on projects will enhance your practical skills and creativity.
- Chip Design Courses:** Dive into the world of chip design using FPGA technology. This course will guide you through the process of designing your chips, providing a solid foundation in digital design and hardware programming.

Booth B21 UNIFORM POWER LIMITED

School uniform design and supply

Uniform Power provides school uniform optimisation program. The brand-new uniform services range from planning, design, production, retail to after-sell service. Fashionable uniform cuttings and functional fabrics make students self-confidence and safety. In addition to ordering at school and retail stores, parents can also order via app with express delivery. They are able to purchase uniforms anytime and anywhere.

Booth M16 V BRAIN NEUROSCIENCE CENTRE LIMITED

Brain wave testing and training

The health of the brain is affecting your life and learning, and we have introduced a set of advanced equipment from South Korea to test your brain status and let you understand your brain health and ability. At the same time, you can achieve comprehensive brain development, flexibility, and brain balance through the brain's self-regulated training, so that it can work more effectively, make the brain healthier.

Booth G05 WAI'S ACADEMY EDUCATION COMPANY LIMITED

Chinese Culture Activities and School Event

With more than 10 years of experience in collaborating with local universities, middle schools, primary schools, and kindergartens, the company have successfully arranged various types of Chinese culture courses and activities. Their expertise also extends to designing and coordinating Chinese culture days, as well as pioneering the creation of the first training class in Hong Kong called the Little Face Changer Training Class.

The company's vision is centered around the idea of 'understand, learn, and inherit Chinese culture with you'. They are committed to providing teachers with diverse Chinese culture and school activities, allowing them to focus on education.

Learning & Teaching Expo 2024

The 14th Learning & Teaching Expo (LTE) will take place from 11 to 13 December 2024 at the Hong Kong Convention and Exhibition Centre.

As the leading education expo in the Asia Pacific, LTE 2024 will continue to feature global educational suppliers showcasing their education resources and solutions. Meanwhile, the Expo will gather school leaders, government officials, academics and educators across the globe, hosting a series of inspiring keynote presentations, themed seminars, workshops, showcases, as well as open lessons. The education community can share ground-breaking research findings, theories and insightful pedagogies, in hopes of exploring tomorrow's learning today and enhancing learning and teaching effectiveness.

2024 Expo Highlights

Keynote Presentations

Renowned educators and thought leaders will come together to share their expertise and experiences on LTE Main Stage, offering participants a valuable chance to learn from the very best in the field, fostering the exchange of knowledge and ideas on the development of global education.



Open Lessons and Workshops

Experienced educators from local and international schools will conduct open lessons and interact with the audience to demonstrate how to integrate EdTech with innovative pedagogies in different subjects to build students' 21st century competencies, enhancing engagement and motivation in learning.



Booth J06 WATSONS WATER

3Rs School Project

We provides a one-stop service, includes installing Smart Water Dispensers and Reverse Vending Machines on campus, offering an environmental ambassador training program, and specially providing interactive workshops to educate and engage students about green knowledge.

Booth P20 ZEMISSION LIMITED

Clean Energy - Hydrogen education workshop

In Zemission's workshops, participants will dive into hydrogen fuel cells and low carbon technologies through interactive, hands-on activities. They'll build and test their own systems, explore various renewable energy sources, solve-world challenges, and have the opportunity to see Hong Kong's first fuel cell powered for electric vehicles chargers at PADEL+. The program perfectly blends with the latest STEAM curriculum, sparking creativity and innovation in sustainable energy solutions.

Booth J18 WEHOORAY COMPANY LIMITED

Chinese Culture Learning Experience

We see ourselves as a museum without walls, using mobile platforms to share and preserve the depth and breadth of traditional Chinese culture through activities and history story on over 10 cultural themes and topics.

Booth R35 AIILLOG LIMITED

SchoolBotAI Private AI for Schools

SchoolBot AI is a comprehensive AI-powered teaching and learning solution, developed by a team of AI engineers in Silicon Valley. This solution enables schools to install on-premise AI workstations, where teachers and students can access private and locally-hosted generative AI. The capabilities of this AI can be utilized for ChatGPT-like chatbots, writing assistants, STEM education tools, and the preparation of teaching materials. The SchoolBot AI solution also encompasses features such as AI-powered question generation, automated grading, and student performance evaluation. Moreover, schools can enjoy quota-less private generative AI, ensuring the protection of their data privacy. Our proprietary technology and trained AI models effectively suppress hallucinations and increase the accuracy of AI responses.

