

STEAM and Digital Education Week

(5 – 8 May 2026)

Our STEAM and Digital Education Week took place successfully from 5 May 2026 (Tuesday) to 8 May 2026 (Friday). Theme-based activities, expert talks, 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 booths. Departments such as Science (Science, Biology, Chemistry, and Physics), Computer Literacy, Mathematics, and Technology for Life, along with clubs like the Astronomy Club and STEAM Club, showcased engaging and innovative activities. Highlights included drone demonstrations, flight simulators, robotic arms, laser engraving and 3D printings, while the Visual Arts Club contributed an artistic flair by blending creativity with scientific inquiry. Students explored topics ranging from environmental education to innovative design and virtual flight simulation. Each booth was not only informative but also interactive, designed to develop students' problem-solving skills and teamwork.

A major focus of the week was next-generation digital education, seamlessly integrating advanced technologies into the learning environment. Students mastered engineering principles through hands-on interactions with VEX IQ Robotics, Soccer Robotics, and 3D modelling. The digital curriculum also embraced Artificial Intelligence, featuring interactive sessions on AI generation and the practical use of AI in PowerPoint generation workshops. To elevate essential digital literacy and smart productivity, a specialized Goodnotes writing workshop was introduced, equipping students with valuable digital note-taking skills tailored for their academic journeys.

The event further expanded students' horizons through illuminating academic insights and real-world connections. Renowned guest speakers from universities and government departments were invited to deliver specialized talks. The Hong Kong Academy of Sciences hosted a compelling talk on Biomedical Science, while The Chinese University of Hong Kong explored the engaging intersection of Chemistry in pop culture. To build critical data literacy, the Census and Statistics Department delivered a specialized talk on statistics, demonstrating the power and relevance of data analytics in modern society.

In addition to theoretical learning, the week featured a variety of inter-class competitions aimed at fostering collaboration and critical skills. These included the Glider Challenges, the Inter-class Drone competition, and the Rummikub tournament, which combined logic, mathematics, and engineering principles in a fun, competitive setting. What's more, immersive hands-on workshops offered opportunities for students to delve deeper into STEAM-related topics. Students explored two distinct but highly complementary forensic and biometric techniques used for human identification: DNA fingerprinting (via gel electrophoresis) and traditional fingerprint identification, alongside an experiential strawberry DNA extraction workshop. Technology met hands-on creativity in a drone training course and AI-aided computer games. The beautiful fusion of Science and Art was further celebrated through practical sessions in Spirulina Handmade Soap Making, artistic LED light strip design, and a Mathematical Origami Workshop.

The bustling atmosphere at the booths in the School Hall and enthusiastic participation in competitions, talks, and workshops reflected students' keen interest in STEAM and Digital Education. In addition, many students eagerly volunteered as helpers and organizers, demonstrating their commitment and pride in contributing to the event's success. Through these diverse hands-on activities and real-life problem-solving tasks, students developed critical thinking, creativity, and collaboration, making powerful connections between subjects to deepen their understanding of how STEAM applies to everyday life and how digital tools enhance learning.



Principal YUEN (2nd row 1st left), Mr. KWOK Wing-man, Assistant Principal (3rd row 1st left), Ms. KWAN Ki-shun, Assistant Principal (2nd row 1st right), teachers and students celebrate the success of the STEAM & Digital Education Week



Principal YUEN (2nd right) joins students as they proudly showcase their programming achievements at the soccer robotic booth



Principal YUEN (centre) engages with students at the Robotic Arm booth, learning firsthand about the practical applications of Artificial Intelligence in their creative projects



Our student poses insightful questions to guest speaker Professor TAM Kwong-hang, a renowned scientist from the Hong Kong Academy of Science, during the captivating 'A meeting with Frontiers in Science and Engineering' distinguished talk



Students learn advanced digital note-taking and organization techniques during the Goodnotes AI Writing Workshop



Our students tracking their drone's flight paths during the intense and competitive Inter-Class Drone Competition



