# Knowing More About IT in Primary Schools Application Form 小學奇趣 IT 識多啲計劃

申請表格

## Part A: Particulars of the Applicant School 田部:由語學校資料

		'1	一中胡字仪具件
1.	School Name: 學校名稱:	(English) (英文)	Sample
		(Chinese) (中文)	樣本
2.	School Code: 學校編號:	123456	3. School Type: Aided 資助 學校類別:
4.	School Address: 學校地址:	(English) (英文)	Sample
		(Chinese) (中文)	樣本
5.	Calcal		
٥.	School Website: 學校網址:	https://www	school.edu.hk/
6.	School Mr Principal: 先生 校長:	(English) (Surname) (英文) (姓氏) (Chinese)	Surname (First name) (名字) ————————————————————————————————————
		(optional) (中文) (可選填)	
7.	Telephone Number: 電話號碼:	22315977	8. Fax Number: 傳真號碼: 
9.	Email Address: 電郵地址:	s	ample@gov.edu.hk

10.	Teacher-in-   charge:	Mr 先生	(English) (Surname) (英文) (姓氏) (Chinese) (optional) (中文) (可選填)		•	(First name) (名字) -	First Name
11.	Post: 職位:	資	訊科技主任	<u>)</u>			
12.	Telephone Number: 電話號碼:	223	315977		13.	Fax Number: 傳真號碼:	25737113
14.	Email Addres 電郵地址:	ss:	san	nple@gov	<mark>.edu</mark>	.hk	
15.	Corresponde 聯絡電郵地均		mail:				

### Part B: Application Plan (2023/24 School Year)

乙部:申請計劃書(2023/24 學年)

I. IT-related activities (extra-curricular activities or co-curricular activities) 與資訊科技相關的活動(課外活動或聯課活動)

Please describe the IT-related activities to be held for your students. 請說明將為學生舉辦的資訊科技相關活動。

This programme provides a funding grant of up to \$400,000 to each publicly-funded primary school for organising IT-related extra-curricular activities to enhance primary school students' interest, knowledge and application of IT, so as to prepare for integration into a knowledge-based economy and digital society in the future. The school is required to use the procured equipment in organising activities for students to learn IT. When designing the activities, please make sure the learning objectives attribute to the learning of IT knowledge, theory and/or relevant practical skills involving exercising knowledge and practice of the IT, such as artificial intelligence, robotic coding, etc. instead of the perspective of merely an IT user or making use of IT in teaching.

本計劃向每所公帑資助小學提供最高40萬元的資助,以舉辦提升小學生對資訊科技的興趣、知識及應用的課外活動,為將來融入知識型經濟和數碼社會發展早作準備。學校必須使用購置的設備舉辦活動,以供學生學習資訊科技。在設計活動時,請確保學習目標應以學習資訊科技知識、理論及/或相關實用技能為主,包括運用和實踐資訊科技的知識,例如人工智能、機械人編程等,而非單從資訊科技用家的角度設計體驗活動或應用資訊科技於教學。

### IT-related activities 與資訊科技相關的活動

(a) Item Number: 1

編號:

(b) Title: (English) STEM Building Blocks Programming Course

名稱: (英文)

(Chinese) STEM積木編程課程

(中文)

(c) 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)):

課程會透過機械人組裝及簡易編程,讓學生進行STEM概念的實踐與探索時,同時培養讀寫、數學和社交情感發展的能力。學生更可以學習各種的機械原理及編寫程式的技巧。利用槓桿、齒輪和滑輪等增加互動性,啟發學生創作力及邏輯思維發展。

