

EDUCATION BUREAU CIRCULAR MEMORANDUM NO. 40/2024

From : Secretary for Education

To : Heads of Kindergartens, Primary and
Secondary Schools

Ref. : EDB(CD)/ADM/50/1/2(44)

Date : 1 February 2024

Curriculum Development Institute Application for Participation in Student Educational Activities and Events (February 2024)

(Note: This circular memorandum should be read by heads of all kindergartens, primary and secondary schools)

Summary

The purpose of this circular memorandum is to invite kindergartens, primary and secondary schools to participate in the coming educational activities and events organised, co-organised or announced by Curriculum Development Institute, Education Bureau (EDB). When arranging learning activities and relevant learning and teaching resources for students (including printed and electronic library collections and other reading and curriculum materials for students), schools should ensure that the activities are in line with the learning goals and curriculum objectives, the learning needs of students are catered for, and the safety of students and teachers are taken into account. Please refer to the relevant circulars and guidelines issued by the EDB for the points to note in arranging activities. In addition, the content and quality of the learning and teaching resources of individual Key Learning Areas (KLAs) and cross-curricular subjects in the school should be regularly reviewed in order to ensure that the content and information contained in learning and teaching resources are accurate, complete, objective and impartial, and emphasise the development of proper values, positive attitudes, and appropriate behaviours among students.

Details

2. The educational activities and events are –

a) For kindergartens:

	<i>Key Learning Area/ Subject/ Cross Key Learning Areas</i>	<i>Title</i>	<i>For the attention /action of</i>	<i>Remarks</i>	<i>Annex</i>
i)	Values Education (Financial Education) / Personal, Social and Humanities Education / Technology Education	Financial Literacy and Values Education 2023-2024 「Project M ² Award Program」	School Heads and Teachers	–	2

b) For primary schools:

	<i>Key Learning Area/ Subject/ Cross Key Learning Areas</i>	<i>Title</i>	<i>For the attention /action of</i>	<i>Remarks</i>	<i>Annex</i>
i)	Values Education (Financial Education) / Personal, Social and Humanities Education / Technology Education	Financial Literacy and Values Education 2023-2024 「Project M ² Award Program」	School Heads, Primary School Curriculum Leaders, Moral, Civic and National Education Co-ordinators and Teachers	–	2
ii)	Values Education	Update on “My Pledge to Act” activity - “Little Sun’s Creative Short Stories” Chinese Writing Competition (Primary School)	School Heads, Moral, Civic and National Education Co-ordinators and Teachers	Submission Deadline: 12 April 2024 (Friday)	3
iii)	Chinese Language Education	「2023/24 中華經典名句——名聯選粹」書法作品徵集 (Chinese version only)	School Heads, Chinese Language Panel Chairpersons and Teachers	Submission Deadline: 12 April 2024 (Friday)	4
iv)	Science Education / Technology Education / Mathematics Education	The 6th Greater Bay Area STEAM Excellence Award 2024 (HKSAR)	School Heads, Primary School Curriculum leaders, and Teachers of General Studies	Online Registration Submission Deadline: 31 March 2024 (Sunday)	6
v)	Life-wide Learning	第二屆《光影進校園》暨《紫荊杯影評比賽》 (Chinese version only)	Principals and Teachers	Application Deadline (《紫荊杯影評比賽》): 30 April 2024 (Tuesday)	7
vi)	Physical Education / General Studies	“Active Students, Active People” Campaign - MVPA60 Mobile Application Design Competition	School heads, KLA Co-ordinators, Panel Chairpersons and teachers of Physical Education and Primary General Studies	–	8

	<i>Key Learning Area/ Subject/ Cross Key Learning Areas</i>	<i>Title</i>	<i>For the attention /action of</i>	<i>Remarks</i>	<i>Annex</i>
vii)	Arts Education / Music	第 49 屆全港青年學藝比賽——全港青年粵曲比賽 (2023-24 年度) (Chinese version only)	School Heads and Music teachers	Application Deadline: 22 March 2024 (Friday), 6:30 pm	9
viii)	Chinese Language Education	第 49 屆全港青年學藝比賽——全港青年書法比賽 (2023-24 年度) (Chinese version only)	School Heads, Chinese Language Panel Chairpersons and Teachers	Application Deadline : 6 March 2024 (Wednesday) , 6:00 pm	10
ix)	Chinese Language Education	第 49 屆全港青年學藝比賽——全港青年古典詩詞朗誦比賽 (2023-24 年度) (Chinese version only)	School Heads, Chinese Language Panel Chairpersons and Teachers	Application Deadline : 5 April 2024 (Friday) , 6:30 pm	11
x)	Chinese Language Education	第 49 屆全港青年學藝比賽——全港青年對聯比賽 (2023-24 年度) (Chinese version only)	School Heads, Chinese Language Panel Chairpersons and Teachers	Submission Deadline: 17 May 2024 (Friday) , 5:45 pm	12

c) For secondary schools:

	<i>Key Learning Area/ Subject/ Cross Key Learning Areas</i>	<i>Title</i>	<i>For the attention /action of</i>	<i>Remarks</i>	<i>Annex</i>
i)	Personal, Social and Humanities Education / Economics	Economic Infographic Challenge (2023/24)	School Heads and Economics Panel Chairpersons	—	1

	Key Learning Area/ Subject/ Cross Key Learning Areas	Title	For the attention /action of	Remarks	Annex
ii)	Values Education (Financial Education) / Personal, Social and Humanities Education / Technology Education	Financial Literacy and Values Education 2023-2024 「Project M ² Award Program」	School Heads, Personal, Social and Humanities Education KLA, Technology Education KLA, Moral, Civic and National Education Co-ordinators and Teachers	–	2
iii)	Values Education	Update on “My Pledge to Act” activity - “The Promising Life Planners” - School-based Values Education Promotional Activities Design Competition (Secondary School)	School Heads, Moral, Civic and National Education Coordinators and Teachers and Teachers	Submission Deadline: 23 February 2024 (Friday)	3
iv)	Chinese Language Education	「2023/24 中華經典名句——名聯選粹」書法作品徵集 (Chinese version only)	School Heads, Chinese Language Panel Chairpersons and Teachers	Submission Deadline: 12 April 2024 (Friday)	4
v)	Gifted Education	International Mathematical Olympiad Preliminary Selection Contest — Hong Kong 2024	Panel Chairpersons and Teachers of Mathematics	Please refer to the website of the Hong Kong Academy for Gifted Education. Application Deadline: 11 Mar 2024 (Monday)	5

	<i>Key Learning Area/ Subject/ Cross Key Learning Areas</i>	<i>Title</i>	<i>For the attention /action of</i>	<i>Remarks</i>	<i>Annex</i>
vi)	Science Education / Technology Education / Mathematics Education	The 6th Greater Bay Area STEAM Excellence Award 2024 (HKSAR)	School Heads, STEAM Co-ordinators, Science, Technology and Mathematics Education Key Learning Area Co-ordinators and Teachers	Online Registration Submission Deadline: 31 March 2024 (Sunday)	6
vii)	Life-wide Learning	第二屆《光影進校園》暨《紫荊杯影評比賽》 (Chinese version only)	Principals and Teachers	Application Deadline (《紫荊杯影評比賽》): 30 April 2024 (Tuesday)	7
viii)	Physical Education / Technology Education	“Active Students, Active People” Campaign – MVPA60 Mobile Application Design Competition	School Heads, KLA Co-ordinators, Panel Chairpersons and Teachers of Physical Education and Technology Education	–	8
ix)	Arts Education / Music	第 49 屆全港青年學藝比賽——全港青年粵曲比賽 (2023-24 年度) (Chinese version only)	School Heads and Music teachers	Application Deadline: 22 March 2024 (Friday), 6:30 pm	9
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3. Details and Application Forms of the above activities and events are stipulated in the respective Annexes.

4. In addition, the EDB has created the **e-Gallery** website. It not only showcases Hong Kong students' learning achievements in different learning areas and celebrates their outstanding performance in whole-person development, but also provides information on a range of students' learning activities for schools' reference. For details, please visit <https://e-gallery.edb.edcity.hk/en/home/>.



5. The EDB continuously uploads and updates National Education-related teachers' professional development programmes, students' activities, learning and teaching resources and examples for "National Education - Event Planning Calendar", etc. on "National Education One-stop Portal". Please visit <http://www.edb.gov.hk/en/neosp/> to obtain latest information. "Lunar New Year's Day" on 10 February and "International Women's Day" on 8 March are key dates in February and March.



6. In order to plan and promote national education in a holistic and systematic manner, schools should arrange teaching of related subjects and appropriate school-based national education learning activities outside the classroom, such as engaging students in collecting information on the origins and customs of Lunar New Year, introducing to students that equality between men and women is a basic national policy, and contributions of females in different

aspects of our country, etc., by adopting the approaches of “organic integration”, “natural connection”, “diversified strategies”, “mutual co-ordination”, “learning within and beyond the classroom”, and “whole-school participation”. The learning activities should deepen students’ understanding of the major historical events and figures of our country, the Chinese culture and enable them to grasp accurately the constitutional order established by the principle of “One Country, Two Systems”, the Constitution and the Basic Law as well as the significance of national security, etc.

Enquiry

- 7. For enquiries, please contact the respective **contact person** as listed in the respective Annexes.

Ms Yvonne SH LAM
for Secretary for Education

c.c. Heads of Sections – for information

Economic Infographic Challenge (2023/24)

Aims / Objectives

This is to invite secondary schools to participate in the captioned student activity.

