60th Anniversary

STEAM Magazine

St. Margaret's Co-Educational English Secondary and Primary School

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Exciting adventures in aerospace

S.1 / S.2 JUNIOR ENGINEER 07
Learning to control generative AI

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2024-2025 | Issue #4

PREFACE

In response to the latest trends in STEAM education in Hong Kong, we have continually sought to nurture our students' diverse STEAM skills while providing them with various opportunities for exposure to STEAM disciplines.

In our school-based STEAM lessons, aligned with the new primary science curriculum, we have further refined our P.1 to P.4 STEAM lessons by incorporating various elements, such as the design cycle and exploring the history of aerospace technology in China, among many others. In S.2, we introduced a new program called Farmunity, which nurtures students' empathy, green skills, and entrepreneurship. In S.3, we integrated more AI knowledge into the curriculum. Additionally, our team submitted a paper to the International Society of the Learning Sciences discussing our implementation of STEAM education, which was accepted.

In terms of competition, we strive to train our students to participate in various contests. One notable example is our seven primary students who won the championship at the Odyssey of the Mind Hong Kong Regional Tournament, earning the opportunity to join the World Championship. Another example is our four secondary students who received a design award in the Hong Kong Tech Challenge Junior 2025 (VEX IQ Robotics Competition), qualifying them to participate in the VEX Robotics World Championship.

As we strive for "STEAM for All" and "STEAM for Diversity," we have organized a variety of STEAM activities. Our study tours to Singapore, Guizhou, and Sichuan allowed students to immerse themselves in local cultures while exploring innovative technologies. In collaboration with the Maths, Science, and Technology departments, we hosted a STEAM week that includes a range of events, competitions, and workshops. Additionally, we offered weekend and post-exam activities such as a Robotics and Coding Course, a STEAM talk on Pilot Sharing, a STEAM & Sports Experience Day, and an AI & Sports Fun Day.

We are excited to share more about these initiatives in this STEAM Magazine. In the following sections, we will delve into each of these events and programs, highlighting the enriching experiences and achievements of our students. Join us on this journey as we continue to cultivate a vibrant STEAM learning environment.

MR. HUI YIK ON
STEAM COORDINATOR
STEAM MAGAZINE EDITOR
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EXPLORING THE WONDERS OF LIGHT A YEAR IN REVIEW

P.1 / P.2 STEAM LESSONS

What are the light sources in our daily lives? What colors make up white light? How do shadows form? Who are the great creators in the world of illumination? This year, our students embarked on an exciting project centered around these questions through experiments, diving deep into the fascinating theme of light.

Inspired by the scientific and engineering spirit of Thomas Edison, our little creators then met a new friend, “Little Bunny," who found their lamp too bright to use. This real-world problem encouraged them to apply their newfound knowledge creatively. They brainstormed ideas and decided to design a lampshade using suitable materials to effectively diffuse the light.

The process involved folding and constructing a 3D box as the body of the lampshade, integrating mathematical concepts and developing their craft skills.

Additionally, students showcased their creativity by uniquely decorating their lampshades, resulting in a collection of one-of-a-kind DIY creations.

I was particularly impressed by the creativity displayed by our students. For instance, Primary 2 student named Alvin transformed a triangular hole into a pizza design through his drawings, illustrating not only his problem-solving skills but also his artistic flair.

This project not only deepened the students' understanding of light but also fostered teamwork, innovation, and creativity. We are proud of their achievements and excited to see how they will continue to explore the world around them. See you all next year!