### 課程內容

教授學生機械人元件認知,學習機械人編程,例如馬達的基本指令、循環指令、顏色感應器 器等用於完成各種任務。

(d)	Technology 科技:
	□ Artificial Intelligence (AI) 人工智能
	□ Big Data 大數據
	□ Blockchain 區塊鏈
	口 Cloud Computing 雲端運算
	☑ Coding / Algorithm 編程/演算法
	□ Computational Thinking 運算思維
	□ Cyber Security 網絡安全
	□ Digital Game Design and Development 數碼遊戲設計與開發
	□ Drone Coding 無人機編程
	□ IoT Coding 物聯網編程
	□ Mobile App Development 流動應用程式開發
	☑ Robotics Coding 機械人編程
	□ Virtual Reality (VR) / Augmented Reality (AR) 虛擬實境/擴增實境
	□ Web Development 網站開發
	□ Others, please specify 其他,請註明:
	□ N/A 不適用
(e)	Objective / Primary Intended Outcome (Max 5): 目標/主要預期成果(最多五項):
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(e)	Objective / Primary Intended Outcome (Max 5): □ ( 上要預期成果(最多五項): □ Cultivate students' interest in IT and foster an IT learning atmosphere at school 培養學生對資訊科技的興趣並在學校營造學習資訊科技的氛圍 □ Enable students to keep abreast of new technologies 讓學生了解新科技的最新發展 □ Enable students to understand further studies in IT 讓學生了解資訊科技相關的進修資訊 □ Broaden students' exposure to the IT industry and career 擴闊學生對資訊科技行業及職業的認識 □ Enhance student's computational thinking skills 增強學生的運算思維技巧□ Enhance student's ability to apply the IT knowledge and skills learnt 增強學生應用所學的資訊科技知識及技能的能力□ Foster student's innovative abilities 培養學生的創新能力□ Solicit support from parents for their children to further study or pursue a career in IT or as tech entrepreneurs 獲取家長支持其子女進修資訊科技學

- - <b>/</b> - -	Turther elaboration 進一步闡述: 培養學生對資訊科技的興趣並在學校營造學習資訊科技的氛圍 讓學生對機械人編程有更深入認識,並期望他們在常識或電腦堂的機械人課題中運 用知識 增強學生應用所學的資訊科技知識及技能的能力 透過本課程學生可以學習編程,進一步加強邏輯思維及分析能力,增加對程式編碼的興 取
<b>(f)</b>	Other Intended Outcome (if any) (Max 5): 其他預期成果(如有)(最多五項):
	(i) Enhance students' non-technical ability:增強學生的非技術能力:
	口Creativity and innovation 創意與創新
	☑ Communication skills 溝通技巧
	Presentation abilities 表達能力
	Problem solving skills 解難能力
	□ Critical thinking 批判性思考
	□ Learning attitude 學習態度 □ Self-learning skills 自學技巧
	☑ Collaboration skills 合作技巧
	□ Cross-disciplinary skills 跨學科技能
	□ Self-initiative 自發性
	□ Others, please specify 其他,請註明:
	(ii) Others 其他:
	□ Contribution to the school community 對學校社群作出貢獻
	□ Contribution to the local community 對本地社區作出貢獻
	□ Others, please specify 其他,請註明:
(g)	Estimated Number of Participating Students: 30 預計參與學生人數:
	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):

(h)	n) Estimated Activity Period: 預計活動日期:		From (mmm/yyyy) 由(月/年)	Oct/2023
			To (mmm/yyyy) 由 (月/年):	Jun/2024
(i)	Estima 本學年	ted Number of Activi 活動的預計時數(小	ity Hours in this School Year (hours) 時):	): <sub>20</sub>
<b>(j)</b>	Mode	of Delivery 推行模式	:	
		Delivered by the scho	ool only 只由學校推行	
		Jointly delivered by t 推行: Academia 學術	he school and external parties 由學校! 界	與以下伙伴共同
		IT Industry 資訊 [Vendors in the IT		
		Professional Asso	ociations 專業協會	
		□ NGO 非政府機	 構	· · · · · · · · · · · · · · · · · · ·
		Others, please sp 稱:	ecify the type and name 其他,請註明	月機構類型及名
		Mainly delivered by delivered	external parties only (e.g. outsourcing) 界	
		IT Industry 資訊		
		Professional Asse	ociations 專業協會	
		☐ NGO 非政府機	 構	
		Others, please sp 稱:	ecify the type and name 其他,請註明	月機構類型及名