Details

2. “Economic Infographic Challenge (2023/24)” (The Activity) is organised by the Education Bureau (EDB), co-organised by Centre for Sustainable Development Studies, Hong Kong Baptist University and Hong Kong Association for Economics Education. It aims to develop student’s data literacy, to enhance their ability to read and use economic infographics, and to deepen their understanding of sustainable economic development.

3. The Activity is divided into Challenge 1 “Know More About Economic Infographics – Online Self-challenge Quiz”, and Challenge 2 “Economic Infographic Design and Presentation Competition”. The target participants are Secondary 4 to Secondary 6 students studying Economics. Students can participate in Challenge 1 and Challenge 2 at the same time.

4. Schools may nominate students to participate in **Challenge 1** by scanning the QR code below for completing the application form on the Activity online platform on or before **29 February 2024 (Thursday)**. Afterwards, the teacher in charge of the Activity will receive a link for participating in the online quiz through the email registered during registration. The link should then be forwarded to the participating students. Students should complete the online quiz on or before **28 March 2024 (Thursday)**.

5. Schools may nominate students to participate in **Challenge 2** by scanning the QR code below for downloading the application form on the activity webpage. The completed application form should be submitted by email (cdopshe14@edb.gov.hk) or fax (2573 5299) to the Personal, Social and Humanities Education Section, Curriculum Development Institute, Education Bureau on or before **28 March 2024 (Thursday)**. The deadline for submission of student works is **12 April 2024 (Friday)**.

6. For details about this student activity, please refer to **Appendix 1a** or scan the QR code below to enter the activity webpage.



Contact Person

7. For enquiries, please contact Mr. CHAN Ho-kong or Dr Grace WONG of the Personal, Social and Humanities Education Section, Curriculum Development Institute, Education Bureau on 2892 5497 or 2892 6513.

Economic Infographic Challenge (2023/24)

Details of the Activity

The Activity is organised by the Education Bureau (EDB), co-organised by Centre for Sustainable Development Studies, Hong Kong Baptist University and Hong Kong Association for Economics Education. It aims to develop student’s data literacy, to enhance their ability to read and apply economic infographics, and to deepen their understanding of sustainable economic development.

Rules for the Activity

1. Target participants: Secondary 4 to Secondary 6 students studying Economics.

2. Format of the Activity:

The activity is divided into Challenge 1 and Challenge 2.

(Students can participate in Challenge 1 and Challenge 2 at the same time.)

(a) Challenge 1:

- Students join the challenge **individually**.
- Students should watch the short videos provided by the EDB and answer related questions online on or before **28 March 2024 (Thursday)**.
- Students who answer 50% or above of the questions correctly will be awarded an **e-certificate** of “**Attainment**”, and students who answer 90% or above of the questions correctly will be awarded an **e-certificate** of “**Excellence**”.
- There is **no upper limit** on the number of participants per school.

(b) Challenge 2:

- Students can join the competition **individually** or **form a team of 2 or 3 students**. Each team should submit **ONE** infographic only.
- Each school can only nominate a **maximum of 3 groups** of participants.
- All infographics should be **submitted through schools**.

(i) Competition Rundown of Challenge 2

The competition is divided into two stages

Stage 1:

- Each participant should submit ONE infographic on topics related to **economics** only.
- Theme: Participants can **freely choose the theme**.

Examples of theme:	1. The economy of our country and Hong Kong(e.g. The economic development of our country and Hong Kong in recent years, the public finance of Hong Kong, market structure of different industries, the economic and industrial structure of cities in the Guangdong-Hong Kong-Macao Greater Bay Area)
	2. Sustainable economic development (e.g. income distribution, environment and sustainable development)*
	3. Other self-selected themes (e.g. themes of past Nobel Economics Prize winners, [e.g. the banking system and financial crisis (2022), gender income disparity (2023)], innovative technology economy)

* Students can **compete for “Sustainable Economic Development Theme Award”** if the theme of their infographic is related to sustainable economic development.

- Language: Chinese or English

- Format: The work should be limited to **1 page of A3-size paper** and submitted in **PDF** format.
- After the assessment, outstanding teams can enter the presentation competition in Stage 2.

Stage 2:

- Each team will have 8 minutes to present their design and response to the questions about the content and presentation of their infographics from the judges (and other teams).
- The prize-giving ceremony will begin immediately after the presentation competition.

(ii) Rules and Regulations of Challenge 2:

- All entries should be original and have not been publicised.
- Late submission will not be considered.
- Participants need to ensure that contents of the entries do not infringe any copyright or intellectual property rights. (Please refer to the relevant ordinances). The EDB will not be accountable for any legal liability arising from infringement of copyright or intellectual property rights.
- All entries must not contain materials that violate the laws of the Hong Kong Special Administrative Region or contents of obscenity, violence or indecency. The EDB reserves the right not to accept any entries which are inappropriate or inconsistent with the themes and requirements of the competition.
- All entries must not be modified after submission.
- Once an entry is submitted, consent is automatically given by the school and student(s) concerned to publish the entry and related information on the webpage of the EDB, or for other promotional purposes. The school and student(s) shall understand and agree to grant and assign exclusively to the EDB all the copyrights of the submitted entries. The EDB reserves the right to translate, copy, publish, edit and use all or part of the contents of the entries without the prior consent of the participating schools and students.
- All decisions made by the EDB for the competition are final and binding.
- The EDB reserves the right to interpret and modify the rules and all other arrangements of the competition.

(iii) Judging criteria of Challenge 2:

Criteria	Percentage
Stage 1	
A. Economic concepts and data application <ul style="list-style-type: none"> ● Accurate application of economic concepts / theoretical analysis ● Accurate data analysis 	20%
B. Organisation and presentation <ul style="list-style-type: none"> ● Able to organise the content clearly and systematically ● Clear and accurate presentation of data and diagrams 	20%
C. Creativity <ul style="list-style-type: none"> ● Creativity and originality of content and theme ● Visual aesthetics, creativity and playfulness of expression 	20%
Stage 2	
D. Presentation <ul style="list-style-type: none"> ● Can clearly and accurately express the content of the work and respond to questions ● Vivid reporting methods 	40%

(iv) Awards and Prizes:

There are champion, first runner-up, second runner-up, merit awards, appreciation awards and “Sustainable Economic Development Theme Award” in the “Economic Infographic Design and Presentation Competition”. The winning entries will be uploaded to the website of the Education Bureau as appreciation. Prizes to be awarded to each winning team are as follows:

Awards	Quantity	Prizes
Champion	1	The team will be awarded a HK\$1,200 book coupon, each student will be awarded a certificate, the school will be awarded a trophy
1 st runner-up	1	The team will be awarded a HK\$900 book coupon, each student will be awarded a certificate, the school will be awarded a trophy
2 nd runner-up	1	The team will be awarded a HK\$600 book coupon, each student will be awarded a certificate, the school will be awarded a trophy
Merit	Not more than 7	Each team will be awarded a HK\$150 book coupon, each student will be awarded a certificate
Appreciation Award	Not more than 10	Each student will be awarded a certificate and a gift.
Sustainable Economic Development Theme Award	1	The team will be awarded a HK\$300 book coupon, each student will be awarded a certificate, the school will be awarded a trophy

(Note: Participation certificates will also be issued to teams that cannot enter Stage 2.)

(c) Timeline of the Activity:

Dates	Important events
Challenge 1	
22 January to 29 February 2024	Application period of Challenge 1
28 March 2024	Completion of Challenge 1
Challenge 2 – Stage 1	
22 January to 28 March 2024	Application period of Challenge 2
12 April 2024	Deadline for submission
Mid-April to end of May 2024	Assessment for infographics that can be shortlisted for the presentation competition in Stage 2
Challenge 2 – Stage 2	
Early July 2024 (tentative)	Presentation and Prize-giving ceremony

Remarks:

1. Previous year’s award-winning works have been uploaded to the EDB [e-gallery website](#).



2. Details of the activity are subject to change without further notice. Please pay attention to the latest news released on the [activity website](#).



經濟資訊圖表大挑戰

Economic Infographic Challenge (2023/24)

提升數據素養
辨訛別偽 洞見真相
Develop Data Literacy,
Identify Falsehoods, and
Gain Insight into the Truth

對象 Target

- 中四至中六修讀經濟科學生
- S.4 — S.6 Economics Students

挑戰一：

經濟資訊圖表知多少 - 網上問答自我挑戰

Challenge 1:
Know More About Economic Infographics -
Online Self-challenge Quiz

開始報名日期 **2024.1.22**
Application Start Date

截止報名日期 **2024.2.29** | 完成挑戰日期 **2024.3.28**
Application Deadline | Challenge Completion Date

- 答對60%或以上的題目可獲發「達標獎」電子證書，答對90%或以上的題目可獲發「優異獎」電子證書。
- Students will be awarded an e-certificate of "Attainment" (with 50% or above of the questions correct) or an e-certificate of "Excellence" (with 90% or above of the questions correct).

經評審後，表現優異的隊伍可進入於2024年7月初舉行的作品匯報比賽。
After the assessment, outstanding teams can enter the presentation competition scheduled for early July 2024.

挑戰二：

經濟資訊圖表設計及匯報比賽

Challenge 2:
Economic Infographic Design and
Presentation Competition

- 學生可以個人或以二至三人一組形式參加比賽，設計一份與經濟相關課題的資訊圖表。
- Students can join the competition individually or form a team of 2-3 students to design a set of infographics on economic-related topics.

