

政 府 資 訊 科 技 總 監 辦 公 室

**Office of the Government Chief Information Officer** 



## Knowing More About IT

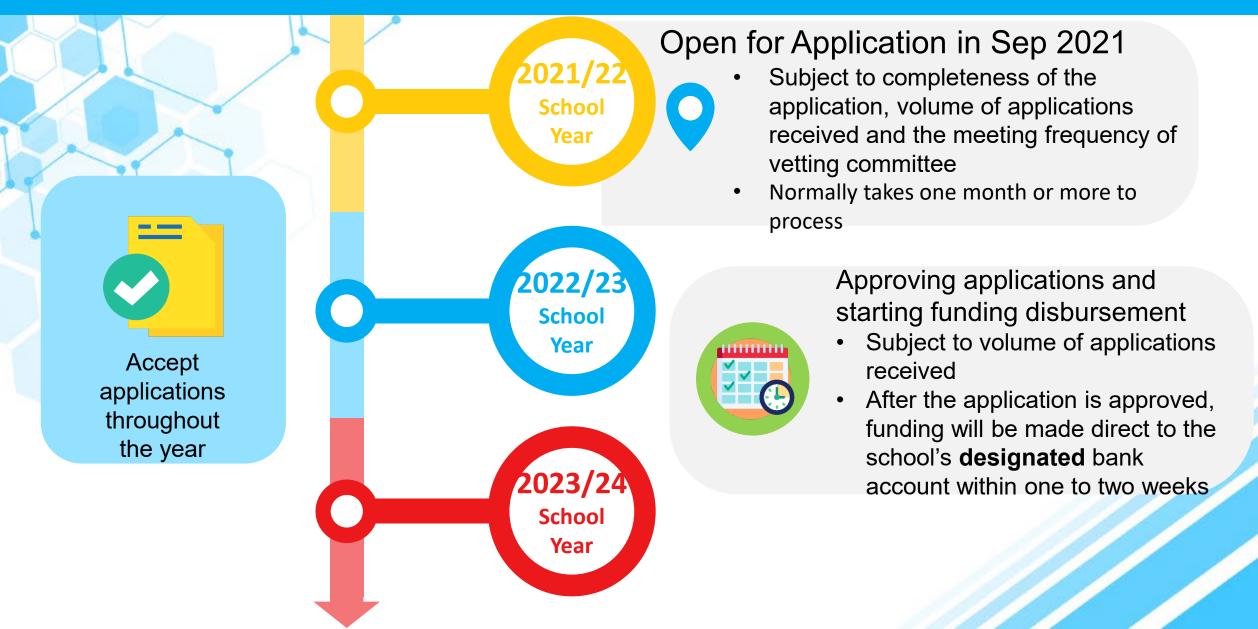
奇趣IT識多啲計劃

### Online Briefing cum Sharing Sessions Introduction of Application Procedure

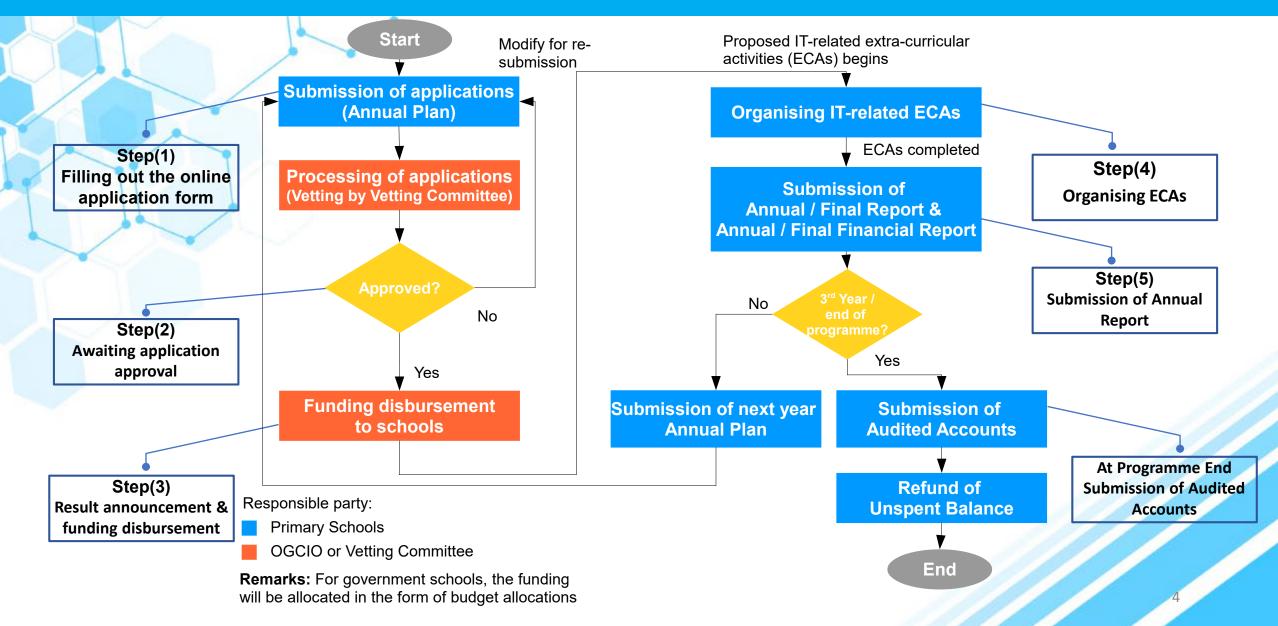
### Programme is open for applications from September 2021



## **Application Timeline**



## **Application Flow**



## Tips (1) – Funding Scope

#### **Spending on Equipment**

• Hardware and software to be purchased must be the IT equipment that are necessary for organising the related activities

• The majority of the funding should be deployed on development of the content of activities. Funding for the procurement of IT equipment and related services should not be more than \$200,000 during the entire programme period.

#### **Sustainability**

• Avoid high initial investment (e.g. \$400,000 in the first year) without justifications

• Plans on how to utilise the procured IT equipment for more IT-related activities in the **three school years** under the scope of Know-IT Programme.

• Sharing of equipment among activities instead of procuring similar equipment in each activity

• Maintain effective control over the cost-effectiveness of the implementation of proposed activities (e.g. costs per students)

## Tips (2) – Cost Items

#### Details of cost items to be included in the application:

- High-level specification (e.g. specification of the items, reference model with price, etc.)
- Estimated quantity (align with the estimated number of students participants)

#### **Cloud Services vs Hardware Equipment :**

- Making good use of existing cloud services:
  - Get rid of technical maintenance and support on on-going basis
  - Get rid of frequent hardware upgrade on on-going basis
  - Get rid of on-premises hosting
  - On-demand and elastic

## Tips (3) – Cost Items

#### **Procurement :**

- Follow proper procurement, accounting and financial control procedures
- Not vendors specific

#### Audit & Accounting Services :

• Audit services – Please reserve max \$5,000 for the programme and is mandatory in the last year of the programme.

• Accounting services – max \$15,000 for the programme

### Tips (4) – The Requirement of Opening a Bank Account



#### Requirement

- A designated bank account should be opened for the sole purpose of handling the IT-Lab Programme funding pursuant to ICAC's guideline.
- The bank account opening arrangements : https://www.hkma.gov.hk/eng/smartconsumers/account-opening/contact-details-ofbanks/

### **Exemption Examples**

- Using an existing dormant bank account
- by stepping up its financial management through a computerised accounting system



# Tips (5) – Joint Application

Applicant schools may submit joint applications through e-form submission (the same e-form as the individual application)

