**STEAM Week**

(13 - 16 May 2025)

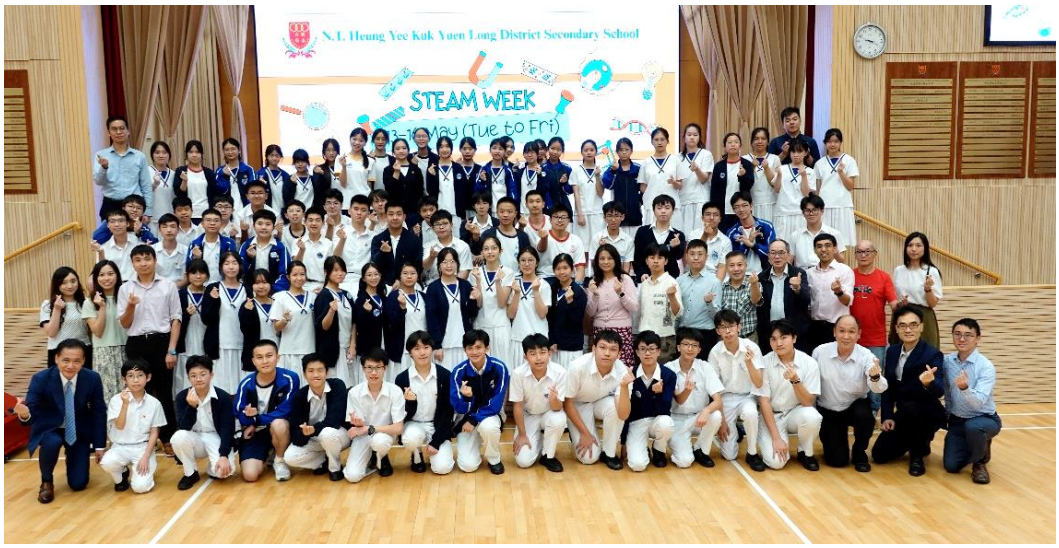
Our STEAM Week took place successfully from 13 May 2025 (Tuesday) to 16 May 2025 (Friday). Theme-based activities, hands-on workshops, and stimulating competitions brought students and teachers together for an unforgettable week of learning filled with fun. The four-day event kicked off with a variety of creative game booths in the School Hall. Various subject departments, committees, and clubs designed and operated the game booths. Departments such as Biology, Chemistry, Computer Literacy, Mathematics, and Physics, along with clubs like the Astronomy and STEAM Clubs, showcased engaging and innovative activities. Highlights included AI writing, drone demonstrations, robotic arms, soccer robotics and a submarine challenge. The Visual Arts Club contributed an artistic flair by blending creativity with scientific inquiry.

Game booths were held during lunch periods and after-school sessions to allow students of all grade levels to participate. Students explored topics ranging from environmental education to innovative design and virtual drone technology. Each booth was not only informative but also interactive, designed to develop students' problem-solving skills and teamwork.

STEAM Week featured a variety of inter-class competitions and workshops aimed at fostering collaboration and essential skills. These included competitions on designing an egg transport device and a Roman catapult, which combined logic, mathematics, and engineering principles in a fun, competitive setting.