開始報名日期 **2024.1.22**
Application Start Date

截止報名日期 **2024.3.28** | 截止遞交作品日期 **2024.4.12**
Application Deadline | Submission Deadline



詳情請參閱活動網頁
For details, please refer to the event website
查詢 For enquiries
2892 5497 / 2892 6513
Email: cdopshe14@edb.gov.hk / cdopshe42@edb.gov.hk

主辦機構 Organiser



中華人民共和國
香港特別行政區政府
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HONG KONG BAPTIST UNIVERSITY
可持續發展研究中心
CENTRE FOR SUSTAINABLE DEVELOPMENT
STUDIES



香港經濟教育協會
Hong Kong Association for Economics Education

Financial Literacy and Values Education 2023-2024 “Project M² Award Program”

Aims / Objectives

This is to invite kindergartens, primary schools and secondary schools to participate in the captioned program.

Details

2. “Project M² Award Program” (referred to as the “Award Program”) is organised by Project M² (Project Morals & Money) and is supported and co-organised by the Education Bureau. It aims to encourage schools to integrate values education and financial education into students’ different learning experiences, developing correct financial concepts and positive values, attitudes and behaviours from an early age.

3. The “Award Program” encourages schools to develop students’ correct financial concepts by utilising the learning and teaching resources on the Project M² educational on-line learning platform. For more details regarding the learning and teaching resources and the “Award Program”, please refer to [Appendix 2a](#).

4. Schools interested in participating in the “Award Program” are requested to register by filling out the form at <https://forms.gle/ypHwm2eRdeRi3p7j9> or by scanning the QR code on or before **28 February, 2024 (Wednesday)**.



Enquiry

5. If you have any inquiries, please feel free to contact the Project M² team via email at info@projectm2.net or call at 5666 4933.

Financial Literacy and Values Education

2023-2024 “Project M² Award Program”

Introduction of Project M²

Project M² (Project Morals & Money) is a social enterprise initiative co-founded by Ms. Alison Chan, the former Chairperson of “Bring Me A Book Foundation Hong Kong” and Mr. Antony Leung, the former Financial Secretary of Hong Kong. The program aims to promote financial literacy and values education.

Project M² provides interactive learning and teaching resources to enhance students’ understanding of financial concepts and cultivate positive values and attitudes. Teachers can flexibly arrange students for learning in the classroom at home with parents. The program spans from kindergarten to senior secondary, ensuring continuity in the curriculum. The following is the curriculum design for the program:



Learning and Teaching Resources

- FQ Rising Star and FQ Explorer (Kindergarten and Lower Primary versions)
 - Total Units : 10
 - Learning unit : Needs and Wants, What is money, Efforts and Return, Spending Decision, What is Banking, The power of saving, Credibility, Borrow vs Exchange vs Giving, Lost and Found, Sharing is Caring

- FQ Challenger (Suitable for Upper Primary to Junior Secondary)
 - Total Units : 10
 - Learning unit : Spending Decision, Importance of saving, Allowances and Spending Plans, The Influence of Advertising, Income, Careers, Business & Entrepreneurship, Why we need credit, Banking, What is insurance, Investing, Donation & Charities

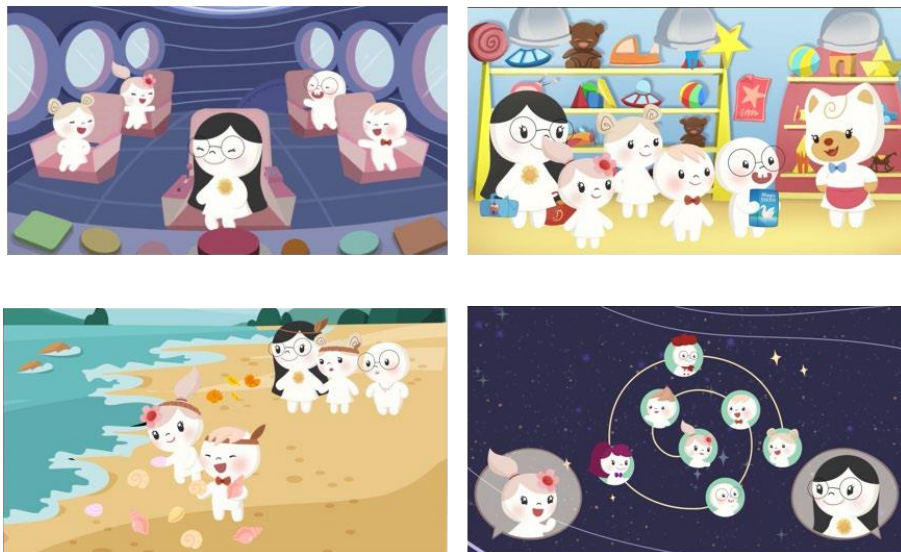
- FQ Future Leader (Suitable for Secondary Level)
 - Total Units : 10
 - Learning unit : Green Consumption & Decision, Budgeting, Bank or Bust Selecting a Banking Partner, The power of advertising in influencing our spending decisions, Insurance, What is Credit, Credit Card, Basics of the economy, Privacy Please-Protecting Your Identity, Charities

Contents of the Learning and Teaching Resources

FQ Rising Star, FQ Explorer, FQ Challenger and FQ Future Leader program include ten animations, lesson plans, teacher training, parent seminars and workshops etc.:

a) Animation (Kindergarten and Lower Primary)

- A series of ten episodes of animations focusing on values and money concepts
- The animations are available in three-language options: Cantonese, Mandarin and English, allowing schools to choose



b) Online Scenario-based Learning Course (Upper Primary and Secondary)

- A series of ten online learning games centred around values and money concepts
- The online courses for Upper Primary offer three-language options: Cantonese, Mandarin, and English, allowing schools to choose
- The online courses for Secondary offers two-language options: Cantonese and English, allowing schools to choose



c) Lesson Plans

- Each unit, in addition to animations and online scenario-based learning courses, includes various types of activities such as classroom discussion guides, extended-activity lesson plans, activity worksheets, craft materials, role-playing exercises, stories, scenario-based teaching puzzles and games, group games, nursery rhymes, and parent guides.
- The FQ Rising Star curriculum for preschool covers six major areas of learning: language, mathematics, natural science and life, personal and social development, physical education and health, and arts and creativity.
- The FQ Explorer FQ Challenger programs for primary students aim to cultivate correct values and attitudes in students.
- The FQ Future Leader programs for Secondary students aim to enhance their financial knowledge foundation, generic skills, information literacy, career planning, and foster positive values and attitudes towards overall well-being.

d) Teacher Training

- Project M² will provide training for teachers to enhance their understanding of financial education and how to use the learning platform effectively.

e) Parent seminars and workshops

- Project M² will regularly organise parent seminars and workshops to enhance parents' confidence and skills in nurturing their children and promote collaboration between home and school.

- Recent parent seminars include units such as “Enhancing Children’s Sense of Responsibility”, “Are We Giving Too Much”, and “Nurturing Intrinsic Learning Motivation and Creativity in Children”.

Aims of the Award Program

- Encouraging schools to implement financial literacy and values education
- Enhancing home-school collaboration and strengthening parental education
- Enhancing students’ self-directed learning abilities

Content of the Award Program

- Schools can flexibly arrange the use of the aforementioned learning and teaching resources based on students’ abilities and needs. These resources can be utilised in the classroom or at home.
- The program will be divided into two levels: the school and the student.

School Level

- Schools should complete the number of units required for the respective award in the following award list before the end of the second school term and fill out the forms (provided by Project M² upon school’s successful registration). The school will then receive the corresponding award. (Note: Completing one unit means that at least 60% of students from one grade have participated.) .

Student Level (Kindergarten)

- Students should watch the unit animations either in the classroom or at home and complete the attached worksheet (Appendix 2b) to receive a “Little Self-Learning Leader Certificate”. They will also have the opportunity to attend the Project M² Annual Awards Ceremony at the end of the semester.
- Schools or parents are requested to print the worksheet themselves. Once completed, they should upload it via the provided Google Form (will be provided after successful registration).

Student Level (Primary and Secondary)

- Students only need to watch the unit animations at home and complete the online pre- and post-test exercises to receive a “Self-Learning Leader Certificate”.

Awards

School Awards	Number of units used*
Bronze Award	2
Silver Award	3
Gold Award	4
Platinum Award	5

- The awards will be jointly presented by the Education Bureau and Project M² to schools as a gesture of recognition and encouragement.

Registration and Deadline

Schools interested in participating in the “Award Program” are invited to register by February 28, 2024, or earlier. To register, please fill out the form at <https://forms.gle/ypHwm2eRdeRi3p7j9> or scan the QR code provided.



Annual Award Ceremony

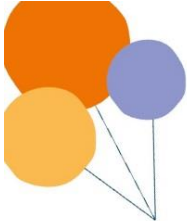
Schools that complete the specified number of units will be awarded trophies and certificates during the end-of-semester awards ceremony. (The exact date of the ceremony will be notified later).

Reference

- Project M² website: <https://projectm2.net/>
- Project M² introduction video: <https://www.youtube.com/watch?v=AzmU3sZFLbI>

Enquiry

For inquiries regarding the Project M² educational platform, please email info@projectm2.net or call 5666 4933 to contact the Project M² team.













Project M²
Little Self-Learning Leader
“Award Program” Record Form

Project M²
Morals • Money



Name of School: _____ Student’s Name: _____ Class: _____

Which units have you studied ? Please put a Please colour the topic you like the most. 