	If the activity is mainly delivered by external parties, please provide the role of the school in delivery and the reasons:如果活動主要由伙伴推行,請提供學校在推行方面所擔當的角色及原因:
(k)	Activity Type 活動類型:
	<ul> <li>Learning Activities 學習活動</li> </ul>
	□ Organise workshop 舉辦工作坊
	□ Organise maker session 舉辦創客活動
	口 Organise seminar/webinar/lesson 舉辦研討會/網上研討會/課堂
	☑Organise short course/training 舉辦短期課程/培訓
	□ Attend external workshop 參與由外界舉辦的工作坊
	□ Attend external maker session 參與由外界舉辦的創客活動
	□ Attend external seminar/webinar/lesson 參與由外界舉辦的研討會/網上研討會/課堂
	□ Attend external short course/training 參與由外界舉辦的短期課程/培訓
	□ Others, please specify 其他,請註明:
	- Competition 比賽
	□ Organise intra-school competition 舉辦校內比賽
	□ Organise local inter-school competition 舉辦本地校際比賽
	□ Organise non-local inter-school competition (Mainland) 舉辦非本地校際比賽(內地)
	□ Organise non-local inter-school competition (International) 舉辦非本地校際 比賽(國際)
	□ Attend local competition 參加本地比賽
	□ Attend non-local competition (Mainland) 參加非本地比賽(內地)
	□ Attend non-local competition (International) 參加非本地比賽(國際) □ Others, please specify 其他,請註明:

	Competition Type 比賽類型
	□ IT knowledge 資訊科技知識 □ Coding 編程 □ Mobile app 流動應用程式 □ Robotics 機械人 □ Digital game design 數碼遊戲設計 □ Hackathon 編程馬拉松 □ Datathon 數據馬拉松 □ Pitching 商業企劃競賽
	□ Innovative solutions / prototyping 創新方案/原型開發
	□ Others, please specify 其他,請註明:
_	Exhibition / Expo / Conference / Symposium / Open day 展覽/博覽會/討論會/座談會/開放日  □ Organise intra-school exhibition / expo / conference / symposium / open day 舉辦校內展覽/博覽會/討論會/座談會/開放日  □ Organise inter-school exhibition / expo / conference / symposium / open day 舉辦校際展覽/博覽會/討論會/座談會/開放日  □ Attend exhibition / expo / conference / symposium 參與展覽/博覽會/討論會/座談會  □ Others, please specify 其他,請註明:
_	Visit 參觀 □ Visit to local IT organisations for students 安排學生參觀本地資訊科技機構
	□ Local field trip in support of the IT-related activities 支援與資訊科技相關的活動的本地實地視察 □ Others, please specify 其他,請註明:

	– Others 其他				
	□ Please specify 請註明:				
<b>(1)</b>	-	•	if Workshops/ Short Courses/ Training an 工作坊/短期課程/培訓):	re	
	Number of classes 課堂數量	20	Number of hours per class 与 与 与 的 课 堂 時 數		
	Number of students per class and their study level (P1 – P6) 每班學生人數及 其級別 (小一至小六)	小一至小六:30			
	Remarks (any supplementary information) 備註(任何補充 資料)	<mark>活動共20堂,每堂1</mark>	小時。		
(m)	活動完成後可與其 - Teaching Mater □ Presentation □ Worksheets □ Sample code □ Teaching not	他學校分享的成果 rials 教材 slides 簡報投影片 工作紙	綱/短片		