BY MS. CHOW HOI TING
P.1 / P.2 STEAM TEACHER
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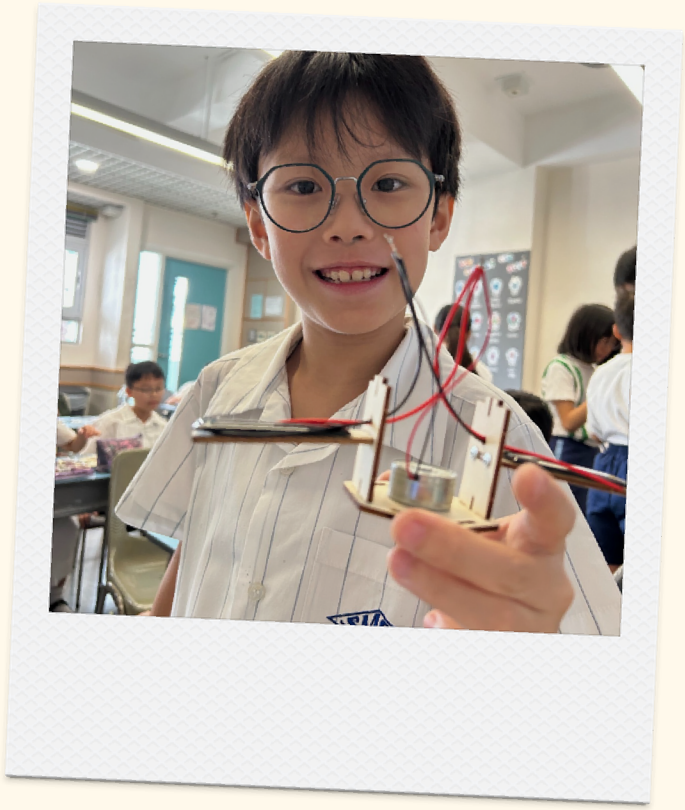
PICTURED:
Left: P.2 Lam Cheuk Wai exploring how shadows are formed
Top Right: P.1 Tam Yee Lam showing off her lampshade
Bottom Right: P.1 Wong Chi Yin showing off her lampshade

AEROSPACE ADVENTURES

P.3 / P.4 STEAM LESSONS



P.3 and P.4 students participated in a series of four lessons covering aerospace technology and development. The lessons explored the history of the space race between the USA and Soviet Union, as well as China's advancements in aerospace, such as Yang Liwei becoming the first Chinese astronaut in 2003. Students also learned about various applications of aerospace technology, including satellites. As a hands-on activity, they created their own satellite models during the post-assessment, reinforcing their understanding of the concepts discussed.