<input type="checkbox"/>  Unit 1 Needs and Wants	<input type="checkbox"/>  Unit 2 What is money?	<input type="checkbox"/>  Unit 3 Effort and Return
<input type="checkbox"/>  Unit 4 Spending Decision	<input type="checkbox"/>  Unit 5 What is Banking?	<input type="checkbox"/>  Unit 6 The power of saving
<input type="checkbox"/>  Unit 7 Credibility	<input type="checkbox"/>  Unit 8 Borrow vs Exchange vs Giving	<input type="checkbox"/>  Unit 9 Lost and Found
<input type="checkbox"/>  Unit 10 Sharing is Caring		

Please use words or drawings to document your favorite character, plot, or content.



Updates on “My Pledge to Act” activities

Aims / Objectives

This is to inform primary and secondary schools about the updates on “My Pledge to Act” (MPA) activities.

Details

2. In order to enhance students’ understanding of and reflection on the MPA main theme “Be Grateful and Treasure What We Have, Stay Positive and Optimistic” and the subthemes – “Be Diligent and Law-abiding, Perform Acts of Kindness”, “Think from Others’ Perspectives, Foster Harmony and Be Respectful”, “Inherit Traditional Culture, Be Patriotic and Love Hong Kong” and “Cherish Life, Be Healthy”, and to encourage students to think of ways to put these themes into practice in daily life, “Little Sun’s Creative Short Stories” Chinese Writing Competition (Primary School) and “The Promising Life Planners” - School-based Values Education Promotional Activities Design Competition (Secondary School) are organised by Moral, Civic and National Education Section 1, so as to spread proper values and attitudes and bring positive energy to society. To encourage more students to participate in the above competitions, the submission deadlines have been extended. Details are as follows:

- (1) **“Little Sun’s Creative Short Stories” Chinese Writing Competition (Primary School):** Submission deadline has been extended to **12 April 2024 (Friday)**.
- (2) **“The Promising Life Planners” – School-based Values Education Promotional Activities Design Competition (Secondary School):** Submission deadline has been extended to **23 February 2024 (Friday)**.

3. Please refer to the [EDBCM No. 96/2023](#) for details of the above competitions. Entrants are required to upload their entries to the related designated websites through their schools. (please scan the QR codes above)

Contact Person

4. For enquiries, please contact Mr Michael WONG of the Moral, Civic and National Education Section 1, Curriculum Development Institution, Education Bureau at 2153 7491.



EDBCM No.
96/2023



“The Promising Life Planners” – School-based Values Education Promotional Activities Design Competition (Secondary School)
Designated website for enrolment



“Little Sun’s Creative Short Stories” Chinese Writing Competition (Primary School)
Designated website for enrolment

太陽仔

「相創故事」

中文徵文比賽



本比賽旨在促進小學生對「我的行動承諾」副主題的理解和反思，透過創作相關的簡短故事，宣揚正確的價值觀和正面積極的生活態度。



比賽共設兩個組別，即高小組及初中組
各組分別設有以下獎項及獎品

冠軍 (一名)	港幣 3,000元書券及獎狀
亞軍 (一名)	港幣 2,000元書券及獎狀
季軍 (一名)	港幣 1,000元書券及獎狀
優異獎 (十名)	港幣 500元書券及獎狀
優秀語言表達獎 (三名)	港幣 500元書券及獎狀



2024年2月23日截止
(星期五)

諾活策劃師

校本價值觀教育推廣活動設計比賽 (中學)

歡迎
全港中學生參加



本比賽旨在推動學生積極參與籌劃、宣傳及推行價值觀教育推廣活動的工作。參賽者須就「我的行動承諾」主題或選取其中一個副主題擬寫推廣活動計劃書，在校內宣揚正面信息。

各組分別設有以下獎項及獎品：

冠軍	(一名)	港幣 3,000	元書券及獎狀
亞軍	(一名)	港幣 2,000	元書券及獎狀
季軍	(一名)	港幣 1,000	元書券及獎狀
優異獎	(五名)	港幣 500	元書券及獎狀



詳情請掃描二維碼

「2023/24中華經典名句——名聯選粹」書法作品徵集 (Chinese version only)

宗旨／目標

本附件旨在邀請各中、小學參加上述活動。

詳情

2. 教育局課程發展處本年度繼續舉辦「中華經典名句推廣活動」，讓學生認識中華文化精粹，吸收傳統經典智慧，培養良好品德情操和國民身份認同。「中華經典名句2023/24」以「名聯選粹」為主題，學校可善用「中華經典名句」專頁內的學與教資源，鼓勵學生學習對聯。

(<https://www.edb.gov.hk/tc/curriculum-development/kla/chi-edu/chinese-culture/chi-culture-main.html>)



3. 教育局現舉辦「2023/24中華經典名句——名聯選粹」書法作品徵集活動，邀請中、小學生及教師提交毛筆書法作品，以鼓勵師生通過書法藝術提升學習「中華經典名句」的興趣，加深對中華優秀傳統文化的認識，並陶冶性情，培養美感，提高文化修養。有關活動詳情，請參閱附錄4a、4b及4c，遞交作品截止日期為2024年4月12日(星期五)。

聯絡人

4. 如有查詢，請致電 3540 7413 與教育局課程發展處中國語文教育組張詠詩女士聯絡。

「2023/24 中華經典名句——名聯選粹」書法作品徵集

活動章程

目的

通過書法藝術提升學習「中華經典名句」的興趣，加深對中華優秀傳統文化的認識，並陶冶性情，培養美感，提高文化修養。

對象

小學一年級至中學六年級學生；中、小學教師

組別

- 初小組(小一至小三)
- 高小組(小四至小六)
- 初中組(中一至中三)
- 高中組(中四至中六)
- 教師組

參加規則

1. 參加者須從「2023/24 中華經典名句——名聯選粹」(格言類)八則名聯雋語中，選出其中一則書寫。書寫內容詳見附錄 4b。
2. 參加者必須使用毛筆(不接受科學毛筆)在宣紙或白紙上書寫。
3. 參加者必須使用不超過 42 x 29.7 厘米(A3 紙張尺寸)的紙張，由上至下、右至左，以直幅書寫。
4. 學生組(包括初小、高小、初中和高中組)只接受楷書、隸書或行書三種書體；教師組的作品則書體不限。
5. 參加者請在書法作品背面寫上中文姓名、學校名稱及參加組別。
6. 作品必須由參加者親自書寫，否則其參加資格將被取消。
7. 所有作品概不發還。教育局可將作品用於教育或推廣方面的宣傳、展覽及印刷用途，而毋須徵求參加者同意及支付任何費用。
8. 參加者遞交作品即表示同意遵守是次活動的章程及規則。
9. 主辦方保留所有活動細則、獎項安排等之最終決定權。
10. 評分準則：結體、運筆、布局和整潔。

參加辦法

1. 參加者以個人為單位，惟作品須經學校統一遞交。
2. 每校各個學生組別最多可遞交五份作品；教師組參加人數則不限，惟每名教師只可遞交一份作品。
3. 遞交作品截止日期：**2024年4月12日(星期五)**
4. 參加的學校須填妥報名表格，連同作品於截止日期前郵寄(以郵戳日期為準)或親臨香港灣仔皇后大道東213號胡忠大廈12樓1201室中國語文教育組遞交。信封請註明「『2023/24 中華經典名句——名聯選粹』書法作品徵集」。
5. 為確保郵遞過程無誤，請支付足額郵資。
6. 報名表格遞交後，如有任何資料更改，須通知主辦方。

評審

由資深書法家擔任評判，結果由評判和主辦方作最後決定。

獎項

1. 得獎作品將於教育局「中華經典名句」專頁內公開展示，並有機會印製在相關活動的宣傳品上。
2. 每位得獎者均會獲發獎狀乙張及獎品乙份。

結果公布

結果將於2024年6月公布，得獎者將獲另函通知。

報名查詢

如有查詢，請致電3540 7413與教育局課程發展處中國語文教育組張詠詩女士聯絡。

作品內容及格式

附錄 4b

報名表格

附錄 4c

作品內容及格式

作品內容

參加者須從下列「2023/24 中華經典名句——名聯選粹」(格言類)八則名聯雋語中，選出其中一則書寫：

編號	名聯雋語
01	靜坐常思己過 閒談莫論人非
02	豈能盡如人意 但求不愧我心
03	寶劍鋒從磨礪出 梅花香自苦寒來
04	書山有路勤為徑 學海無涯苦作舟
05	修身豈為名傳世 作事惟思利及人
06	事能知足心常愜 人到無求品自高
07	世事洞明皆學問 人情練達即文章
08	虛心竹有低頭葉 傲骨梅無仰面花

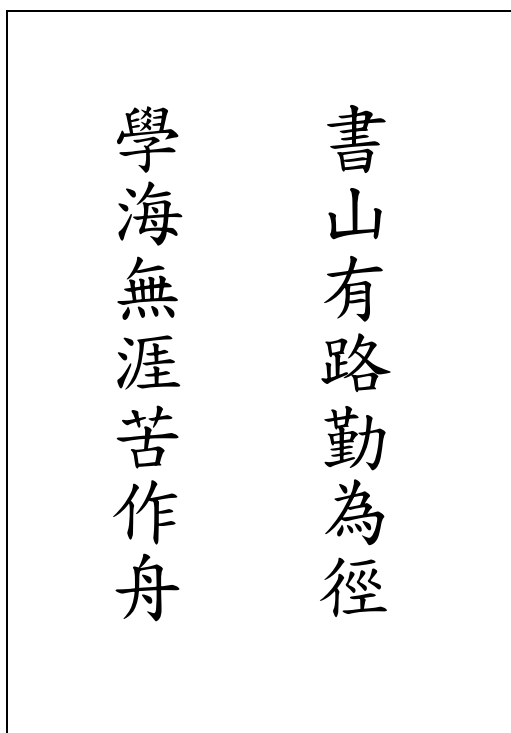
以上資料可參考教育局網頁：中華經典名句(2023/24)
<https://www.edb.gov.hk/tc/curriculum-development/kla/chi-edu/chinese-culture/chi-culture-main.html>