-	Work of Students <u>學生作品</u>
	□ Presentation slides 簡報投影片
	<b>☑</b> Images 圖像
	□ Videos 短片
	□ Others, please specify 其他,請註明:
_	Records of Activities 活動記錄
	Photos 相片
	□ Videos 短片
	□ Others, please specify 其他,請註明:
	口 Others, please specify 兵他,胡武功·
]	
	Details of the deliverables to be shared with other schools
•	Details of the deliverables to be shared with other schools 可與其他學校分享的成果之詳細資料
_	可與其他學校分享的成果之詳細資料
_	
_	可與其他學校分享的成果之詳細資料
j	可與其他學校分享的成果之詳細資料
	可與其他學校分享的成果之詳細資料 E動的課程內容、工作紙等,與其他學校分享,讓他校了解活動的詳情及推行情況。  Other Relevant Details (if any) 其他相關資料(如有)
) i	可與其他學校分享的成果之詳細資料 動的課程內容、工作紙等,與其他學校分享,讓他校了解活動的詳情及推行情況。  Other Relevant Details (if any) 其他相關資料(如有)  課程大綱 (內容僅供參考)
);	可與其他學校分享的成果之詳細資料 動的課程內容、工作紙等,與其他學校分享,讓他校了解活動的詳情及推行情況。  Other Relevant Details (if any) 其他相關資料(如有) 課程大綱 (內容僅供參考) 1. 理解如何使用不同的積木
) I	可與其他學校分享的成果之詳細資料 動的課程內容、工作紙等,與其他學校分享,讓他校了解活動的詳情及推行情況。  Other Relevant Details (if any) 其他相關資料(如有) 課程大綱 (內容僅供參考) 1. 理解如何使用不同的積木 2. 理解感應器的功能及其用途
	可與其他學校分享的成果之詳細資料  動的課程內容、工作紙等,與其他學校分享,讓他校了解活動的詳情及推行情況。  Other Relevant Details (if any) 其他相關資料(如有)  課程大綱 (內容僅供參考)  1. 理解如何使用不同的積木  2. 理解感應器的功能及其用途  3. 使用感應器來完成小任務
	可與其他學校分享的成果之詳細資料 動的課程內容、工作紙等,與其他學校分享,讓他校了解活動的詳情及推行情況。  Other Relevant Details (if any) 其他相關資料(如有)  课程大綱(內容僅供參考) 1. 理解如何使用不同的積木 2. 理解感應器的功能及其用途 3. 使用感應器來完成小任務 4. 描述火車在路軌上行走從而學習程序的結構
1	可與其他學校分享的成果之詳細資料 動的課程內容、工作紙等,與其他學校分享,讓他校了解活動的詳情及推行情況。  Other Relevant Details (if any) 其他相關資料(如有)  课程大綱(內容僅供參考) 1. 理解如何使用不同的積木 2. 理解感應器的功能及其用途 3. 使用感應器來完成小任務 4. 描述火車在路軌上行走從而學習程序的結構 5. 理解 O 型軌道及學習循環指令
7	可與其他學校分享的成果之詳細資料 E動的課程內容、工作紙等,與其他學校分享,讓他校了解活動的詳情及推行情況。 Other Relevant Details (if any) 其他相關資料(如有) 課程大網(內容僅供參考) 1. 理解如何使用不同的積木 2. 理解感應器的功能及其用途 3. 使用感應器來完成小任務 4. 描述火車在路軌上行走從而學習程序的結構 5. 理解 〇 型軌道及學習循環指令 6. 理解 Y 型軌道的用途及學習判斷(if, then, else)指令
7	可與其他學校分享的成果之詳細資料 E動的課程內容、工作紙等,與其他學校分享,讓他校了解活動的詳情及推行情況。  Other Relevant Details (if any) 其他相關資料(如有)  課程大綱 (內容僅供參考) 1. 理解如何使用不同的積木 2. 理解感應器的功能及其用途 3. 使用感應器來完成小任務 4. 描述火車在路軌上行走從而學習程序的結構 5. 理解 O 型軌道及學習循環指令 6. 理解 Y 型軌道及學習循環指令 7. 設計並完成解決方案
	可與其他學校分享的成果之詳細資料 E動的課程內容、工作紙等,與其他學校分享,讓他校了解活動的詳情及推行情況。 Other Relevant Details (if any) 其他相關資料(如有) 課程大網(內容僅供參考) 1. 理解如何使用不同的積木 2. 理解感應器的功能及其用途 3. 使用感應器來完成小任務 4. 描述火車在路軌上行走從而學習程序的結構 5. 理解 〇 型軌道及學習循環指令 6. 理解 Y 型軌道的用途及學習判斷(if, then, else)指令

### II. Cost of IT-related activities 與資訊科技相關的活動費用

The funding under this programme can only be used to organise IT-related extracurricular activities and procure IT equipment, and related services which are necessary and directly related to the proposed IT-related activities. Generally speaking, the funding for the procurement of IT equipment and related services should not be more than \$200,000 during the entire programme period. Schools should provide clear and concrete justifications on any expenditure in procuring IT equipment and related services, and explain why such expenditure is required for the proposed IT-related activities. Schools should also provide specific plans on how to fully utilise the IT equipment and related services (such as organising more IT-related activities) within the scope of the Knowing More About IT programme.

