

EDUCATION BUREAU CIRCULAR MEMORANDUM NO. 217/2025

From : Secretary for Education

To : Heads of Government, Aided (including special schools), Caput and Direct Subsidy Scheme Primary and Secondary Schools

Ref. : 1125-2015-8075-9030-00009

Date : 8 December 2025

EDB x Cyberport: I&T Digital Learning Partnership Scheme (2025/26)

Summary

This is to invite primary and secondary schools to participate in the “EDB x Cyberport: I&T Digital Learning Partnership Scheme (2025/26)” co-organised by the Education Bureau (EDB) and Cyberport.

Background

2. With a view to enhancing the promotion of STEAM education and innovation and technology (I&T) learning, EDB has been collaborating with different I&T institutes, tertiary institutions, and professional bodies to organise STEAM / I&T-related professional development programmes and student activities. Schools are encouraged to participate in these activities to enhance students’ interest and abilities in I&T learning, and broaden their horizons.

3. Since the 2022/23 school year, EDB has collaborated with Cyberport to organise a series of professional development programmes on I&T for STEAM co-ordinators and teachers, and signature student activities to promote the advancement of I&T education. Last school year, EDB and Cyberport co-organised the “Training Programmes and Budding Scheme on Innovation and Technology”. Entrepreneurs of the Cyberport start-ups served as instructors to design courses and conduct training for secondary school students. The participating students undertook 20 to 30 hours of I&T internship and experiential activities in the start-up companies, engaging in various I&T projects with guidance from the Cyberport start-up representatives, covering a wide range of categories, such as EdTech, AI, Lifestyle Tech, Sports Tech, and IoT. This initiative has received widespread recognition and support from the education sector and I&T professional bodies.

Details

4. EDB and Cyberport are collaborating again this school year to launch the new project, the “EDB x Cyberport: I&T Digital Learning Partnership Scheme (2025/26)” (hereafter, the Partnership Scheme). The I&T start-up companies from the Cyberport community will co-develop and pilot I&T / digital education learning and teaching (L&T) resources with primary and secondary schools. The Partnership Scheme aims to promote the integration of I&T with education, enhance the professional capacity of school curriculum leaders and teachers in steering I&T / digital education, and drive pedagogical innovations to foster students’ creativity and problem-solving skills.

5. The Partnership Scheme comprises: (i) collaborative planning and development of I&T / digital education L&T resources; and (ii) organisation of a dissemination seminar. The collaboration will match schools with Cyberport I&T start-up companies to jointly design and develop the related resources. During the period from February to June 2026, each school is required to develop at least one L&T resource on I&T / digital education for STEAM-related subjects (i.e., subjects under the Science, Mathematics, and Technology Education KLAs). The resource development is designed to merge teachers' pedagogical expertise with the technical insight of I&T professionals by integrating various I&T tools and technologies, including but not limited to artificial intelligence (AI). A dissemination seminar will be held by the end of the 2025/26 school year to enable participating schools and their I&T partners to share the outcomes and experiences of the Partnership Scheme with the wider school community. For more details, please refer to **Appendix 1**.

6. Interested schools should complete and submit the enclosed application form (**Appendix 2**) together with a proposal for I&T / digital education L&T resource to be developed in the Partnership Scheme to the Science Education Section, EDB by email (csosc2@edb.gov.hk) on or before **12 January 2026 (Monday)**. A total of ten schools (four primary and six secondary) will be shortlisted to join the Scheme. For the shortlisting criteria, please refer to **Appendix 3**. Applicant schools will be informed of the shortlisting results on or before **23 January 2026**.

Contact Person

7. For enquiries, please contact Dr Richard CHEUNG (Tel: 3698 3447) or Mr Michael CHAN (Tel: 3698 3453) of the Science Education Section, Innovation Technology Education Division, EDB.

Dr William WL LAM
for Secretary for Education

c.c. Heads of Sections – for information

EDB x Cyberport: I&T Digital Learning Partnership Scheme (2025/26)

Details of the Scheme

Introduction

The Education Bureau (EDB) invites all primary and secondary schools to join the “EDB x Cyberport: I&T Digital Learning Partnership Scheme (2025/26)” (hereafter, the Partnership Scheme) co-organised by this Bureau and Cyberport, and to submit proposals for the development of innovation and technology (I&T) / digital education learning and teaching (L&T) resources.

Shortlisted schools will be matched with I&T start-up companies from the Cyberport community, who will work with the schools to develop school-based I&T / digital education L&T resources for STEAM-related subjects. The start-up representatives will serve as expert partners to provide on-site and online support, and share their expertise and the latest industry knowledge.