https://www.it-lab.gov.hk/en/application\_know-it.php

1. Submit the forms signed by individual principals; and

**Please**:

2. Indicate the part of joint applications in activity titles / descriptions

The OGCIO will review the two applications together



## Step(1) : Online Application Form

**Part A**: Particulars of Applicant School

Part B: Annual Plan



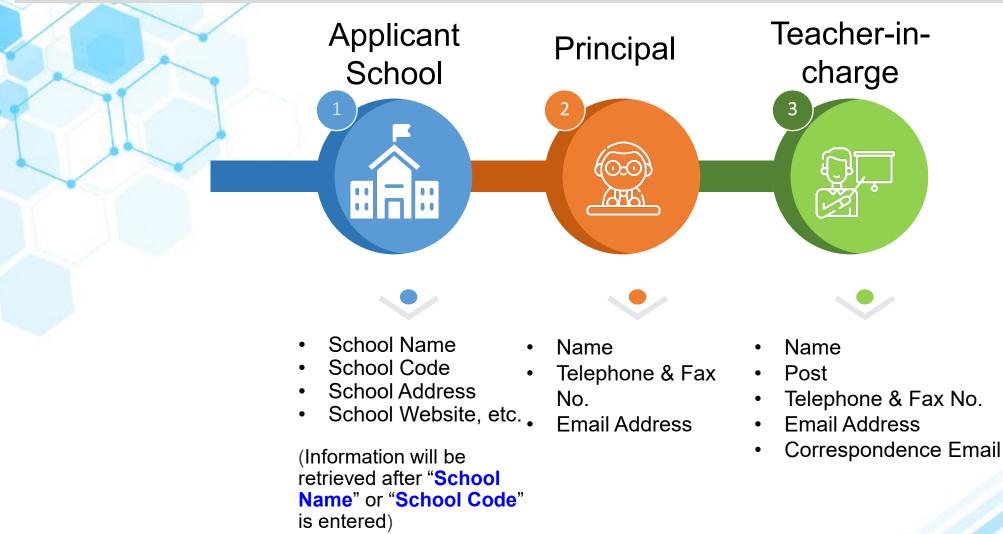
**Part C**: Declaration and Commitment Can fill in the form in either English or Chinese

Save the draft form with password for further updating before submission

Save Form ×
Please provide a password to protect the form data to be saved.
NOTE: You will not be able to open the saved data if you forget the password.
Password \*
Confirm Password \*
Cancel Save

## Part A : Particulars of Applicant School

### Basic particulars of the applicant school, including information of :



### Demo: Information will be retrieved after "School Name" or "School Code" is entered



## Part B : Annual Plan

- I. IT-related activities (extra-curricular activities or co-curricular activities)
- II. Cost of IT-related activities(a) IT Equipment and Related Service Charges(b) Operating Expenses and Administrative Cost

III. Budget



(e.g. relevant school background, vision)





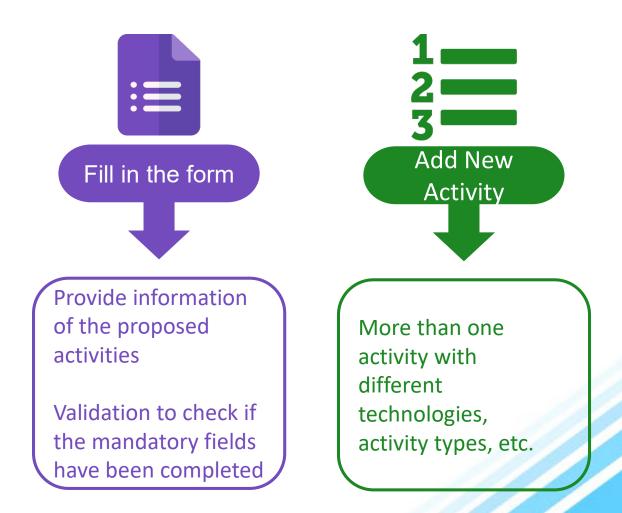


## Part B : Annual Plan (I)

### I. IT-related activities



- ✓ Title
- ✓ Description
- ✓ Technology
- ✓ Objective / Outcome
- ✓ Estimated Number of Participating Students
- ✓ Estimated Activity Period
- ✓ Estimated Activity Hours
- ✓ Mode of Delivery
- ✓ Activity Type
- Deliverables that can be shared with other schools