BY MR. HUI YIK ON
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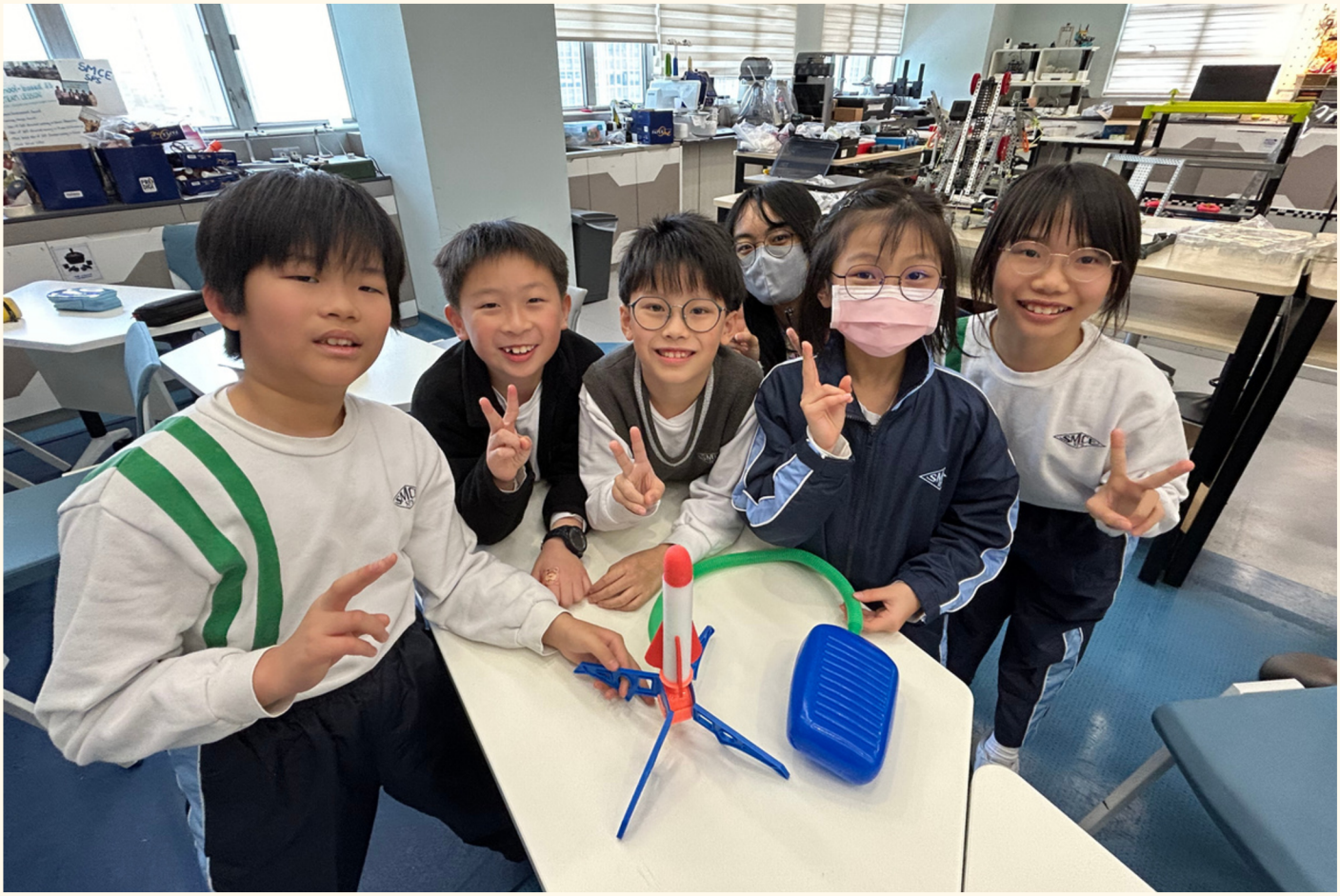

PICTURED:
Top: P.4 Leung Ho Shun showing his self-made satellite model
Bottom: (From left to right) P.4 Ng Tit Laam Rick, P.3 Tsang Kai Yui, P.4 Leung Ho Shun, Chung Hang Yu, and Cheng Ziyi enjoying the air rocket activity with Ms. Chow Hoi Ting

LEARNING WITH LASERS

P.5 STEAM LESSONS

P.5 students began their workshop by learning the fundamental principles of laser engraving and cutting machines, gaining insight into how the technology operates. They then engaged with Beam Studio software to design their own unique wooden keychains. Many students showcased their creativity by drawing on iPads and seamlessly importing their designs into the software.

Following the design process, we printed each creation, providing the students with personalized keychains as lasting souvenirs of their innovative experience. To build on this initiative, we plan to further enhance the lesson by encouraging students to design a collection of St. Margaret's souvenirs.