At the end of the 2025/26 school year, the Partnership Scheme will culminate in a dissemination seminar where participating schools will showcase their refined L&T resources and share practical experience and insights from their resource development.

Objectives

The Partnership Scheme aims to:

- (a) enhance the professional capacities of school curriculum leaders and teachers in promoting I&T education within STEAM-related subjects, especially their ability to utilise various e-learning, digital education, and/or artificial intelligence (AI) tools and resources;
- (b) enhance pedagogical effectiveness through lesson planning, designing learning activities, developing assessment strategies, and/or evaluating learning outcomes to address the diverse needs and abilities of students through applications of I&T / digital education; and
- (c) promote professional exchanges among schools to share practical experiences and explore effective L&T strategies for promoting science, mathematics and technology education / STEAM education.

Eligible participating schools

All government, aided (including special schools), caput and Direct Subsidy Scheme (DSS) primary and secondary schools

Scheme details

I. Development of I&T / digital education L&T resources

- The Partnership Scheme involves the collaborative planning and development of L&T resources on I&T / digital education for STEAM-related subjects between schools and Cyberport I&T start-up companies. The participating schools will be matched with the I&T start-up companies according to the proposals on L&T resources submitted by the schools.
- The L&T resources to be developed should:
 - target levels of **Primary 4-6, Secondary 1-3** or **Secondary 4-6**; and
 - be relevant to STEAM-related subjects / areas, including Primary Science, Computer Education for Primary Level, Mathematics, Science (S1-3), Physics, Chemistry, Biology, Information and Communication Technology, or cross-curricular STEAM learning.
- Each participating school should appoint a curriculum leader to maintain communication with the assigned I&T start-up company and to lead a teaching team in their own school for the resource development in collaboration with the start-up companies.
- The collaboration between the schools and I&T counterparts during the period **from February to June 2026** should include, but not be limited to, regular meetings (face-to-face and/or online), iterative planning and refinement of the resources, and classroom pilots.
- The following are examples of learning activities for I&T / digital education L&T resources for reference:
 - **Artificial Intelligence (AI):** e.g., using AI in mathematical modelling or student assessment.
 - **Sensors / IoT:** e.g., using sensors / IoT in science experiments / STEAM activities to collect real-time data.
 - **Gamified learning:** e.g., using gamification with digital tools to enhance student motivation and engagement.
 - **Extended Reality (XR):** e.g., using Virtual Reality (VR) or Augmented Reality (AR) to visualise abstract concepts.
 - **Digital storytelling:** e.g., using digital tools for students to create stories explaining science or mathematics concepts.
 - **Engineering design thinking:** e.g., applying engineering design thinking through project-based learning and the use of digital tools to solve real-world problems.

II. Dissemination seminar

- A dissemination seminar, scheduled for **July 2026**, will be organised to facilitate the participating schools and their I&T counterparts in sharing the outcomes and experiences of the scheme with other primary and secondary schools.

Application and shortlisting

- Interested schools should complete and return the enclosed application form (**Appendix 2**) to the Science Education Section, EDB by email (csosc2@edb.gov.hk) on or before **12 January 2026 (Monday)**.
- The applicant schools will be shortlisted based on the proposal for I&T / digital education L&T resource development and their relevant experience related to I&T / digital education provided in Part B and Part C of the application form following the shortlisting criteria (**Appendix 3**). Applicant schools will be informed of the shortlisting results on or before **23 January 2026**.

Schedule

Date	Important event
12 January 2026	Application deadline
By 23 January 2026	Announcement of results of the shortlisting
Early February 2026	Briefing session for participating schools and start-ups
February – June 2026	Development and refinement of L&T resources
Early July 2026 (Tentative)	Dissemination seminar

Notes

- This Partnership Scheme is free of charge. Participating schools will not be required to pay for the digital software and hardware for the development and pilot of the L&T resources under this Partnership Scheme.
- Late submission will NOT be accepted.
- The organisers have complete discretion regarding all matters concerning the shortlisting results.

Appendix 2

Attn: Science Education Section, Education Bureau [Email: csosc2@edb.gov.hk] Application deadline: 12 January 2026 (Monday)	(Official use only) P4-6 / S1-3 / S4-6
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EDB x Cyberport: I&T Digital Learning Partnership Scheme (2025/26)

School Application Form

Part A: School Information

Name of School : _____

School Address : _____

Responsible Teacher(s)

Name (English)	Name (Chinese)	Contact Tel No.	E-mail

My school would like to participate in the above Partnership Scheme:

(Please ☒ the boxes below as appropriate)

- ☐ We are able to designate a team of teachers (e.g., STEAM coordinators and subject panel heads / teachers) to work actively with the assigned I&T start-up representative(s) for developing innovation and technology (I&T) / digital education learning and teaching (L&T) resource(s) for STEAM-related subjects (i.e. subjects of Science, Mathematics and Technology Education KLAs).