### Demo: Enter information of the proposed activities

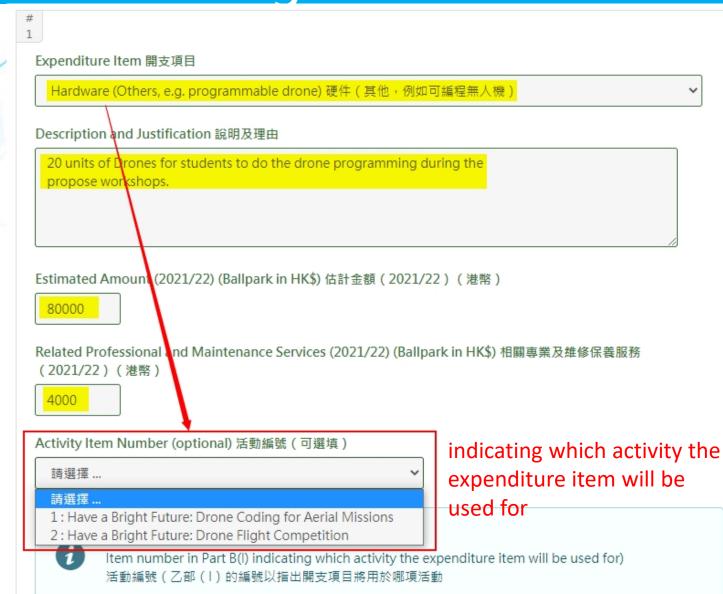
Title 名稱 *	Estimated Number of Participating Students 預計參與學生人數*
Have a Bright Future: Drone Coding for Aerial Missions	
小腦袋大未來:無人機編程之空中任務	Please provide the details of the target beneficiary students (e.g. P1 – P3: 100, P4 - P6: 50, etc.) 請提供受惠學生 的詳細資料(如小一至小三:100、小四至小六:50等)*
Description (including background, scope, list of activities, how the students are engaged in the activity, would parent also join, plan and schedule (if any)) 活動說明 (包括背景、範圍、活動列表、學生如何參與該活動、 家長是否也會參加、計劃及時間表(如有)) *	基礎課程:小三至小四:60 中階課程:小五至小六:30 進階課程:小五至小六:30
The school will organize a series of basic drone control and coding workshops to students. The workshops include theoretical session conducted in a classroom, including coding, application and constraints of the drone and practical session conducted for testing their codes in controlling the drone to take various routes. Teacher can also organize challenge for students to program routes with	
obstacles in the shortest time.	Estimated Activity Period 預計活動日期 From (mmm/yyyy) 由 (月/年)*
Technology 科技 *	Feb 二月 🖌 / 2022 🗸
Artificial Intelligence (AI) 人工智能	To (mmm/yyyy) 到(月/年)*
Big Data 大數據	Jul 七月 🖌 / 2022 🗸
Blockchain 區塊鏈	Estimated Number of Activity Hours in this School Year (hours) 本學年活動的預計時數(小時) *
Cloud Computing 雲端運算	60
Coding / Algorithm 編程 / 演算法	
Computational Thinking 運算思維	Mode of Delivery 推行模式*
Cyber Security 網絡安全	School & External Parties - IT Industry 學校與伙伴 - 資訊科技業界
Digital Game Design and Development 數碼遊戲設計與開發	OGCIO Drone Education
✓ Drone Coding 無人機編程	

## Part B : Annual Plan (IIa)

### II. Cost of IT-related activities (a) IT Equipment and Related Service Charges

- Cost information of the following expenditure items : (Provide description and justification to show how the procured IT equipment and professional services will be utilised to organise suitable IT-related activities)
  - Hardware (e.g. programmable drone, robotic arm, VR headset)
  - Software (e.g. toolkits for drones programming, AR / VR development tools)
  - Infrastructure (e.g. cloud storage, cloud server, cloud DB)
  - > Others (e.g. authorised online resources, reference books)
- Estimated amount of related professional and maintenance services
- Activity item number (Item number in Part B(I) indicating which activity the expenditure item will be used for)

### Demo: Enter information of IT Equipment and Related Service Charges



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## Part B : Annual Plan (IIb)

# II. Cost of IT-related activities(b) Operating Expenses and Administrative Cost

• Cost information of the following items :

(Provide description and justification to show how the expenses are related in and necessary for organising suitable IT-related activities)