Booth C35 YEW CHUNG COLLEGE OF EARLY CHILDHOOD EDUCATION (JOCKEY CLUB COOLPLAY PROJECT)

Exploratory Teaching Resource - JumpStarter

Jumpstarter is the city's first-ever early exploratory education kit, showing teachers elements with age-appropriate literary and visual elements to open the opportunities for children to explore 'big ideas' in a relatable and fun way. It also stands out by connecting children's exploratory learning at school and at home. Each three-in-one kit contains a children's Picture Book, a Teacher's Guide, and a Parent's Guide to facilitate children's exploratory learning seamlessly.

Booth Q37 ALOES TREE EDTECH LIMITED

CodaBot FPV E-SPARKS X

The all-new streamlined body design of the CodaBot FPV E-SPARKS X signifies its rejuvenation, exuding stability without losing its distinctive style. At a glance, its regal presence is undeniable. The integration of aerodynamic design offers enhanced power, endurance, and wind resistance, making the CodaBot FPV E-SPARKS X fully prepared for action.

CodaBot FPV E-SPARKS X turns imagination into reality. Its new immersive driving experience allows you to become an unmanned vehicle driver, racing with the speed and freedom of a sports car. Equipped with an Arduino programming system, it quickly brings your ideas to life, achieving the unimaginable.

The land is your domain - race to your heart's content. The driving modes of the CodaBot FPV E-SPARKS X cater to both novices and experts, providing endless fun for all.



Staff Professional Development

LTE is a leading education expo in the Asia-Pacific, gathering education professionals and practitioners from all over the world to exchange experiences, innovative ideas and success stories. In 2023, more than 400 local and overseas speakers hosted over 270 keynote presentations, seminars, workshops and open lessons which have attracted over 16,500 educators to visit the expo.

Over 300 Hong Kong schools participated in the Expo through Group Registration. School leaders took the initiative to organise whole-school visits to LTE, assigning it as an integral part of their staff professional development programme.

Why Group Registration?

1. Attendance Report

Gain insights with a comprehensive attendance report for staff engagement tracking.

2. Early Registration for Expo Programmes

Secure priority registration to popular expo programmes.

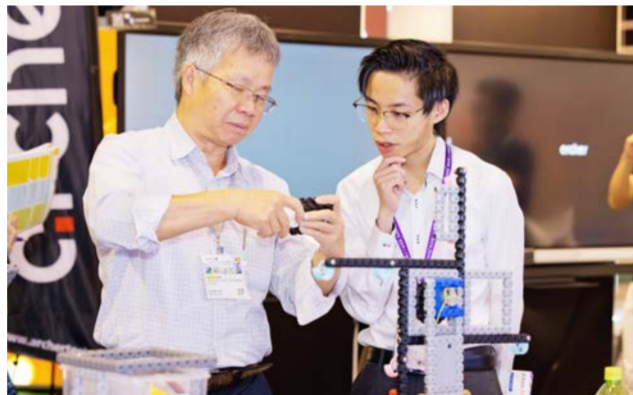


How Group Registration Works?

1. Scan the QR Code.
2. Fill in and submit the Group Registration Form.
3. Teachers being registered will receive separate confirmation emails.
4. Each teacher can activate their accounts and collect their electronic badges through email.



Visitors at seminars can explore the hottest education trends and pedagogies.



Visitors at booths can source innovative and quality educational resources.



The education community can exchange their teaching experience with their peers.

Visitor Testimonials:

'Our school strongly supports LTE, positioning it as an annual teacher development programme. The Expo serves as a one-stop platform, providing us with access to the latest education resources, ranging from information technology solutions, ed-Tech, and teaching materials to school furnishing and supplies. Therefore, I highly encourage my team to participate and explore the diverse offerings at the Expo.'



Ms Cheng Size Ze
Principal, S.K.H. Holy Spirit Primary School



Professor Dragan Gašević
Distinguished Professor of Learning Analytics; Director, Centre for Learning Analytics, Faculty of Information Technology, Monash University, Australia