本計劃的資助只可用於舉辦與資訊科技相關的課外活動,及購置擬舉辦的資訊科技相關活動需要及直接相關的資訊科技設備及相關服務。一般而言,在整段計劃期內,購置資訊科技設備及相關服務的資助不能多於 20 萬元。學校應就購置任何關乎資訊科技設備及相關服務等的費用提供清晰的實質理據,解釋何以擬舉辦與資訊科技相關的活動需要該等支出,並就如何在「小學奇趣 IT 識多啲計劃」資助範圍內充分利用該等設備及相關服務(例如進行更多與資訊科技相關的活動),提供具體方案。

### (a) IT Equipment and Related Service Charges 資訊科技設備及相關服務費用

Please describe the hardware, software, cloud services and other items that will be acquired in organising the proposed IT-related activities. The applicant has to provide justifications in the description below showing how the procured IT equipment and professional services will be utilised to organise suitable IT-related activities. 請說明為擬舉辦的資訊科技相關活動而購置的硬件、軟件、雲端服務及其他項目。申請人必須在以下說明一欄提供理由,述明如何運用所採購的資訊科技設備及專業服務舉辦合適的資訊科技相關活動。

Item No. 編號	1	Activity Item Number (optional) 活動編號(可選填)	1 : STEM Building Blocks Programming Course
Expenditure Item 開支項目	Hardware (Others) 硬件 (		
Description and Justification (including high level specification, estimated quantity to	10套STEM積木編程套裝機械人/積木編程支授電腦		工程套裝等。 有電腦軟件作編程功能。
be procured, etc.) 說明及理由 (包括規格、估計購 買數量等)			
Estimated Amount (2023/24) (Ballpark in HK\$) 估計金額(2023/24) (港幣)	\$? (Please enter the amount based on your estimate/quotations.)	Related Professional and Maintenance Services (2023/24) (Ballpark in HK\$) 相關專業及維修保養 服務(2023/24) (港幣)	\$? (Please enter the amount based on your estimate/quotations.)
Remarks (optional) 備註(可選填)			
Other Sources of Funding, including estimated amount, if any (optional) 其他資助來源,包括估計金額(如有)			

### (b) Operating Expenses and Administrative Cost 營運開支及行政費用

Please describe the operating expenses and administrative cost that will be required in organising the proposed IT-related activities. The applicant has to provide justifications in the description below showing how the expenses are related in and necessary for organising suitable IT-related activities.

請說明為擬舉辦的資訊科技相關活動所需的營運開支及行政費用。申請人必須<u>在</u> 以下說明一欄提供理由,述明有關開支如何與舉辦合適的資訊科技相關活動有關 並且是必需的。

Item No. 編號	1	Activity Item Number (optional) 活動編號(可選填)	Programming Course
Expenditure Item 開支項目	Professional Services for Se 動的專業服務	upporting the Organisatio	n of Activities 支援舉辦活
Description and Justification 說明及理由	計劃將會聘用具備機械/ 負責向學校提供技術支持		教授學生程式編寫技巧並等。
Estimated Amount (2023/24) (Ballpark in HK\$) 估計金額(2023/24) (港幣)	\$? (Please enter the amour	nt based on your estimate/o	quotations.)
Remarks (optional) 備註(可選填)			
Other Sources of Funding, including estimated amount, if any (optional) 其他資助來源,包括估計金額(如有)			

### III. Budget 預算

(a) The estimated budget in 2023/24 school year is summarised as below. 2023/24 學年預算費用的摘要如下:

Estimated Budget 預算費用

	Estimated Budget in 2023/24 school year (Ballpark in HK\$) 2023/24 學年預算費用 (港幣)			
A. IT Equipment and Related Service Charges	(Part B II(a))			
資訊科技設備及相關服務費用(乙部 II (a))	`			
Hardware: 硬件:	\$?			
Software: 軟件:	\$0			
Cloud Services: 雲端服務:	\$0			
Others: 其他:	\$0			
Sub-total: 小計:	\$?			
B. Operating Expenses and Administrative Cost (Part B II(b)) 營運開支及行政費用(乙部 II (b))				
Sub-total: 小計:	\$?			
Total (A + B): 總計 (A + B):	\$?			