- Professional services for supporting the organisation of activities
- > Transportation fees
- Supply Teacher
- Consumables (e.g. cards / paper for discussion)
- Accounting services / Audit services
- Promotion (e.g. printing poster)
- Others
- Activity item number (Item number in Part B(I) indicating which activity the expenditure item will be used for)

## Part B : Annual Plan (III)

### III. Budget

- Estimated budget in 2021/22 school year
- Estimated cashflow in 2022/23 and 2023/24 school years

	2022/23 School Year (For reference only)		Total
(Auto-calculate Item costs of (II) a & b)	Please input	Please input	(Auto-calculate)

## Part B : Annual Plan (IV)

### **IV. Additional Information**

- Relevant school background, Vision, etc.
- File of not more than 10MB
  - Document file of not more than 4 pages with font size of at least 12pt.
  - Zip format for multiple files



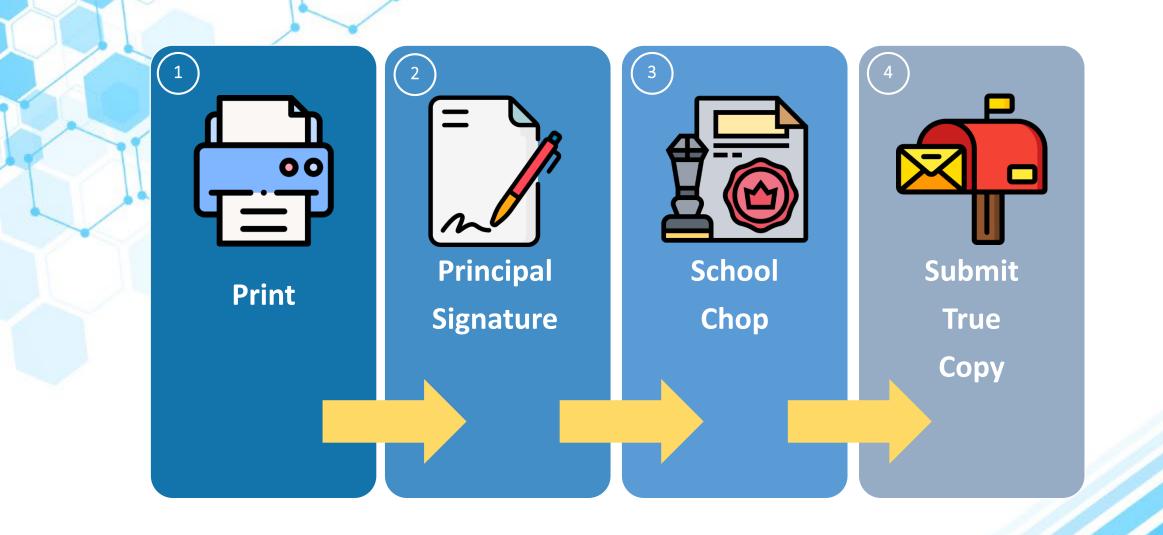
### Sample IT Activities & Reference List of IT Equipment

### **OGCIO** will provide the reference lists for schools' reference

Hardware	Programmable drones₊		
	(Recommended net weight below 100g)		
Software	Common programming languages like		
	Scratch		
Cloud	N/A <sub>4</sub> 2		
Services			
Major	<ol> <li>A theoretical session covering:</li> </ol>		
Activities	<ul> <li>Coding<sup>↓</sup></li> </ul>		
	<ul> <li>Application</li> </ul>		
	<ul> <li>Drone flight operation principles</li> </ul>		
	and constraints.		
	<ul> <li>Other topics must include: ethics,</li> </ul>		
	privacy, safety and related law and regulations.4		
	2. Practical session of drone coding,		
	testing, debugging and pilot competing.		
	به به		
	3. Share the challenges and lesson learnt.		
Learning	• Enhance stuents' computational thinking		
Objective(s)	skills, through design coding to control		
	drones thus appreciating how algorithms		
	work with physical systems, including		
	work with physical systems, including		

	<ul> <li>important data like turns and angles of rotations, as well as coordinates.</li> <li>Enhance students' ability to apply the IT knowledge and skills learnt.</li> <li>Enhance students' non-techical skills including creativity and innovation, and collaboration skills.</li> </ul>
	сь С
Duration	<ul> <li>Basic Session.</li> <li>Theoretical sessions: 6 Hours.</li> <li>Practical Sessions: 8 hours.</li> <li>Moderate level Session : depending on the complexity.</li> <li>Advance session: depending on the complexity .</li> </ul>
Target Levelø	Basic sessions : P3 – P4. Moderate level sessions : P5– P6. Advanced sessions : P5 - P6. (The exact level should depend on the ability of individual students).
Target No. of Student	~ 15-20 students per workshop.