作品格式

1. 參加者必須使用毛筆(不接受科學毛筆)在宣紙或白紙上書寫。
2. 參加者必須使用不超過 42 x 29.7 厘米(A3 紙張尺寸)的紙張，並按照書寫內容，由上至下、右至左，以直幅書寫(見以下示例)。
3. 學生組(包括初小、高小、初中和高中組)只接受楷書、隸書或行書三種書體；教師組的作品則書體不限。
4. 參加者請在書法作品背面寫上中文姓名、學校名稱及參加組別。

示例



「2023/24 中華經典名句——名聯選粹」書法作品徵集

報名表格

截止日期：2024 年 4 月 12 日(星期五)

學校名稱： _____

學校電話： _____ 學校傳真： _____

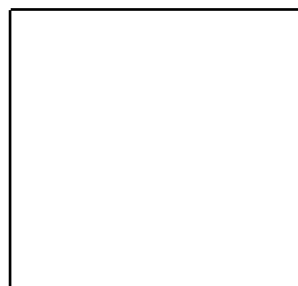
校長姓名： _____

校長簽署： _____

負責教師姓名： _____

聯絡電話： _____ 日期： _____

電郵： _____



(一)學生資料

組別：(請於適當方格填上✓號)				組別：(請於適當方格填上✓號)			
<input type="checkbox"/> 初小組 <input type="checkbox"/> 高小組 <input type="checkbox"/> 初中組 <input type="checkbox"/> 高中組				<input type="checkbox"/> 初小組 <input type="checkbox"/> 高小組 <input type="checkbox"/> 初中組 <input type="checkbox"/> 高中組			
	中文姓名	年級	名聯雋語 (編號)		中文姓名	年級	名聯雋語 (編號)
1.				1.			
2.				2.			
3.				3.			
4.				4.			
5.				5.			

(二)教師資料

	中文姓名	名聯雋語(編號)
1.		
2.		
3.		
4.		
5.		
6.		
7.		
8.		
9.		
10.		

*如教師報名表格不敷應用，請自行影印。

International Mathematical Olympiad Preliminary Selection Contest – Hong Kong 2024

Aims / Objectives

This is to invite secondary schools to nominate their students to take part in the captioned Contest.

Details

2. The International Mathematical Olympiad (IMO) Preliminary Selection Contest – Hong Kong 2024 aims at heightening students' interest in learning mathematics and providing enhancement training for students with high potential in mathematics. The Contest is co-organised by the Education Bureau, the Hong Kong Academy for Gifted Education (HKAGE) and the IMO Hong Kong Committee.

3. The Contest will be held on **25 May 2024 (Saturday)**. A series of mathematics enhancement programmes will subsequently be arranged for students who performed well in the Contest. For students with outstanding performance in the enhancement programmes, they would be selected to represent Hong Kong to participate in the 66th IMO and / or other national mathematics competitions to be held in 2025.

4. For details of the Contest, including background information, regulations of the Contest and procedures for the online registration, please browse the website of the HKAGE <https://www.hkage.edu.hk/en-us/article/imoprelim2024>. Besides, the invitation letter from the IMO Hong Kong Committee and past papers of the Contest have also been uploaded to the website for reference.



5. Schools wishing to nominate their students for the Contest should do so on the website by **11 March 2024 (Monday), 12:00 noon**. The results of the nomination and other relevant details will be released on the website on **24 April 2024 (Wednesday)**. **No further notifications will be provided.**

Contact Person

6. For enquiries, please contact the HKAGE on 3940 0101 or by email to imoprelim@hkage.org.hk.

The 6th Greater Bay Area STEAM Excellence Award 2024 (HKSAR)

Aims / Objectives

This is to invite primary schools and secondary schools to nominate students to participate in the captioned competition.

Details

2. The 6th Greater Bay Area STEAM Excellence Award 2024 (HKSAR) is organised by Hong Kong New Emerging Technology Education Association (HKNETEA) and supported by the Education Bureau. It aims to enhance students' creativity and innovation. Details of the competition are available at <http://www.hknetea.org>



3. Schools interested in nominating students for the competition can apply through the following website on or before 31 March 2024 (Sunday): <https://hknetea.org/application-2024sea/>



Contact Person

4. For enquiries, please contact Mr LI of HKNETEA on 2869 6603 or by email to info@hknetea.org

第二屆《光影進校園》暨《紫荊杯影評比賽》

(Chinese version only)

宗旨／目標

本附件旨在邀請全港中小學報名參加上述活動和比賽。

詳情

2. 香港教育工作者聯會與紫荊文化集團將舉辦第二屆《光影進校園》暨《紫荊杯影評比賽》系列活動，遴選出20部傑出的愛國主題及勵志電影，學校可於2024年6月28日前申請到校放映。除電影觀賞外，主辦機構同步舉辦《紫荊杯影評比賽》，鼓勵學生觀賞電影後，以文字或繪畫方式抒發觀影感受，撰寫影評，得獎學生將獲贈證書、書券及電影贈券，而影評得獎作品亦會結集出版。

3. 有關活動和比賽詳情及報名方法，請參閱附錄7a。比賽截止報名日期為2024年4月30日(星期二)。

聯絡人

4. 如有查詢，請致電 2963 5123 或透過電郵 tommy@hkfew.org.hk 與大會秘書處施先生聯絡。

第二屆《光影進校園》系列活動暨《紫荊杯影評比賽》



★第二屆★

《光影進校園》暨 《紫荊杯影評比賽》

接受報名：即日起至2024年6月28日前到校放映

片目：

- ★ 愛國主義教育主題
《我和我的祖國》《滿江紅》《港珠澳大橋》《1921》《我的1919》
《萬里歸途》《變化中的中國：生活因你而火熱》《為了勝利》
- ★ 教師發展日/大專院校
《掬水月在手》《臍帶》《絕地追擊》《白蛇傳·情》
- ★ 中學組推薦片目
《雄獅少年》《一樣的天空》《上學路上》《撥浪鼓咚咚響》《長安三萬里》
- ★ 小學組推薦片目
《雄獅少年》《熊出沒·伴我熊“芯”》《天使愛芭蕾》《長安三萬里》《花木蘭》

活動亮點：

- 《紫荊杯影評比賽》
徵集觀影感受，撰寫影評/繪畫，得獎同學將獲得證書、書券及電影贈券，影評得獎作品將結集出版。
- 《紫荊電影大師課》
邀請導演、編劇、製片、演員等電影工作者走進校園，與學生面對面交流。
- 《紫荊電影體驗營》
組織有興趣學生在暑假前往內地(如大灣區、橫台、北京懷柔等地)，實地考察電影拍攝基地，與內地電影工作者交流，親身感受內地電影產業發展狀況。
- 《紫荊杯影評比賽》
學生於觀映後兩周內呈交影評給負責老師，影評可以作文或繪畫提交：
A) 作文要求
字數：小學組200-500字；中學組500-1,000字；大專組2,000-3,000字；
B) 繪畫作品要求
主題：喜愛的電影角色、場景、情節
影評格式：A4尺寸的實體平面作品或電子稿，電子稿請以不低於300dpi列印作品，參加者請在作品背面寫上的中文姓名、所屬學校、觀看的電影
提交方法：經學校老師評選出5份優秀作品(包括作文及繪畫)，以郵寄方式投稿至：九龍旺角旺角道33號凱途發展大廈6樓603-604室，由大會進行比賽的最終評審。



電影片單詳情

★ 報名截止日期：2024年4月30日

查詢電話：2963 5123 施先生Tommy
電 郵：tommy@hkfew.org.hk

查詢電話：2963 5122 李小姐Joyce
電 郵：joyce@hkfew.org.hk



活動報名表

“Active Students, Active People” (ASAP) Campaign MVPA60 Mobile Application Design Competition

Aims / Objectives

This is to encourage primary and secondary schools students to participate in the captioned competition.

Details

2. To tie in with the World Health Organisation (WHO)’s recommendation that children and adolescents aged 5-17 should accumulate at least an average of 60 minutes daily of moderate- to vigorous-intensity physical activities (i.e. MVPA60) across the week, the Education Bureau (EDB) included the recommendation as one of the directions of the Physical Education (PE) curriculum in 2017. In this regard, schools are encouraged to organise various physical activities to help students develop an active and healthy lifestyle. To create a better sports ambience in schools, the EDB has launched the ASAP Campaign to provide continuous support to schools in promoting sports on all fronts through diversified student activities and teacher professional development programmes since 2021.

3. The ASAP Campaign - MVPA60 Mobile Application Design Competition is jointly organised by the PE Section and Technology Education Section of the EDB in collaboration with the Lee Shau Kee School of Business and Administration of the Hong Kong Metropolitan University. Participating students will have the opportunity to showcase their creativity and programming skills by designing a mobile application **related to physical fitness, physical activity levels, or promoting participation in physical activities**, etc. with the aim of enhancing students’ motivation in active participation in physical activities. For competition details, please refer to Appendix 8a.

4. Interested students should register through their respective schools for participation by completing the registration form (Appendix 8b) and return it to PE Section by fax (Fax no.: 2761 4291) or email (cdope5@edb.gov.hk) **on or before 29 February 2024 (Thursday)**. Late submissions will not be accepted.