Booth G21 ARCSOURCE LIMITED



ArcSource Professional Stage Lighting and AV Consultation
ArcSource Limited, a dynamic and vibrant company, specialises in providing consultation and installation services for professional Stage lighting, audio, video, and more to meet the modern market's demand for cutting-edge theatre and entertainment technology solutions. Based in Hong Kong, ArcSource prides itself on innovation and excellence within the industry, consistently embracing the latest advancements in audiovisual technology. This commitment ensures tailored applications and solutions for various market sectors, including educational institutions, theatres, sports arenas, shopping centres, television stations, the hospitality industry, places of worship, and beyond. With a team of highly skilled professionals, ArcSource Limited is dedicated to delivering exceptional service and support throughout every project phase, from initial consultation to final installation and maintenance. Their expertise in integrating state-of-the-art technology ensures that each client's unique vision is brought to life with precision and creativity. In addition to their technical prowess, ArcSource takes pride in fostering strong relationships with clients, partners, and manufacturers, enabling them to offer customized solutions that are both innovative and cost-effective. Their portfolio of successful projects stands as a testament to their commitment to quality and customer satisfaction. ArcSource also offers short-term courses in Theater Arts, Operations, and Technology to enhance students' career development.

Booth S15 CENTRE FOR LEARNING SCIENCES AND TECHNOLOGIES, CUHK



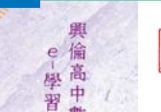
The Jockey Club VR Project for Chinese Language Education, funded by Hong Kong Jockey Club Charities Trust and organised by the Centre for Learning Sciences and Technologies, The Chinese University of Hong Kong, aims to promote Chinese Language teaching and learning effectiveness in secondary schools through VR technology. The project adopts EduVirture-VR, developed by CLST, which utilises VR technology to create an observation platform for students. By wearing VR goggles in the classroom, students can instantly transport themselves to various scenes on their mobile devices. VR allows students to immerse themselves in literary scenes. It also enables them to explore unique perspectives, encouraging them to observe and foster deeper reflection. Through this project, students can not only enhance their Chinese language reading and writing abilities but also cultivate literary literacy. It is expected that 183 schools and approximately 28,900 students will participate in the project.

Booth K01 CENTURY TECHNOLOGY & CONSULTANT LIMITED



Our team possesses diverse expertise, extensive execution capabilities, and a broad vision, specialising in providing consultations for smart technology solutions. We offer various services, including school IT solutions, smart campus design, school audiovisual engineering, campus network solutions, and cloud-based school management systems. Additionally, we provide services such as network security, hosting, design and construction, and installation of smart technology devices like interactive flat panel displays. Taking users' habits into account, we deeply understand their actual workflow, enabling us to tailor smart technology solutions that truly meet their needs. Our goal is to leverage technology to enhance both business and learning experiences, ensuring that every change brings optimal benefits. Partner with us to make technology an advantage for your school and elevate teaching effectiveness.

Booth U13 HANLUN E-PUBLISHING LIMITED



Hanlun Senior Secondary Mathematics and Science e-Learning Resources Repository
'Hanlun Senior Secondary Mathematics and Science e-Learning Resources Repository' was developed in accordance with the guidelines of the Hong Kong Diploma of Secondary Education curricula in Senior Secondary Mathematics, Physics, Chemistry and Biology. The Repository consists of 240 distinct modules, each addressing a specific concept or basic principle that is necessary for a basic understanding of nature. Modules depend on the knowledge of some prerequisite modules and thus, are intricately linked up to form a knowledge structure. Despite the intricacy of this structure, multiple single pass learning paths can easily be identified to complete the learning of all modules without retracing. The Repository is meant to be used by Senior Secondary students for self-directed learning. Each module is accompanied by assessments managed by the learning platform. Thus, the Repository could facilitate students to achieve mastery learning of each module.

Booth F14 HONG KONG MISTING LIMITED



Developed and produced by Hong Kong Misting Ltd. (patent pending).
MK06 Mosquito Trap Product features/principles
• UV light attracts mosquitoes: UV light can not only attract mosquitoes, but also attract other indoor insects. If a mosquito killer is positioned correctly and operates continuously throughout the season, it will effectively reduce mosquito populations.
• Imitation of human body odor harmless to the human body: If you rely solely on baited light to attract mosquitoes, it will be easily affected by sunlight and obstacles during the day. Using odor as the medium, supplemented by baited light at night, the mosquito machine is effective all day long. Patented CO2 gas that mimics human smell. It can greatly improve the trapping rate of Asian species of mosquitoes.
• Suction fan: The built-in fan will suck the mosquitoes near the light into the mosquito collection box and kill them by air-drying them.