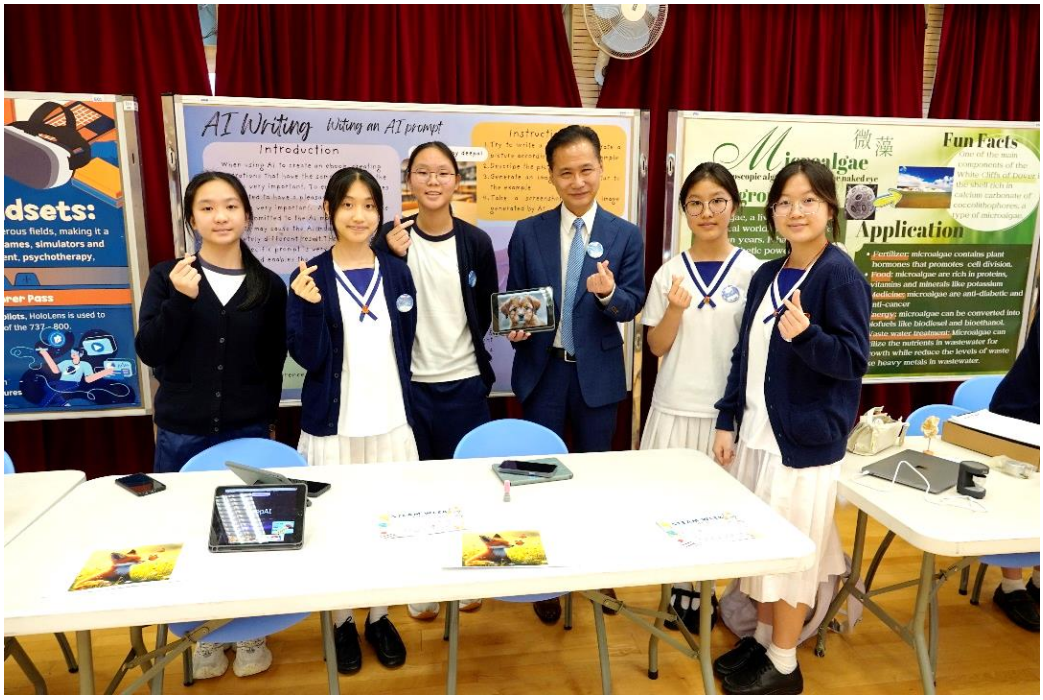
What's more, hands-on workshops offered opportunities for students to delve deeper into STEAM-related topics, such as molecular cuisine, strawberry DNA extraction, creating and reading QR codes with Python, mathematical origami, building logic gate circuits, and designing renewable energy cars. These activities not only broadened students' horizons beyond the classroom but also strengthened their real-world connections.

The bustling atmosphere at the game booths and enthusiastic participation in competitions and workshops reflected students' keen interest in STEAM. In addition, many students eagerly volunteered as helpers and organizers, demonstrating their commitment and pride in contributing to the event's success. Through hands-on activities and real-life problem-solving tasks, students developed critical thinking, creativity, and collaboration, making connections between subjects to deepen their understanding of STEAM's applications in everyday life.