Contact Person

5. For enquiries, please contact Mr YEUNG Tat-man of the PE Section of the EDB on 2713 3964.

“Active Students, Active People” Campaign MVPA60 Mobile Application Design Competition

1. Objectives

- To assist students in establishing a habit of regular participation in physical activities in accordance with the World Health Organisation’s recommendation for children and adolescents aged 5-17 to accumulate at least an average of 60 minutes daily of moderate-to-vigorous-intensity physical activity across the week (MVPA60);
- To promote innovative technology education, enhance students’ creativity and programming skills, and encourage students’ active participation in physical activities;
- To enhance students’ information literacy, and cultivate positive values and attitudes such as perseverance and willingness to accept challenges.

2. Eligibility and Competition Categories

All primary and secondary school students are eligible for the competition.
Two categories namely primary school and secondary school are divided.

3. Theme of the Competition

Relevant contents related to physical fitness, physical activity levels, or promoting participation in physical activities with the aim of enhancing students’ motivation in active participation in physical activities.

4. Round of Competition

Preliminary round (March to May 2024)
Final round (25 May 2024)

5. Quota

Not more than 30 teams in each category. Registration will be accepted on a first-come, first-served basis.

6. Mode of Entry / Requirement

- Students are required to participate in teams and register through their respective schools.
- Only one team in each school can participate in the competition. Each team should consist of a minimum of two members and a maximum of six members. Each team can only submit one entry.

- Primary school category: Submit a design proposal of the mobile application.
- Secondary school category: Submit the works of the mobile application.

7. Student Training Workshop (3 hours)

Participating teams are eligible to attend a student training workshop free of charge organised by the Programme in Sports and eSports Management of Lee Shau Kee School of Business and Administration, the Hong Kong Metropolitan University. The workshop will cover the content including basic programming, design thinking, and knowledge related to promoting participation in physical activities. The training will be held in March 2024. Details information and registration procedures will be provided to the participating teams through email.

8. Awards

Each category will have one champion, one first runner-up, one second runner-up, and seven merit awards. A participation certificate will be presented to those participating teams that successfully submit their entries for the competition.

9. Submission of Entries

● Preliminary round (Submission deadline: 10 May 2024)

- Primary school category: Participating teams are required to submit a design proposal of the mobile application in form of a video (not exceeding five minutes, with a file size not exceeding 1 GB in mp4 format) or a presentation (not exceeding 15 slides). The contents should include the design objective/idea, how to make use of computational thinking and computer programming skills for the design, etc.
- Secondary school category: Participating teams are required to submit the works of the mobile application in the form of a video (not exceeding five minutes, with a file size not exceeding 1 GB in mp4 format). The content should include the design concept, consideration of programming design, and demonstration of the related works, etc.

● Final Round (Date: 25 May 2024)

- Primary school category: The finalists will have the opportunity to present their design proposal of the mobile application in detail to the adjudication panel on the day of the finals. They will be open to answer questions from the adjudication panel. Each team will have five minutes presentation time.
- Secondary school category: The finalists will have the opportunity to introduce and demonstrate their mobile application to the adjudication panel on the day of the finals. They will be open to answer questions from the adjudication panel. Each team will be given 10 minutes presentation time.
- The finalists must attend the on-site presentation session. Otherwise, they will be considered as withdrawal from the competition.
- The adjudication panel will select one champion, one first runner-up and one second runner-up from each category on the day of the finals.

10. Adjudication

- The competition will have an adjudication panel, whose members include representatives from the EDB, experienced professionals in the sector and university, etc.
- The adjudication panel will select 10 teams in each category from the preliminary round to the final round based on the judging criteria including creativity, application of programming languages, practicality of the design, presentation skills, and team collaboration, etc.
- The finalists may optimise their design proposals/mobile applications before the final round.
- The adjudication panel reserves the right of final decision on the results of the competition.

11. Requirements for the Mobile Application Design

- There is no limitation for the programming language. For primary school category, students can consider using “Scratch”, “App Inventor”, “CoSpaces” or other programming languages as a blueprint when designing mobile application design proposal. For secondary school category, students can consider using “App Inventor”, “Android Studio”, “Unity” or other programming languages.
- Participating schools (secondary school category) is required to develop a mobile application that can run directly or indirectly on the Android platform (Android 12 or above);
 - If the programmes developed are written in “Scratch for Android” or “CoSpaces for Android”, it can be run within the compiled programme on Android, without the need to export them as APK.
 - Participants should design an elegant and user-friendly interface. Students need to consider using appropriate layouts, colors, icons, and fonts to provide excellent user’s experience in terms of UX (User Experience) and UI (User Interface) design.
 - Images and assets generated by AI graphics/sound software can also be incorporated into the programme.
 - The layout of the work should be adjusted to different screen sizes and resolutions without affecting the functionality of the programme.
 - Participants can make use of the official or third-party plugins (extensions or plugins) to complete the work.
 - The work can leverage other features available on Android smartphones/tablets, such as sensors, cameras, network function, etc.
 - If the work involves functions other than mobile applications, such as servers, local networks, or other devices, etc., the source files and application of such parts should be explained individually.
 - Participants must ensure that all materials (images, videos, sound effects, etc.) are original or purchased from reputable sources, and they need to provide the source files or purchase records. Any works that infringe copyright will be disqualified.
 - If the work involves sports theories, the sources should be clearly cited.

- The finalists must provide the project source code and executable programme files of their applications. These must be uploaded to the cloud platform provided by the organiser before the date of final round. The upload method will be notified to the responsible teachers of finalists via email.

12. Awards Ceremony

The award ceremony will be held on 28 June 2024 (tentative). Details will be notified to the responsible teachers of the relevant teams via email in due course.

13. Use of Winning Entries

- Winning entries may be displayed (including but not limited to physical display or uploading to the websites or social media platforms) for the public's viewing for promotion and encouragement.
- The organiser has the right to use the mobile applications, while the design concepts and prototypes of the mobile applications are fully owned by the participating schools. The organiser has priority in discussing cooperation with the schools and making appropriate modifications to the mobile applications.

14. Points to Note for Schools

- Participants and responsible teachers must carefully read all the competition information, terms, and regulations. By submitting the registration, it is deemed that they have agreed to and accepted all the terms and regulations of the competition. If the participant violates any competition rules, the organiser reserves the right to disqualify him/her from participating in the competition.
- The organiser reserves the right to change, suspend or terminate the activity at any time. If there are any changes, announcements will be sent to the responsible teachers via email.
- The organiser reserves the right to change the competition awards without prior notice.
- Once an entry is submitted, it cannot be modified, re-uploaded or returned.
- Participating schools should keep the master copy of entries until the end of this school year.
- The entry submission date and time will be based on the date and time indicated in the organiser's server system.
- The personal data submitted by participating teams will only be used for purposes related to the competition. The videos submitted in the preliminary round will be deleted three months after the award ceremony.
- Participating schools should ensure that information and content included in their entries are in line with the curriculum aims and objectives set out by the EDB. No element of obscenity, abuse, violence, defamation, endangerment to national security, etc., is allowed. And it does not violate the laws of the HKSAR. Otherwise, the participants will be disqualified.
- All entries must be the participants' original works. They must not infringe copyrights or interests of any other party; otherwise the participants will be held

responsible for any disputes arising therefrom and may be disqualified from the competition. If necessary, the organiser may request the participants to produce written proof of legal authorisation. The source of reference has to be acknowledged if the information is cited.

- The organiser reserves the right to reject any entries or disqualify participants without giving particular reasons.
- The organiser reserves the right to use the participants' works (including school names) in whole or in part for non-profit-making purposes, and to edit, translate, adapt, use, copy, distribute and upload the entries to the Internet without prior consent of the entrants.
- Participating teams agree that the organiser may take photographs and videos during the competition-related activities. They also agree to grant the copyrights of the photographs or recorded videos to the organiser for the promotion of the competition, production of publications, submission of project reports, and external publicity, including all publications, websites, and media introductions related to the competition.

15. Registration

- Interested schools should complete the Application Form (Appendix 8b) and return it to PE Section of the CDI by fax (Fax no.: 2761 4291) or email (cdope5@edb.gov.hk) on or before 29 February 2024 (Thursday).
- The organiser will confirm the school's eligibility for participation within five working days after receiving the registration via email.

16. Important dates

Date	Events
<p>By 29 February 2024 (Thursday)</p>	<p>Registration Interested schools should complete the Application Form (Appendix 8b) and return it to PE Section of the CDI by fax (Fax no.: 2761 4291) or email (cdope5@edb.gov.hk).</p>
<p>11 March (Monday) to 22 March 2024 (Friday)</p>	<p>Student Training Workshop (3 hours) Participating teams are eligible to attend a student training workshop free of charge organised by the Programme in Sports and eSports Management of Lee Shau Kee School of Business and Administration, Hong Kong Metropolitan University. The workshop will cover the content including basic programming, design thinking, and knowledge related to promoting participation in physical activities. Details of the workshop, including dates, locations, and registration methods, will be provided to the participating teams via email after registration.</p>
<p>By 10 May 2024 (Friday)</p>	<p>Preliminary Round: Submission of Mobile Application Introduction Video</p> <ul style="list-style-type: none"> ■ Primary school category: Participating teams are required to submit a <u>design proposal of the mobile application</u> in form of a video or presentation slides, content should include design objective / concept, how to make use of computational thinking and computer programming skills, etc. ■ Secondary school category: Participating teams are required to submit the <u>mobile application works</u> in form of a video to introduce their design concept, considerations of programming design and demonstration of the related works, etc. ■ The method of uploading the video and details requirement will be notified to the responsible teacher after the registration.
<p>By 17 May 2024 (Friday)</p>	<p>Announcement of Finalists The organiser will announce the list of finalists on the EDB's website. The responsible teachers of the finalists will also be notified via email.</p>
<p>25 May 2024 (Saturday)</p>	<p>Final Round The finalists will have an on-site presentation of their mobile applications or design proposals to the adjudication panel on the day of the final round.</p>
<p>28 June 2024 (tentative)</p>	<p>Awards Ceremony The organiser will notify the responsible teachers of the winning teams via email about the arrangements of the awards ceremony.</p>