Booth M03 HONG KONG UNESCO GLOBAL GEOPARK



Geopark Field Excursion / Geopark School Programme
Geopark field excursion provides a great option for schools to organise extracurricular activities. Through on-site exploration, students can gain in-depth knowledge of the geography, geology, ecology, history, and culture of the Hong Kong Geopark. This allows them to integrate and apply what they have learned in the classroom. The field trips are led by experienced Geopark guides, ensuring the participants' learning and experience.
The Geopark Schools Programme is a key education programme of Hong Kong UNESCO Global Geopark. Working closely with local schools, Hong Kong Geopark also rolled out a wide range of science popularisation activities to inspire students' long-term interest in earth sciences, integrated with ecology and culture, and to promote the concept of sustainable development.

Asia-Pacific International Schools Conference 2024

Organiser: **BAILEY Communications** Strategic Partner: **ESF 英基**

Co-located with LTE, the annual Asia-Pacific International Schools Conference (AISC) provides school leaders from the dynamic Asia-Pacific international schools sector with the opportunity to meet and discuss issues specific to international schools in the Asia-Pacific Region.

AISC 2024 will take place from 11 - 12 December 2024 alongside Learning & Teaching Expo 2024 at Hong Kong Convention and Exhibition Centre. The two-day conference would be full of inspiration, thoughtful contemplation and joyful comradery.

500+ SCHOOL LEADERS from International Schools across Asia-Pacific
40+ SPEAKERS
4 INSPIRING THEMES

11 - 12 December 2024
Hong Kong Convention and Exhibition Centre
+852 3703 3881 | info@aisc.com.hk | www.aisc.com.hk

Organiser: **BAILEY Communications** Strategic Partner: **ESF 英基** Overseas Supporters: **beso**, **GREAT**
Academic Supporters: **CUHK**, **CUHK** Supporter: **COBIS**

2024 Conference Information
11 - 12 December 2024
Hong Kong Convention and Exhibition Centre
+852 3703 3881 | info@aisc.com.hk | www.aisc.com.hk
Register NOW!

2024 Themes



Adaptive Learning

Delve deep into the realms of Adaptive Learning and Cognitive Psychology of Learning, exploring cutting-edge strategies to optimise learning experiences.



Critical Pedagogy

An instructional approach that challenges the status quo, empowers learners and promotes social justice. Empowers students to question, analyse, and evaluate various sources, perspectives, and arguments.



Futures Forward Education

Embrace the ethos of Futures Forward Education as we navigate the ever-evolving educational landscape, equipped with forward-thinking approaches and methodologies.



Wellbeing in Education: An Ecological Approach

Prioritise the well-being of both students and educators with a focus on Mental Health Education, ensuring holistic support for thriving school communities.

Booth P16 HYDROGRO COMPANY LIMITED



Modern Agriculture Farm & Education Centre
Hydrogro was established in 2016 and was the first Hydroponics Farm to adopt Dutch greenhouse cultivation methods for hydroponic tomatoes in Hong Kong. We supply high quality cherry tomatoes, heirloom tomatoes, various edible flowers, garnish leaves and microgreens to hotels, local restaurants and markets. In addition, we offer hydroponic planting courses and farm tours to schools, and have shared our knowledge and experience on hydroponics cultivation with more than 10,000 people. We integrate STEAM learning principles by connecting agricultural knowledge from textbooks. Students gain practical insights into mathematics, geography, biology, chemistry, and information engineering through hands-on activities in modern agriculture, achieving a practical application of their learning. Our goal is not only for students to understand food production processes and the current food crisis but also to cultivate an interest in agriculture and encourage them to pursue various roles within the field.

Booth U03 INDEX ACADEMY LIMITED



INDEX ACADEMY
Learning Chinese Culture & Virtue through STEAM Experience
INDEX ACADEMY aims to enhance the young generation's sense of mission in Chinese culture. By integrating traditional elements into a blockchain-based metaverse experience, we transform Chinese history and cultural stories in a fun and interactive way. This unique approach not only makes learning about Chinese heritage more engaging but also inspires future generations to preserve Chinese History by themselves. Additionally, through simple yet powerful digital creation software training, INDEX ACADEMY looks forward to cultivating future talents mastering digital content creation and creative solutions. By equipping students with the skills needed to thrive in the digital age, we believe every student could become an innovator and leader in the creative industries, contributing to a vibrant and dynamic cultural landscape.