BY MR. HUI YIK ON
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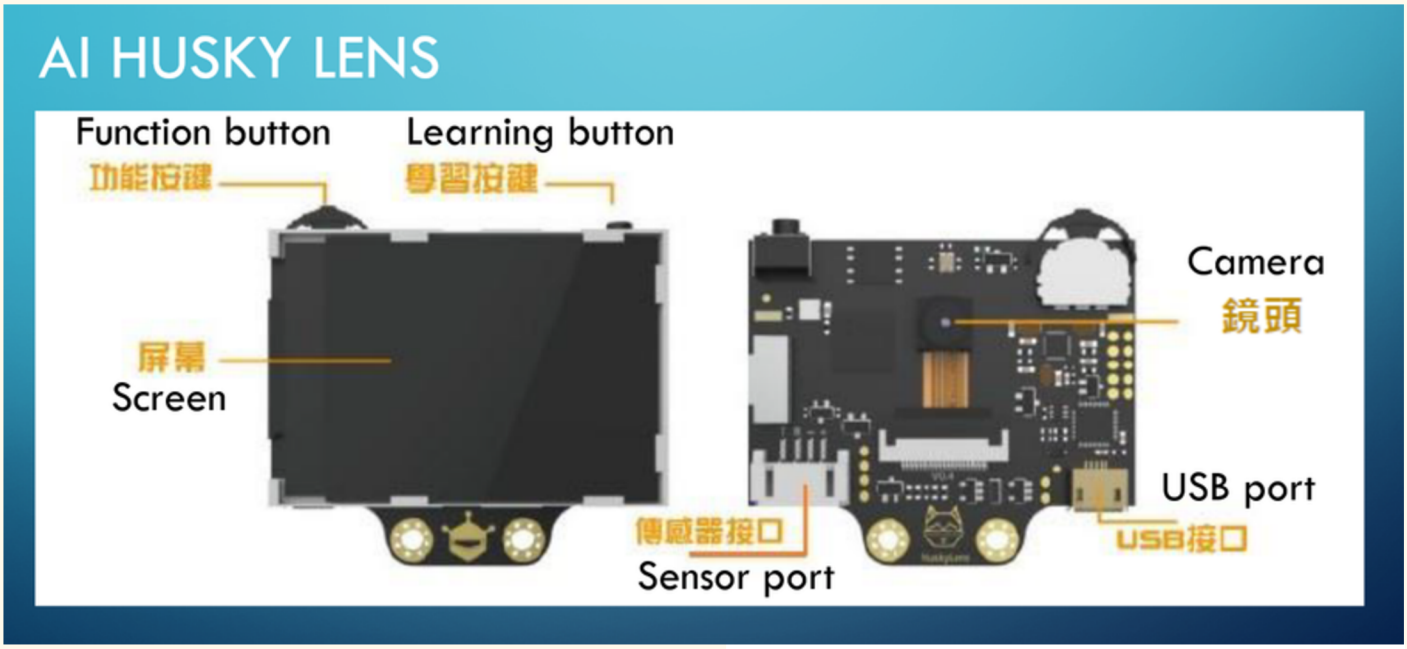
PICTURED:
P.5 students with their laser engraved pieces

ADVENTURES WITH AI

P.6 STEAM LESSONS



P.6 students engaged with the exciting world of artificial intelligence (AI) through hands-on activities using the Husky Lens AI camera and Micro:bit. The lessons aimed to provide a fundamental understanding of AI and its relevance to daily life.

The lessons began with an introduction to AI, where students explored the differences between human intelligence (HI) and AI. They also identified AI services in daily life, such as chatbots.

Through demonstrations and guided activities, students learned to create a color recognition system, experiencing AI services by integrating computer vision and programming.

Next, students applied what they had learned to create a face recognition system to identify whether individuals were wearing masks, reproducing an anti-epidemic measure.

BY MR. WU TSZ WO MATTHEW
P.6 STEAM TEACHER
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PICTURED:
Top: An excerpt from the lesson slides showing the Huskylens, an AI vision sensor that students used
Bottom: A sample of code used within the Huskylens sensor to detect whether someone is wearing a mask