**“Active Students, Active People” Campaign
MVPA60 Mobile Application Design Competition**

Application Form

(Please return to PE Section of the CDI by fax or email on or before 29 February 2024 (Thursday))

To: PE Section of the CDI

Fax: 2761 4291

Email: cdope5@edb.gov.hk

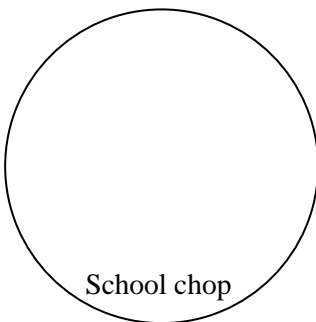
(Please put a “✓” in the appropriate box)

Categories: Primary School Secondary School

Name of Teacher in charge: _____

Contact number of Teacher in charge: _____

Email of Teacher in charge: _____



Signature of Principal: _____

Name of Principal: _____

Name of School: _____

Date: _____

Contact Number: _____

第 49 屆全港青年學藝比賽
全港青年粵曲比賽(2023-24 年度)
(Chinese version only)

宗旨／目標

本附件旨在邀請全港中小學報名參加上述比賽。

詳情

2. 「全港青年粵曲比賽」旨在提高青少年對粵曲之興趣，培養青少年的正面喜好，並弘揚中國傳統藝術文化。是次比賽由全港青年學藝比賽大會及葵青工商業聯會合辦。

3. 比賽設有少年粵曲組、青年粵曲組及彩唱組。有興趣參與的學生須於 **2024年3月22日(星期五)下午6時30分或之前**報名。有關比賽詳情及報名方法，請參閱附錄9a。

聯絡人

4. 如有查詢，請致電 2835 2190 或透過電郵 enquiry@hkycac.org 與大會秘書處職員聯絡。

第49屆全港青年學藝比賽
全港青年學藝比賽大會 葵青工商業聯會 合辦
全港青年粵曲比賽(2023-24年度)

合辦：

全港青年學藝比賽大會
葵青工商業聯會

比賽目的：

透過舉辦是項比賽提高青少年對粵曲之興趣，培養青少年的正面喜好，並弘揚中國傳統藝術文化。

比賽時間：

初賽

日期：2024年4月20日(星期六)

時間：由下午開始分時段進行(最終時間由大會按入選初賽人數安排，並將另行發出通知)

決賽

日期：2024年7月7日(星期日)

時間：下午2時

截止報名日期：

2024年3月22日(星期五)下午6時30分止

比賽地點：

初賽：香港八和會館

(油麻地彌敦道385號平安大樓3字樓11室)

決賽：香港演藝學院

(香港灣仔告士打道一號)

比賽組別：

- (1) 少年粵曲組 —— 在報名截止當日為6歲至13歲之少年
- (2) 青年粵曲組 —— 在報名截止當日為14歲至30歲之青年
- (3) 彩唱組 —— 在報名截止當日為6歲至30歲之青年

比賽形式：

- (1) 錄音/錄像遴選：參賽者於網上報名後，須遞交包含唱曲選段（約 6 分鐘，當中梆子或二簧類必須包括於演出粵曲的重要部份）之 MP3 或 MP4 檔案（參賽者可上載片段至雲端硬碟供大會職員下載），或製作成 CD、VCD 或 DVD（MP4、VCD 及 DVD 只適用於彩唱組）後提交予比賽大會。大會將邀請顧問及專業評判作初步評審，並選出表現優異者進入初賽（彩唱組只設初步遴選，不用初賽，直接進入決賽）。**大會將於 2024 年 4 月 5 日（星期五）前發出通知獲選進入初賽的優異者。**參賽者若於有關期限前仍未收到通知，將可視為落選。
- (2) 初賽：獲選參與初賽的參賽者，需按大會所編配之時間開始前 15 分鐘到達比賽場地報到及準備作賽。**由於是次初賽由現場樂師伴奏，**參賽者需準備 1 首自選曲目（節錄至約 6 分鐘（2 人對唱約 8 分鐘），當中梆子或二簧類必須包括於演出粵曲的重要部分，**於 2024 年 4 月 15 日（星期一）前將曲譜電郵(enquiry@hkycac.org)至大會秘書處，並於當日自行帶同曲譜 5 份，曲譜於提交後不可作任何更改。（有關安排如有更改，將另行通知。）**評判將選出優秀表現的參賽者進入決賽。
- (3) 決賽：晉身決賽之參賽者需準備 1 首自選曲目（節錄至約 6 分鐘（2 人對唱約 8 分鐘），當中梆子或二簧類必須包括於演出粵曲的重要部分，**並連同曲譜 20 份，於 2024 年 5 月 31 日（星期五）前交至大會秘書處，曲譜於提交後不可作任何更改。**大會建議使用與初賽相同的曲目，如有更改，必須通知大會以確定曲目符合參賽規則。）大會將於決賽時為參賽者提供現場樂隊拍和及專業化妝。

評判：

由主辦機構邀請粵曲名伶擔任評判。

評分標準：

參賽者可自行選擇背譜或視譜演出，或自行決定演繹方式。評判團將以參賽者唱曲的拍子、音準、音色、行腔、吐字、感情處理、演唱技巧及台風等各方面表現作出評分。比賽結果以評判團最終決定為準，參賽者不得異議。

獎項：

少年粵曲組、青年粵曲組與彩唱組獎項相同，各設有：

冠軍 —— 現金獎\$2,000、獎盃一座及獎狀一張

亞軍 —— 現金獎\$1,200、獎盃一座及獎狀一張

季軍 —— 現金獎\$800、獎盃一座及獎狀一張

少年粵曲組及青年粵曲組另設優異獎兩名，各得獎盃一座及獎狀一張

報名方法：

到以下網址進行網上報名

<https://forms.gle/9b4zUfcaXt9ucTfv8>



結果公布及領獎辦法：

- 比賽結果將於大會網頁公布及由大會直接發信通知各得獎者。
- 得獎者將獲安排於全港青年學藝比賽頒獎典禮上或親臨大會秘書處領獎。
- 得獎名單亦會刊載於大會特刊。

附則：

1. 參加者若於該組別連續三年獲得冠軍，緊接的一年將不可於同一組別作賽。
2. 本章則如有未盡完善，主辦機構有權隨時修訂，有關詳情請留意大會網頁(www.hkycac.org)或手機應用程式(HKYCAC)。

查詢：

如有查詢，請致電 2835 2190 或透過電郵 enquiry@hkycac.org 與大會秘書處職員聯絡。

**第 49 屆全港青年學藝比賽 ——
全港青年書法比賽(2023-24 年度)
(Chinese version only)**

目標

本附件旨在邀請各中小學報名參加上述活動。

詳情

2. 「全港青年書法比賽(2023-24 年度)」由民政事務總署贊助，全港青年學藝比賽大會及九龍樂善堂合辦，目的是宏揚中華文化，推廣書法藝術，鼓勵中小學生研習書法，培養品德，陶冶性情。

3. 有關比賽詳情及報名方法，請參閱附錄 10a。比賽截止報名日期為 **2024 年 3 月 6 日(星期三)下午 6 時止(報名以電腦紀錄為準)**。

聯絡人

4. 如有查詢，請致電 2835 2190，或透過電郵 enquiry@hkycac.org 與大會秘書處職員聯絡。

第 49 屆全港青年學藝比賽 ——
全港青年書法比賽(2023-24 年度)
比賽章程

比賽時間：

2024 年 3 月 23 日(星期六)
下午 2 時 30 分

截止報名日期：

2024 年 3 月 6 日(星期三)下午 6 時止(報名以電腦紀錄為準)

比賽地點：

香港區：樂善堂梁詠琚書院(西營盤醫院道 28 號)

九龍區：樂善堂顧超文中學(葵涌葵盛圍 301 號)

樂善堂王仲銘中學(新蒲崗樂善道 161 號)

新界區：樂善堂梁蕙芳紀念學校(屯門山景邨)

樂善堂梁詠琚學校(分校)(元朗天水圍天恩邨)

*大會將視乎報名情況分配參賽者前往指定賽場，參賽者不得異議。

比賽章則：

見以下網址

<https://drive.google.com/file/d/1w8ospPjDTjGOyNGKlVVxd38fxBv9bZbv/view>

比賽組別：

小學組：小一至小六學生

(報名表須附列有年份之學生證副本、手冊或蓋上學校印鑑。)

中學組：中一至中六之學生

(報名表須附列有年份之學生證副本、手冊或蓋上學校印鑑。)

評審：

由大會聘請書法名宿擔任評判。比賽結果以評判最終決定為準，參加者不得異議。

獎勵：

小學組及中學組：設(a)毛筆書法組及(b)硬筆書法組，每組優勝者均可獲下列獎勵；

冠軍 —— 樂善堂盃一座及獎金\$1,000

亞軍 —— 樂善堂盃一座及獎金\$800

季軍 —— 樂善堂盃一座及獎金\$600

優異獎 —— 各得書券\$100

良好獎 —— 凡於初評獲選進入總評者可獲獎狀一張

* 各獲獎者可獲獎狀一張，另小學及中學組之冠、亞、季軍獲獎者之學校可得樂善堂盃一座。

報名方法：

請到以下網址進行網上報名



結果公布及領獎安排：

- 比賽結果將於大會網頁公布及由大會直接發信通知各得獎者。
- 得獎者將獲安排於全港青年學藝比賽頒獎典禮上或親臨大會秘書處領獎。
- 得獎名單亦會刊載於大會特刊。