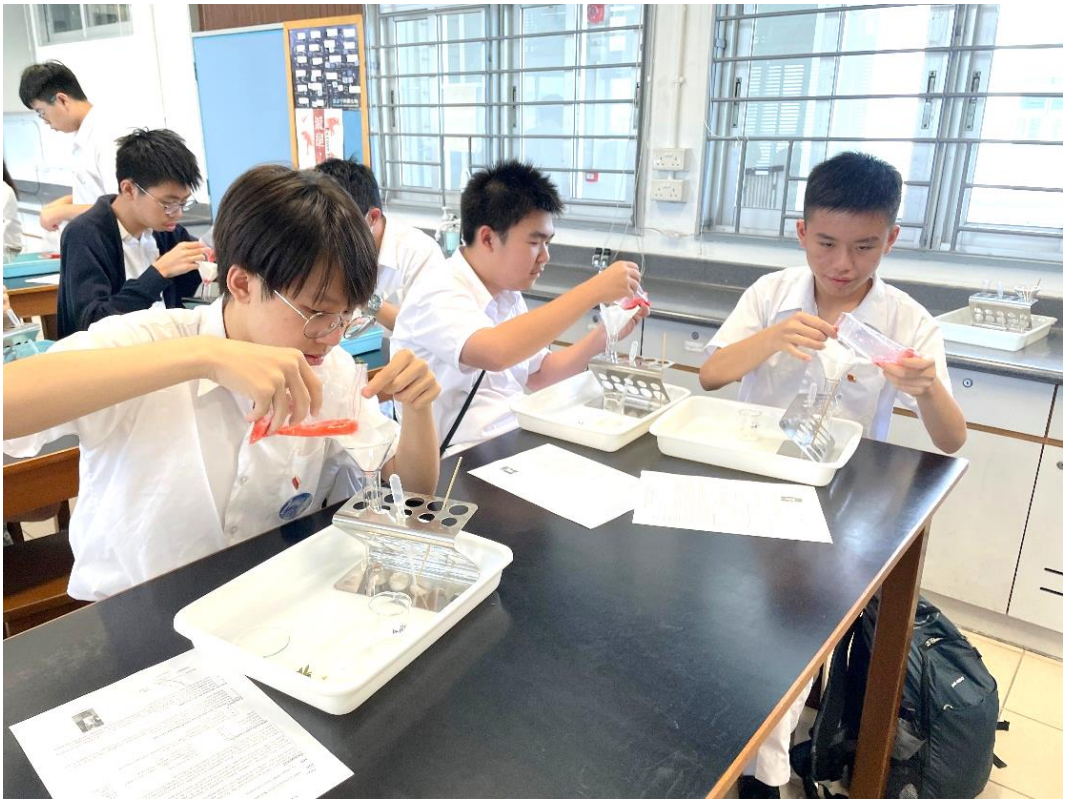



Principal YUEN (front row 1st left), Assistant Principal Mr. KWOK Wing-man (front row 2nd right), Assistant Principal Ms. KWAN Ki-shun (2nd row 8th right), teachers and students celebrate the success of the STEAM Week


Students demonstrate their robotics project and share their engineering achievements with Principal YUEN



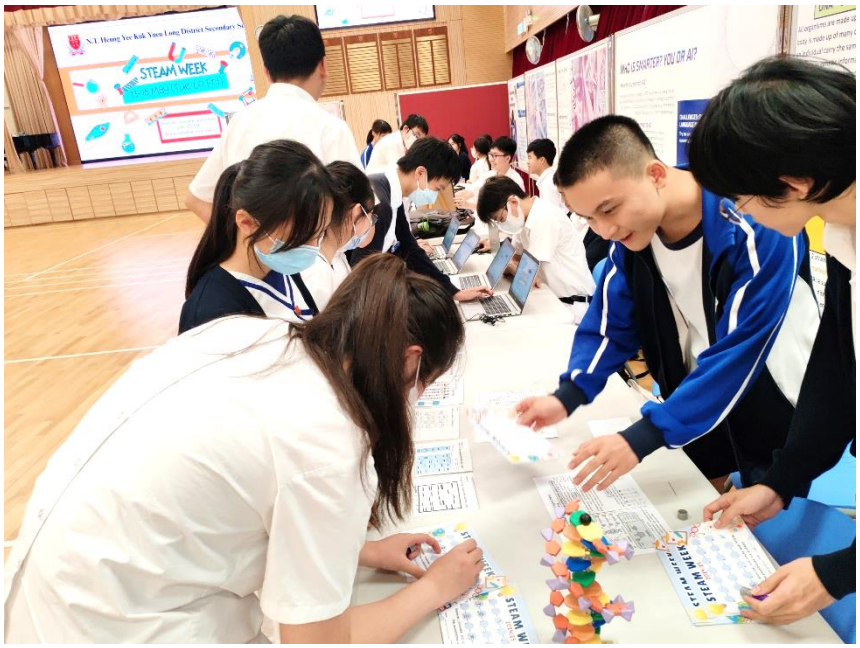

Students proudly showcase creative work at the AI Writing booth with Principal YUEN, highlighting innovation in Artificial Intelligence



Students participate in a hands-on workshop extracting DNA from strawberries


The Inter-Class Competition on Building Roman Catapults organized by the Science Department

Students employ engineering principles to design renewable energy car




Students investigate technology involving DNA fingerprinting