PROMPTING PROFICIENCY

S.1 / S.2 JUNIOR ENGINEER

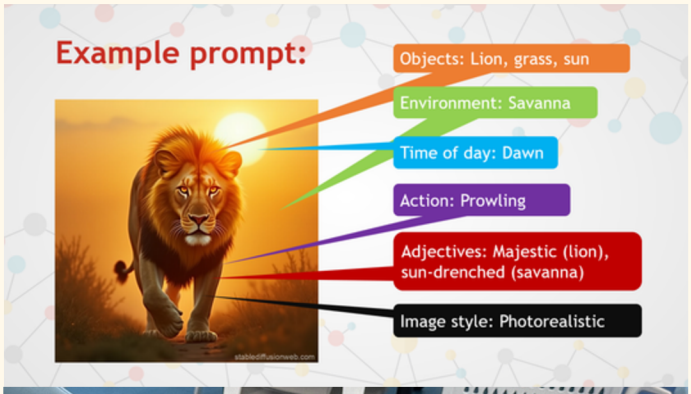
With Gen-AI tools being practically ubiquitous, it is now more important than ever to know how to control these tools and distinguish AI-generated and human-made media. Therefore, in this year's Applications of AI module, students learned how to write prompts for various AI media generators to accomplish certain tasks.

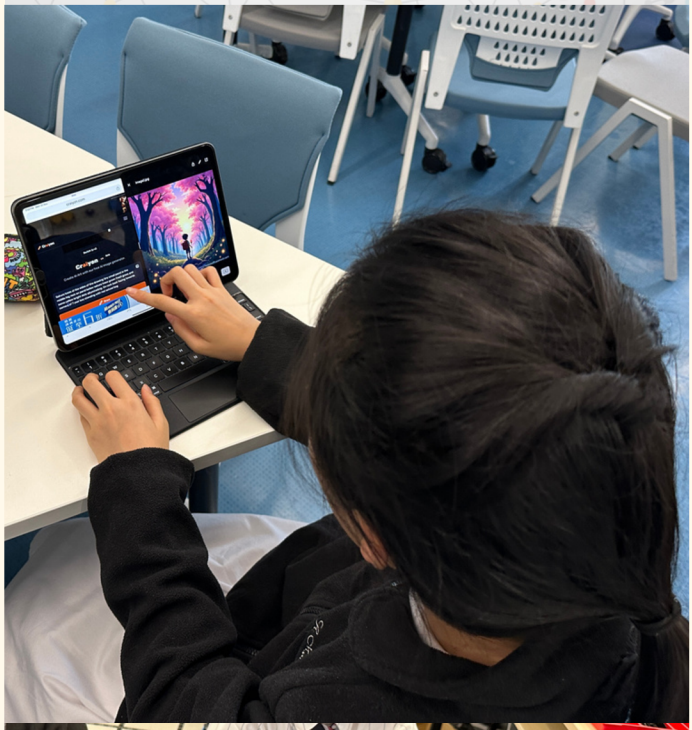
We began with a review of how to write descriptively by analyzing a photo and describing as much detail as possible to generate a suitable prompt. Afterwards, students were given some sample photos and were challenged to generate images to match the samples as closely as possible.

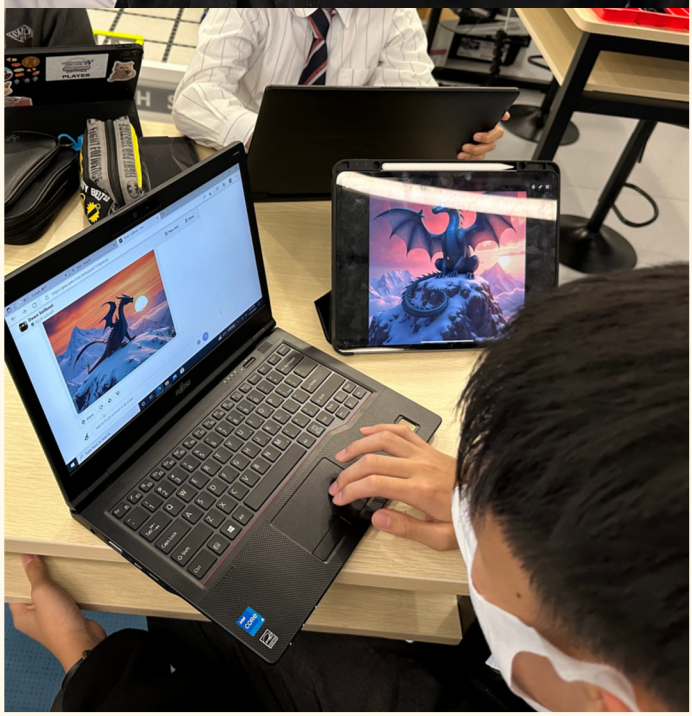
"I LOVED HAVING IMMEDIATE FEEDBACK ON HOW DESCRIPTIVE MY WRITING IS"