第 49 屆全港青年學藝比賽 ——
全港青年古典詩詞朗誦比賽(2023-24 年度)
(Chinese version only)

目標

本附件旨在邀請各中小學報名參加上述活動。

詳情

2. 「全港青年古典詩詞朗誦比賽(2023-24 年度)」由民政事務總署贊助，全港青年學藝比賽大會及港島獅子會合辦，目的是讓中小學生透過朗誦古典詩詞，了解當中精髓，提升他們對中國古典文學的興趣。
3. 有關比賽詳情及報名方法，請參閱附錄 11a。比賽截止報名日期為 **2024 年 4 月 5 日(星期五)下午 6 時 30 分止(報名以電腦紀錄為準)**。

聯絡人

4. 如有查詢，請致電 2835 2190，或透過電郵 enquiry@hkycac.org 與大會秘書處職員聯絡。

第 49 屆全港青年學藝比賽 ——
全港青年古典詩詞朗誦比賽(2023-24 年度)
比賽章程

比賽時間：

2024 年 5 月 5 日(星期日)
上午 9 時

截止報名日期：

2024 年 4 月 5 日(星期五)下午 6 時 30 分止(報名以電腦紀錄為準)

比賽地點：

孔聖堂禮仁書院 (香港銅鑼灣加路連山道 77 號)

比賽形式：

- 比賽分初賽及決賽舉行，決賽於初賽完成後同日舉行。
- 大會將於決賽典禮後宣布入圍名單。

比賽組別：

粵語高小組： 小五至小六學生 (名額：80 人)
普通話高小組： 小五至小六學生 (名額：80 人)
粵語初中組： 中一至中三學生 (名額：80 人)
普通話初中組： 中一至中三學生 (名額：80 人)
粵語高中組： 中四至中六學生 (名額：80 人)

- * 參賽人數名額有限，先到先得。大會將以電腦所示之報名時間為憑，額滿即止。
- * 粵語/普通話高小組、初中組及高中組參加者必須由就讀之學校提名參賽，否則有關報名將視作無效。
- * 在每組賽事中，每校限派不超過 5 名學生參賽。
- * 每位參加者只能報名參加一個組別。
- * 大會將會要求參加者出示身份證明文件，以作身份核實。
- * 如學校或機構需要進行大量報名，請致電 2835 2190 與大會秘書處職員聯絡作進一步處理。

本屆比賽主題：「秀麗河山·誦韻流芳」

粵語高小組誦材：

詩：《滁州西澗》韋應物，選自《唐詩三百首》，香港廣智書局出版

詞：《夢江南》溫庭筠，選自《中國歷代辭賦詩詞曲彙編》，萬里書店出版

普通話高小組誦材：

詩：《送別》王維，選自《唐詩三百首》，三聯書店(香港)有限公司出版

詞：《江南春》寇準，選自《中國歷代辭賦詩詞曲彙編》，萬里書店出版

粵語初中組誦材：

詩：《關山月》李白，選自《唐宋名家詩詞欣賞》，大孚書局出版

詞：《生查子》歐陽修，選自《唐宋名家詩詞欣賞》，大孚書局出版

普通話初中組誦材：

詩：《感遇》張九齡，選自《唐宋名家詩詞欣賞》，大孚書局出版

詞：《蝶戀花》賀鑄，選自《新譯宋詞三百首》，三民書局印行

粵語高中組誦材：

詩：《傷春》陳與義，選自《中國詩歌寶庫宋詩選》，中華書局(香港)有限公司出版

詞：《蘇幕遮》范仲淹，選自《唐宋名家詩詞欣賞》，大孚書局印行

有關誦材於本會網頁下載：<http://www.hkycac.org/competitions?a=browse&ciid=11>

評判：

大會將邀請對朗誦藝術有認識及研究之學者及老師擔任比賽評判。

評分標準：

內容(佔 30 分)，節奏、聲調、台風(各佔 20 分)，咬字吐音(佔 10 分)，總分 100 分。評分以評判團最終決定為準，參賽者不得異議。

獎勵：

高小組(粵語/普通話)：

冠軍：金獅盃一座、獎金\$1,500 及獎狀一張

亞軍：金獅盃一座、獎金\$1,000 及獎狀一張

季軍：金獅盃一座、獎金\$800 及獎狀一張

優異獎(多名)：書券\$300 及獎狀一張

初中組(粵語/普通話)：

冠軍：金獅盃一座、獎金\$2,000 及獎狀一張

亞軍：金獅盃一座、獎金\$1,500 及獎狀一張

季軍：金獅盃一座、獎金\$1,000 及獎狀一張

優異獎(多名)：書券\$300 及獎狀一張

粵語高中組：

冠軍：金獅盃一座、獎金\$2,000 及獎狀一張

亞軍：金獅盃一座、獎金\$1,500 及獎狀一張

季軍：金獅盃一座、獎金\$1,000 及獎狀一張

優異獎(多名)：書券\$300 及獎狀一張

報名方法：

到以下網址進行網上報名

<https://forms.gle/UWRCLk8oEKfrnZkG7>



結果公布及領獎安排：

- 比賽結果將於大會網頁公布及由大會直接發信通知各得獎者。
- 得獎者將獲安排於全港青年學藝比賽頒獎典禮上或親臨大會秘書處領獎。
- 得獎名單亦會刊載於大會特刊。

附則：

1. 參加者若於該組別連續三年獲得冠軍，緊接的一年將不可於同一組別作賽。
2. 本章則如有未盡完善，主辦機構有權隨時修訂，有關詳情請留意大會網頁(www.hkycac.org)或手機應用程式(HKYCAC)。
3. 如有爭議，本會保留一切最終決定權。

**第 49 屆全港青年學藝比賽 ——
全港青年對聯比賽 (2023-24 年度)
(Chinese version only)**

目標

本附件旨在邀請各中小學報名參加上述活動。

詳情

2. 「全港青年對聯比賽(2023-24 年度)」由民政事務總署贊助，全港青年學藝比賽大會及觀塘扶輪社合辦，目的是提高中小學生對「對聯」寫作的興趣和認識。
3. 有關比賽詳情及報名方法，請參閱附錄 12a。比賽截止報名日期為 **2024 年 5 月 17 日(星期五)下午 5 時 45 分止**。

聯絡人

4. 如有查詢，請致電 2835 2190，或透過電郵 enquiry@hkycac.org 與大會秘書處職員聯絡。

第 49 屆全港青年學藝比賽 ——
全港青年對聯比賽(2023-24 年度)
比賽章程

截止報名日期：

2024 年 5 月 17 日(星期五)下午 5 時 45 分止

比賽形式：

以投稿形式參賽

比賽組別：

中六或以下學生

比賽題目：

「揚鞭策馬青春好」或
「重道尊師齊頌讚」

*設有兩副上聯，參賽者可任擇其一，填寫下聯。如同時填寫兩副下聯，大會將以首副下聯作為參賽作品。下聯內容可以自由發揮，但須符合平仄、對偶及詞性規定。(請用正體(繁體)書寫)

規則：

- (1) 參賽必須以正體(繁體)楷書填寫，其他字體大會一概不予接受。
- (2) 每位參賽者只可遞交一份參賽作品。
- (3) 參賽者可自行複印參加表格，但必須於表格上親自簽署。
- (4) 參賽作品必須為未經發表、出版及未曾參加同類比賽之原創作品。如發現作品屬抄襲，大會將取消其參賽資格，並需歸還所有已發放的獎金及獎品。
- (5) 所有作品不得於比賽結果公布前發表(包括互聯網上)或出版。
- (6) 逾期遞交、有錯漏或資料不全之表格，大會保留權利不接納其申請，參賽者不得異議。
- (7) 大會可要求參賽者出示身份證明文件以核實身份。
- (8) 大會將按情況決定是否安排參加者面見評判團，解釋作品。
- (9) 評審結果以評判團之最終決定為準，參賽者不得異議。
- (10) 所有大會工作人員、比賽委員及評判一概不得參與比賽。

獎勵：

冠軍：獎學金\$3,000、紀念獎盃乙座及獎狀一張

亞軍：獎學金\$2,000、紀念獎盃乙座及獎狀一張

季軍：獎學金\$1,000、紀念獎盃乙座及獎狀一張

殿軍：獎學金\$800、紀念獎盃乙座及獎狀一張

設優異獎多名，各得獎金\$300及獎狀一張。

報名方法：

報名表格可於全港青年學藝比賽大會網頁 www.hkycac.org 下載。填妥之報名表格請寄回全港青年學藝比賽大會秘書處(香港灣仔軒尼詩道 130 號修頓中心 30 樓)，信封面請註明「對聯比賽」。

結果公布及領獎辦法：

- 比賽結果將於大會網頁公布及由大會直接發信通知各得獎者。
- 得獎者將獲安排於全港青年學藝比賽頒獎典禮上或親臨大會秘書處領獎。
- 得獎名單亦會刊載於大會特刊。

附則：

1. 參加者若於該組別連續三年獲得冠軍，緊接的一年將不可於同一組別作賽。
2. 本章則如有未盡完善，主辦機構有權隨時修訂，有關詳情請留意大會網頁(www.hkycac.org)或手機應用程式(HKYCAC)。