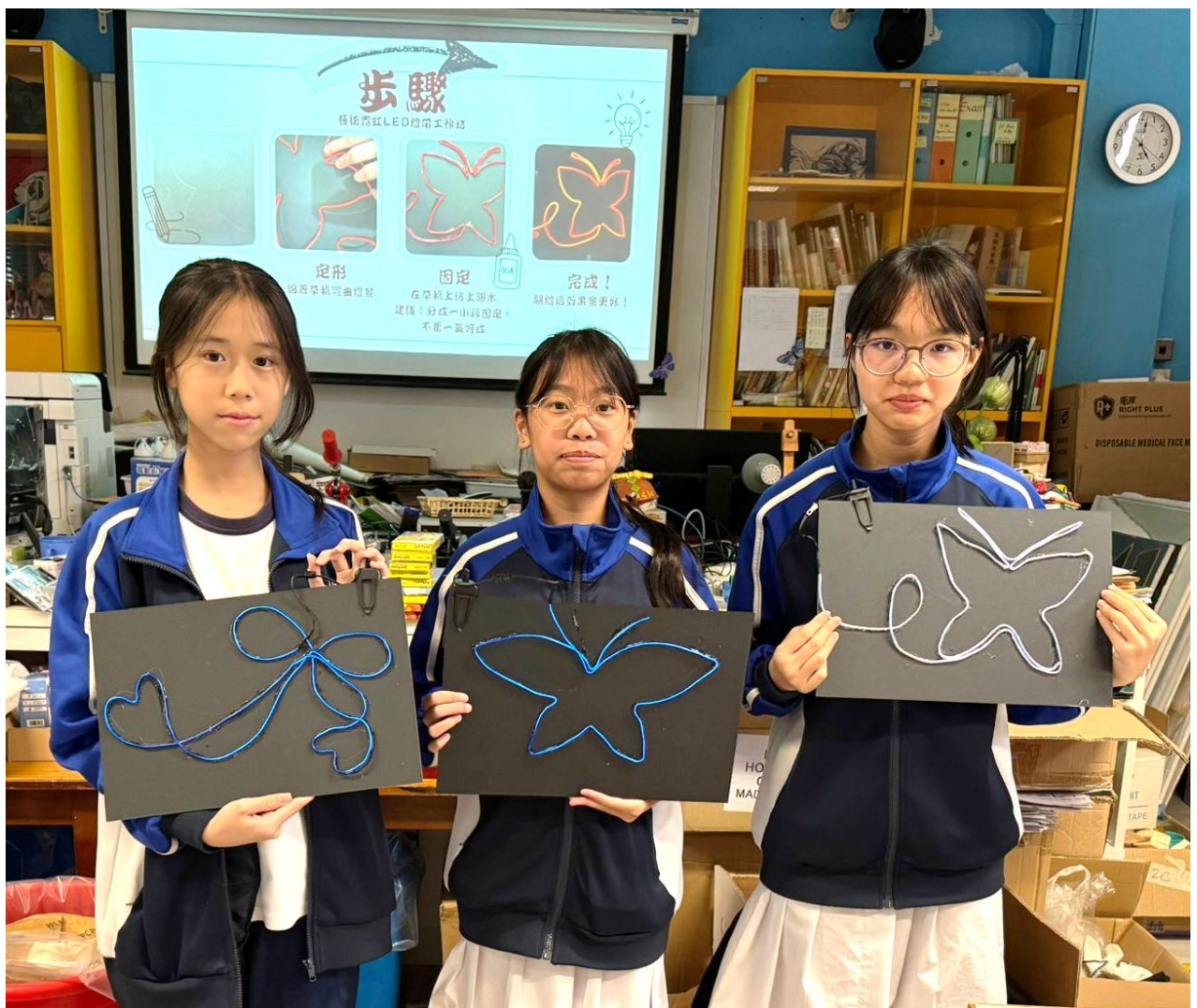
Students show their extracted samples at the Strawberry DNA Extraction Workshop



Students enthusiastically join the 'Bath Bomb' booth, experiencing the joy of hands-on experiments



Students get hands-on experience in Spirulina Handmade Soap Making workshop



Students bring their creative designs to life at the Artistic LED Light Strip Workshop