One of my students reflected on how difficult the tasks were at first. "The AI always assumed certain details that I did not specifically describe which was frustrating. I had to spend a lot of time modifying my prompts to get exactly what I wanted. That said, I loved having immediate feedback on how descriptive my writing is, and I do believe that my writing has actually improved as a result of this activity, despite it not being an English class at all!"

After refining their descriptive writing abilities, the students then learned how to generate their own music, narration, and even video. The final project of this module tasked the students to create a short story video using entirely AI-generated media which they thoroughly enjoyed.







BY MR. PAPA MARCUS NATHANIEL MENDOZA
S.1 / S.2 JUNIOR ENGINEER TEACHER
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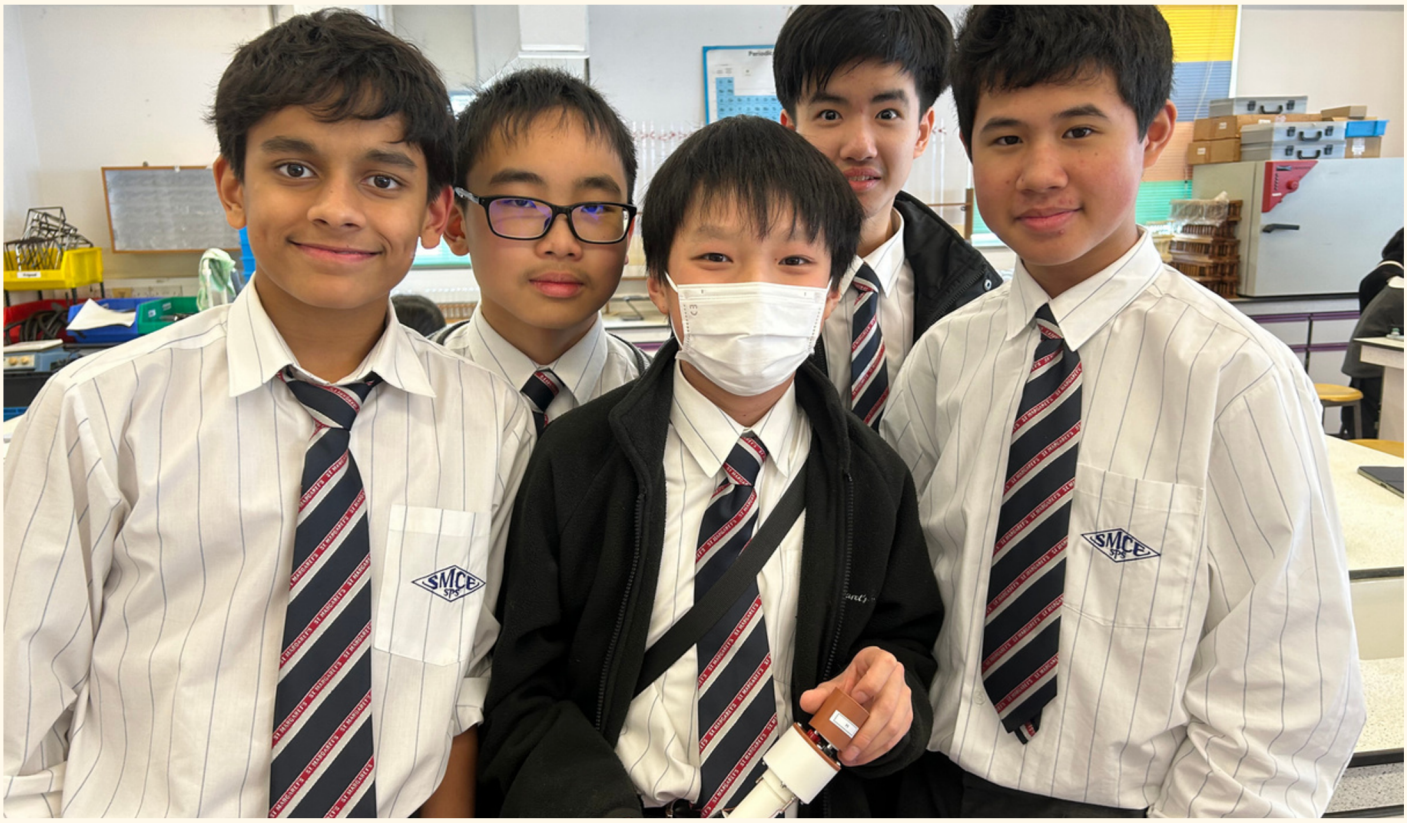
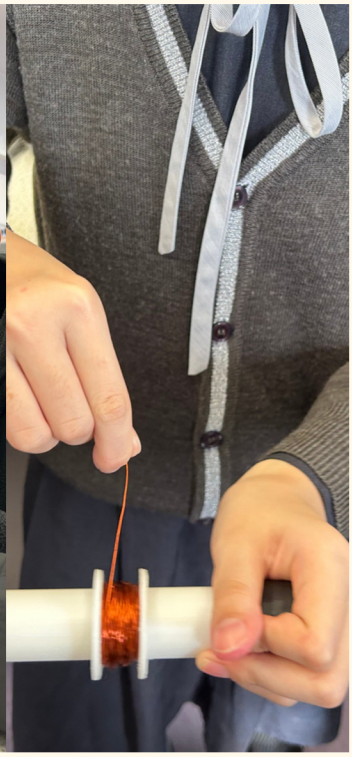
PICTURED:
Top: An excerpt from the lesson slides showing the photo that students analyzed together
Middle: S.2 Ho Ching Lam creating a prompt based on one of the sample images
Bottom: S.2 Tang Cheuk Sing comparing his generated image with a sample image