### Part C: Declaration and Commitment



## Step(2) : Awaiting Application Approval



We may contact applicant schools for **clarification(s)** or provide suggestion(s) & advice



Applications will be submitted to Vetting Committee for endorsement

### Step(3) : Result Announcement & Funding Disbursement

Successful applicant schools will be informed of the result in writing



4. Organise IT activities (e.g. start procurement of equipment and services, etc.) Note : procurement must follow applicable EDB guidelines



#### **3. Receive Funding**

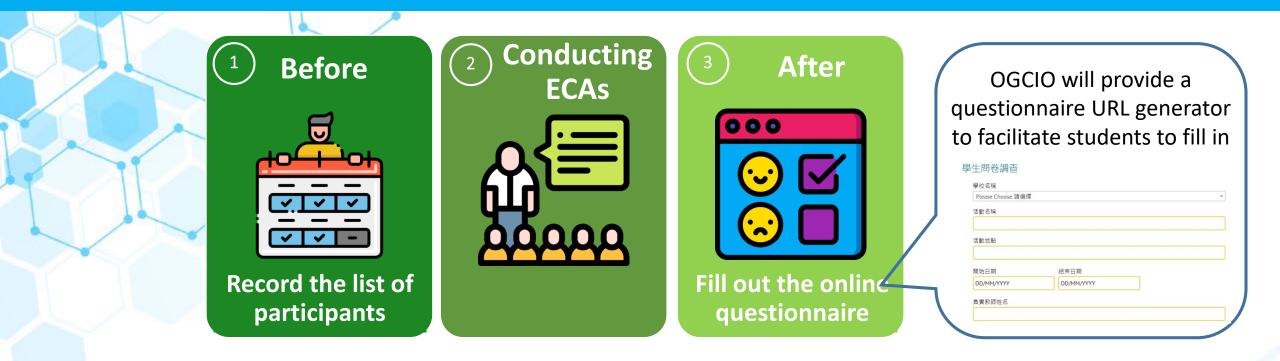
2. Sign the undertaking slip and provide bank account information

**1. Receive Acceptance Letter** with documents Note :

- Applicant schools shall open a designated bank account for the sole purpose of keeping and transacting all monies of the programme (except government schools)
- Namely:
   「學校名稱-IT實驗室」
   School Name IT Lab

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## Step(4) : Organising ECAs



After completion of ECAs, please keep the all deliverables to be submitted with the Annual Report :

- Teaching materials, photos, videos
- Work sheets
- Questionnaires
- Custom programs and their source codes

## Step(5) : Submission of Annual Report

### **Report Submission by August annually:**

#### Annual Report

- > details of the proposed IT activities conducted
- class levels and number of students participating in the activities, activity venues, etc.

### Annual Financial Report

- details of the expenditure of the procured equipment and services
- Assets register
- Bank statement
- Certified true copies of invoices for large expenses (i.e. \$20,000 or above per invoice)
- Annual Plan
  - proposed IT-related activities to be organised, equipment and services to be acquired next year and the revised estimated cashflow required for future years.

## At Programme End

• Participating school is required to submit a final report.

- All payment for goods supplied or services provided for the project should be made within three months after the programme end, including the audit fee which has been incurred within the programme period.
- The school should submit a final financial report with audited accounts within three months after completion of the school project.

### **One-stop Support Centre**

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奇趣IT識多啲計劃

### One-stop Support Centre

 (Hotline: 2231 5977) know-it@ogcio.gov.hk https://www.it-lab.gov.hk



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# Thank You