# 其他資料(例如相關學校背景、願景) 本校為一所特殊學校,為學生提供「全人教育」...... Plans to rerun the proposed activities if the funding is approved 如果資助獲得批准,任何重新推行擬舉辦活動的計劃

IV. Additional Information (e.g. relevant school background, vision)

If there is any additional information that the school wishes to submit for the OGCIO's reference (which will not form part of the application), please include a separate file (.pdf, .doc, .docx, .rtf, .jpg, .jpeg, .png, .zip) of not more than 10MB. For document file, it should contain not more than 4 pages with font size of at least 12pt. Please upload in zip format for multiple files.

如學校希望提交任何其他資料供資科辦參考(不構成申請的一部分),請另加一個不超過 10MB 的檔案(.pdf, .doc, .docx, .rtf, .jpg, .jpeg, .png, .zip)。文件檔不應超過四頁,字體大小為 12pt 或以上。如需上載多個檔案,請以 zip 檔案格式提交。

N/A

### **Part C: Declaration and Commitment**

丙部:聲明及承諾

(1) The teacher-in-charge has to print the hard copy with no modification and submit the **true copy** to the following address within five working days following the date of notification with the signature of the school principal on behalf of the school authority and the school chop:

Knowing More About IT in Primary Schools One-stop Support Centre Office of the Government Chief Information Officer 19/F, Wu Chung House, 213 Queen's Road East, Wan Chai, Hong Kong [Application for the Knowing More About IT in Primary Schools]

負責老師須在不作修改的情況下列印表格,並在通知日期起計五個工作天內將附有 代表校方的校長簽署及學校印章的**真實文本**送交以下地址:

香港灣仔皇后大道東213號胡忠大廈19樓 政府資訊科技總監辦公室 小學奇趣 IT 識多啲一站式支援中心 「小學奇趣 IT 識多啲計劃申請」

(2) I confirm that : (Please mark " $\sqrt{}$ " as appropriate.)

本人確認: (請在適當空格內劃上「√」號)

All information given in this application is true and accurate. I understand that if I wilfully give any false information or withhold any material information, the application will become void and any fund approved will be withheld and any payment made shall be refunded to the OGCIO.

在此申請提供的所有資料均真實準確。本人明白如本人故意提供任何虛假資料或 不 提供任何關鍵資料,申請將告無效,任何獲批的資助將不予支付,而已支付的 任 何款項均須退還資科辦。

The proposed plan is not a replication (i.e. sheer copying without adaptation or new elements) of those I have been conducting / will conduct using funding from other sources.

建議的計劃不是本人運用其他資助一直/將會推行的計劃的複製品(即純粹複製而沒有任何修改或加入新元素)。

- If our application is accepted, we will commit with the authorisation of School Management Committee (SMC) / Incorporated Management Committee (IMC) / School Sponsoring Body (SSB) or School Supervisor, as appropriate to
  - designing and organising the activities according to our submitted application; and
  - complying with all the obligations and requirements specified in the Application Guidelines of Knowing More About IT in Primary Schools.

如果我們的申請獲得接納,我們將按照校董會/法團校董會/辦學團體或學校校 監 (視乎何者適用而定)的授權承諾:

- 根據我們所提交的申請設計和舉辦活動;以及
- 遵守「小學奇趣IT 識多啲計劃申請指引」所訂明的所有義務及要求。
- I have read the "Personal Information Collection Statement" <a href="https://www.it-lab.gov.hk/en/pics.php">https://www.it-lab.gov.hk/en/pics.php</a> and agreed that the personal data provided can be used by the Office of the Government Chief Information Officer for the stated purposes.

本人已細閱「個人資料收集聲明」<u>https://www.it-lab.gov.hk/tc/pics.php</u> 並同意所提供的個人資料可供政府資訊科技總監辦公室作所列用途。

Name of School: 學校名稱:	Sample	School Chop 學校印章
Name of School	Surname First Name	
Principal:		
校長姓名:		
Signature of		
School Principal:		
校長簽署:		
Date (dd/mm/yyyy): 日期(日/月/年):	04/09/2023	OGC0155VRATXTD0V