HARVESTING EVERY MILE

S.1 STEAM LESSONS





Energy Harvesting from Walking, aligning with the curriculum suggested by the Education Bureau, is a STEAM module that engages students in exploring renewable energy solutions by transforming kinetic energy from human movement into usable electricity. Through hands-on experiments with Linear Electromagnetic Generators (LEGs), students investigate energy conversion, data analysis, and real-world applications, such as power storage in capacitors.

The curriculum fosters scientific inquiry, problem-solving, and innovation while aligning with Sustainable Development Goals. By connecting science with everyday life, students develop a deeper understanding of green technology and its potential to create positive environmental and societal impact, inspiring them to become forward-thinking leaders in sustainability.

BY MR. POON CHEUK HEI
S.1 STEAM TEACHER
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PICTURED:
Top: (From left to right) S.1 Shah Dhruv Ketul, Li Rui Yuan, Chan Kei Ching, Lam Wing Nok Clayton and Cheng Yi Nok showcasing their prototype
Bottom left: S.1 Wong Keita Ka On and Kung Ching Ho Eton trouble-shooting the mechanism
Bottom right: A student coiling conducting material

FARMUNITY: FROM THE LAB TO TABLE AND THE COMMUNITY

S.2 STEAM LESSONS

The brand new S.2 STEAM curriculum allows students to learn and gain first-hand experience of farming and selling vegetables while also making an impact by giving back to society.