Note 1

- ☐ We agree to share with other schools the L&T resource(s) developed under this Partnership Scheme at the dissemination seminar to be co-organised by the Education Bureau and Cyberport at the end of the 2025/26 school year. Note 2

Notes:

1. Schools are required to ensure that participating teachers attend meetings with the assigned I&T start-up representatives.
2. Schools are required to plan, develop and try at least ONE learning and teaching resource with integration of I&T digital tools in collaboration with the assigned I&T start-up representatives by the end of the 2025/26 school year.

Part B: Proposal for I&T / Digital Education L&T Resource Development

Name of School:	
Target student level: (e.g. Primary 4; Secondary 3)	
Proposed subject(s) / Area(s):	Primary Science / Computer Education for Primary Level / Mathematics / Science (S1-3) / Physics / Chemistry / Biology / Information and Communication Technology / STEAM *

* Please delete as appropriate

Proposal Description

Describe your innovative idea for a learning and teaching (L&T) resource to be developed in this Partnership Scheme. Please be specific about the proposed learning activities and the I&T solutions / technologies / digital tools to be integrated.

The followings are some examples of I&T / digital education L&T resources for reference:

- **Artificial Intelligence (AI):** e.g., using AI in mathematical modelling or student assessment.
- **Sensors / IoT:** e.g., using sensors / IoT in science experiments / STEAM activities to collect real-time data.
- **Gamified learning:** e.g., using gamification with digital tools to enhance student motivation and engagement.
- **Extended Reality (XR):** e.g., using Virtual Reality (VR) or Augmented Reality (AR) to visualise abstract concepts.
- **Digital storytelling:** e.g., using digital tools for students to create stories explaining science or mathematics concepts.
- **Engineering design thinking:** e.g., applying engineering design thinking through project-based learning and the use of digital tools to solve real-world problems.

Expected Learning Outcomes and Impact on Students

State what students are expected to learn from this resource, e.g., how it will enhance their creativity, problem-solving skills, and deeper understanding of the subject.

Notes:

1. For the shortlisting criteria for school applicants' proposal, please refer to Appendix 3.
2. Extra A4 paper can be used if necessary. The information submitted for Part B should NOT be more than 1 two-sided A4 sheet.
3. Each shortlisted school will be matched with an I&T start-up from the Cyberport community, who will act as expert partners. These partners will provide on-site and online support, sharing their expertise and the latest industry knowledge. This collaborative process between teachers and start-up representatives ensures that the resources are not only pedagogically sound but also grounded in real-world I&T applications, enriching teachers' professional capacity and fostering students' creativity and problem-solving abilities.

Part C: School's Relevant Experience related to I&T/Digital Education

Briefly describe your school's experience from the 2023/24 school year onwards in developing and implementing school-based learning and teaching resources or projects that incorporate I&T or innovative digital tools (e.g., AI). Please focus on initiatives related to science, mathematics, technology, and STEAM education.

Note:

Extra A4 paper can be used if necessary. The information submitted for Part C should NOT be more than 1 two-sided A4 sheet.

Signature of School Head: _____

Name of School Head: _____

Date: _____

School Chop

EDB x Cyberport: I&T Digital Learning Partnership Scheme

Shortlisting Criteria

The organisers of the Partnership Scheme will select the proposals from four primary schools and six secondary schools based on a holistic review of each application, using the following weighted criteria.

Criteria	Weighting
Innovation and Originality - The proposal's pedagogical idea should be unique, innovative, and practical to implement using I&T and digital learning technologies.	30%
Learning Objectives and Outcomes - The proposal must clearly define learning objectives and demonstrate a strong potential to enhance students' subject knowledge and skills, as well as other essential skills such as creativity, problem-solving, and critical thinking.	30%
Adaptability and Dissemination Value - The proposed resources should be adaptable for use by other schools and possess a strong potential to be shared and promoted to build a wider learning community.	20%
Matching with Start-up Expertise - The school's proposal and I&T wishlist should align well with the expertise of potential start-up partners to ensure a successful collaboration.	10%
School's Capacity and Experience - The school's recent experience in developing L&T resources using I&T and digital tools, and its commitment of human resources will be considered as an indicator of its ability to execute the project successfully.	10%