Booth D07 KNIGHTS EDUCATION CONSULTANT LIMITED



ECONOMICS ASIA CONVENTION
The Economic Asia Convention marks the initial collaboration between the Knights Nurturing Foundation from Hong Kong and the Association for the Promotion of Financial Literacy from Japan. As hosts, we will conduct an economics exchange activity for participants to be in touch with diverse cultures between multi-country and districts. This event welcomes students who are preparing to participate in the International Economic Olympiad and those with a keen interest in the study of economics.
Purpose: 1.Introduce the International Economics Olympiad(IEO) to Asian Students and encourage more students to study Economics; 2.A chance for junior students to experience IEO; 3.Enhance students interest in Economics, Business and Finance; 4.Provide a Cultural Exchange opportunity for students.
Competition location: Tokyo, Japan, Categories: Hong Kong, Macau, Japan, China, Taiwan - Secondary Students / Year 1 Students

Booth N04 LIV TECH COMPANY LIMITED



AR augmented reality product development service/VR virtual reality service solution/AR + VR BOX SET/Virtual cave reality teaching system
With the gradual development of science and technology education, Tianxiang Innovation and Technology continues to promote practical situation-based teaching, using systematic platforms and different program development projects to perfectly blend virtual and real elements, and cooperate with school-based production and teaching design to help students build the foundation for the 21st century Learn skills and equip yourself to meet future challenges. In the future, we will organize competitions in different academic circles, maintain close cooperation and connections with the academic circles, expand more forms of cooperation in science and technology education, and work together to promote the popularization of local STEM education. Liv Tech technology education uses AR (Augmented Reality) and VR (Virtual Reality) series services to create different three-dimensional scenes and coordinate with teaching courses so that students can get situational experience education and engage in immersive learning mode. In the process, students can perform task-based learning on different topics, which enhances their interest in learning and breaks away from the traditional teaching model, speeding up the absorption of course content.

Booth F03 RIPEN LIMITED



Enhancing Cybersecurity Culture & Innovation STEM through Digital Transformation
RIPEN, a Caring Company takes a unique approach to digital transformation in the education sector and differs from other EdTech companies in its emphasis on long-term sustainability.
• Seamless Visuals and Peak Performance: Our foldable and liftable LED display wall offers an exceptional viewing experience and advanced optical features, making it an ideal choice for a media production course. Experience our seamless assembly process.
• Next Generation IT Solutions: Our comprehensive STEM solutions enhance the learning experience with advanced IT equipment and networking. Paired with robust cybersecurity training and cutting-edge security solutions, ensuring intuitive and secure user-friendly environment for employees and students.

Booth H09 ROBOT INSTITUTE OF HONG KONG LIMITED



Unitree Go2
Unitree Go2 is a new quadruped robot known for its agile movements, capable of effortlessly traversing various terrains. Equipped with intelligent sensors and a high-definition camera, it offers seamless navigation and immersive visual experiences. Unitree Go2 is also a valuable learning tool, allowing students to learn programming and control the robot's movements. This versatile robot is suitable for various scenarios, such as public performances at school events, participation in robotics competitions, search and rescue challenges, and logistics applications. Choose Unitree Go2, a robot companion that combines technology and entertainment, for a joyful learning experience for students!

Learning & Teaching Expo 2024

學與教博覽2024

Date & Time 2024 - 12 - 11 (Wednesday) 10am – 6pm
2024 - 12 - 12 (Thursday) 10am – 6pm
2024 - 12 - 13 (Friday) 10am – 5pm

Venue Hall 3B-E, Hong Kong Convention and Exhibition Centre, Hong Kong

Admission Free admission; open to educators and trade visitors only

Website www.LTEexpo.com.hk

Enquiry

Exhibitor Ms Tisha Cheng +852 3703 3884 / tisha@LTEexpo.com.hk

Visitor & Group Registration Ms Florence Chan +852 3703 3886 / florence@LTEexpo.com.hk

Main Stage Presentations Ms Sophia Yau +852 2624 1020 / sophia@hkecl.net



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(Arranged in no particular order)

Visitor Online Registration is NOW OPEN:

Register online now for your free admission badge and reserve your seats to a series of free expo programmes (Programme enrolment will be open in late September).

[REGISTER NOW](#)



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Educators

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用心 用步 用情 RIDING HIGH TOGETHER

Sharing on Learning &
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Strategic Partners



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Field Experience Office



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GREAT



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Please visit: www.ltexpo.com.hk/LTEXPO/sponsors-and-supporting-partners/

Exhibition Booth Reservation is NOW OPEN:

By exhibiting at LTE, educational suppliers will be able to meet potential clients and showcase their best learning and teaching resources. Booth reservations for LTE 2024 are now open. Contact us for full details and to secure your prime location.



Reserve your booth now:

www.ltexpo.com.hk/LTEXPO/exhibitor-enquiry

