

Education Bureau Circular Memorandum No. 188/2022

From : Secretary for Education
To : Heads of all primary and secondary schools

Ref : (18) in EDB/CDI/SC/821/15
Date : 28 October 2022

STEAM Education Fair 2022 **“Inspiring Creativity • Promoting Innovation”**

Summary

This is to inform primary and secondary schools about the details of the “STEAM Education Fair 2022” (“the Fair” thereafter), and invite schools to participate in the Fair via online platform.

Details

2. Along with the stepping up promotion of STEAM education, the Education Bureau will organise the “STEAM Education Fair 2022” on an online platform from 26 November 2022 to 31 January 2023, with the support from State Key Laboratories, local tertiary institutions, school councils, professional bodies, non-governmental organisations and other government departments. With the theme “Inspiring Creativity • Promoting Innovation”, the Fair aims to enhance students’ interest in Innovation and Technology (I&T) and foster their creativity and entrepreneurial spirit through showcasing and celebrating students’ learning achievements in integrating and applying cross-subject knowledge and skills as well as sharing school experiences on promoting STEAM education. The Fair comprises a physical “Opening Ceremony cum Forum” and a series of “Online Activities”.

3. The “Opening Ceremony cum Forum” will be staged at the Hong Kong Science Museum on 26 November 2022 (Saturday) at 9 a.m., featuring keynote lectures on I&T as well as a forum on the development of STEAM education in schools. For the rundown of the Opening Ceremony of the Fair, please refer to Appendix 1. The event will be live broadcast on the online platform for students’ and teachers’ viewing. A video recording of the Opening Ceremony cum Forum will be uploaded for event recap.

4. The “Online Activities” of the Fair includes school exhibitions on themes such as “Automation design”, “Artificial intelligence”, “Big data”, “Sustainable development”, “Smart living”, among others, in the form of more than seventy exhibition videos presented by primary and secondary schools, including two schools from Shenzhen Municipality, providing opportunities for students from the two cities to share their STEAM learning experiences. Expert speakers from local tertiary institutions and professional bodies have also been invited to provide a series of online seminars and workshops suitable for primary and secondary school students at different learning stages. These activities will cover I&T-related areas including agricultural technology, applications of information systems, as well as art technology.

5. A “School Exhibition Quiz” together with game instructions will be available on the online platform, which support teachers in encouraging students to actively participate in the Fair and utilise the online platform for self-directed learning. Students may also engage in further learning about I&T through revisiting the activity contents on the online platform. For details of the activities, please refer to Appendix 2 and the website (www.steamedufair22.hk). Posters (Appendix 3) and souvenirs specially made by the Bureau will be delivered to primary and secondary schools in mid-November, and schools may distribute the souvenirs to students as a token of active participation in the online activities of the Fair.



Enquiries

6. For enquiries, please contact Mr CHAN Ka-wai, Michael of the Science Education Section, Education Bureau on 3698 3453.

Ms Edith YC TSE
for Secretary for Education

c.c. Heads of Sections – for information

**STEAM Education Fair 2022
Opening Ceremony cum Forum
(Live Broadcast)**

Event Rundown

Date:	26 November 2022 (Saturday)
Time:	9:00 a.m.
Online platform:	www.steamedufair22.hk
Rundown:	
9:00 a.m.	Opening of the Ceremony
9:30 a.m.	Keynote lectures
10:15 a.m.	Forum
11:15 a.m.	Awards presentation to participating schools

STEAM Education Fair 2022 Online Seminars and Workshops

I Seminars

Event code	Title	Organisation	Target participants
S1	Igniting Sparkling Creativity, Nurturing STEAM Talents	The Hong Kong Academy for Gifted Education	Upper Primary / Junior Secondary / Senior Secondary school students
S2	Application of AI in Learning and Teaching	Department of Electrical and Electronic Engineering, The University of Hong Kong	Junior Secondary / Senior Secondary school students
S3	STEAM@Soybean: Roles of Science and Technology in Agriculture	The Chinese University of Hong Kong [Video provided by Innovation, Technology and Industry Bureau]	Junior Secondary / Senior Secondary school students
S4	Arts and STEAM Education	Hong Kong Association for VR AR	Junior Secondary / Senior Secondary school students
S5	STEM Video Series: Call of Climate	Hong Kong Laureate Forum	Upper Primary / Junior Secondary / Senior Secondary school students
S6	Wonder Woman in Science		Junior Secondary / Senior Secondary school students
S7	Innovativeness Development and the Mind Changing Process	Center for Engineering Education Innovation, The Hong Kong University of Science and Technology	Junior Secondary / Senior Secondary school students
S8	“Arts Technology in Action”	Hong Kong Design Institute	Upper Primary / Junior Secondary / Senior Secondary school students
S9	Engineering in STEAM	President’s Protégé, The Hong Kong Institution of Engineers	Junior Secondary / Senior Secondary school students
S10	STEAM and Whole-person Development	Association of I.T. Leaders in Education	Junior Secondary / Senior Secondary school students
S11	IoT and Big Data Applications	The Hong Kong Association for Computer Education	Junior Secondary / Senior Secondary school students

II Workshops

Event code	Title	Organisation	Target participants
W1	“Optical Illusion” (Chinese version only)	The Hong Kong Federation of Youth Groups	Upper Primary / Junior Secondary school students
W2	“King of Spinning Top” (Chinese version only)		
W3	How to create an interactive map tour APP?	Geospatial Laboratory, Smart City Consortium	Upper Primary / Junior Secondary school students
W4	Learning Geographic Information System “QGIS” from scratch		Senior Secondary school students
W5	“Electricity in Motion”	Hong Kong Institute of Vocational Education (Tsing Yi)	Upper Primary / Junior Secondary / Senior Secondary school students



中華人民共和國香港特別行政區政府
教育局
Education Bureau
The Government of the Hong Kong Special Administrative Region
of the People's Republic of China

STEAM 教育博覽會 2022 Education Fair

激發創意思維
Inspiring Creativity

推動科技創新
Promoting Innovation

開幕禮暨座談會

2022年11月26日
9:00am
線上直播



詳情及線上平台
steamedufair22.hk

線上博覽會

2022年11月26日至
2023年1月31日

線上學校展覽，主題包括：
自動化設計、人工智能、大數據、
可持續發展 及 智慧生活

線上講座及工作坊，內容包括：
農業科技、資訊系統的應用、
藝術科技 等

支持機構(按字母順序排列)
Supporting Organisations (by alphabetical order)