PICTURED:
Left right: S.2 Siby Aboubacar discussing the program with a visitor in a fair
Top right: S.2 Chu Chi Yuen and Tam Adrian visiting an elderly home and playing the games they created with the elderly
Bottom right: S.2 Tsang Chun Hei and Wong Yat Hei Max promoting the program to restaurants nearby the school

Empowering Students to Create Impact: From Self to Community and From Seed to Service

With the funding and support from partners: Farmacy HK Ltd, The Social Innovation and Entrepreneurship Development Fund (SIE fund), Oxfam, and Lee Hysan Foundation, a Smart Farm Lab has been established at the school to empower students. The project has been integrated into our school-based STEAM curriculum which focuses on the learning in sciences and technologies of hydroponics, entrepreneurship, sustainable development and nurtures values like empathy and benevolence through community service. We aim to cultivate innovative and servant leaders who create lasting impact on their communities.

BY DR. LAM CHUN KIT, MS. CHOW HOI TING, AND MS. TANG CHUI MAN

S.2 STEAM TEACHERS

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PICTURED:

Top: Students about to give their vegetables to the public

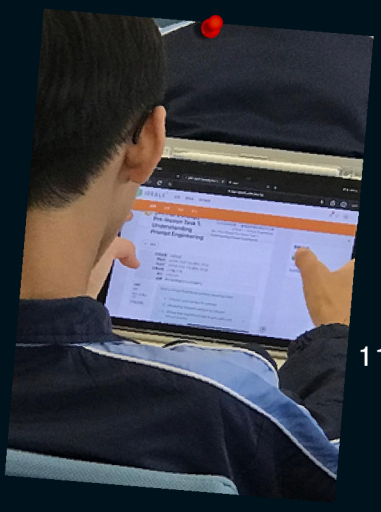
Middle: Students preparing their vegetables for sale

Bottom: S.2 Siu Yu To inspecting his plants

FUTURE FORWARD

S.3 STEAM LESSONS

Continuing the great success from last year, we further refined our S.3 STEAM lessons by incorporating more AI elements. For example, we utilized AI for brainstorming during the goal-setting stage, leveraged it to generate citation lists in APA format, and created tailored criteria for success based on students' projects. To sustain student engagement, some S.3 groups were invited to showcase their achievements along with their products at a STEAM fair for our S.2 students. This allowed the S.2 students to preview what they can expect to explore in the upcoming academic year.



PICTURED:
Top: Mr. Hui guiding the S.3 STEAM class on the design thinking process
Middle Right: S.3 Chan Sing Hin Eyton and Law Yu Ching testing their prototype
Bottom Right: S.3 Lam Yi Chun using AI to brainstorm his project's criteria for success

"WE ARE GRATEFUL TO SHARE THAT OUR PAPER WAS ACCEPTED BY THE INTERNATIONAL SOCIETY OF THE LEARNING SCIENCES."

Our hard work and effort were greatly appreciated by The University of Hong Kong, and we were awarded the SDL-STEAM Learning Design Award in Engineering Design and the School Development Award (Certificate of Merit).

Meanwhile, our students received recognition for their achievements as well, such as Star of Self-Directed Learning in STEAM -- 1st Runner-up and Merit Award.

Honored by this recognition, our STEAM teacher team was invited to write a paper titled "A School's Agentic Infrastructuring for Scalable STEM Innovation Guided by the MLMS Connected Learning Framework."

This paper details how our school applies the Multi-Level Multi-Scale (MLMS) framework to expand and scale up our STEAM education initiatives.

We are grateful to share that our paper was accepted by the International Society of the Learning Sciences. Our team presented our findings at the ISLS Annual Meeting 2025 at the University of Helsinki in June.

BY MR. HUI YIK ON
S.3 STEAM TEACHER
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PICTURED:
Top left: Teachers receiving the SDL-STEAM Learning Design Award at HKU
Bottom left: Mr. Hui Yik On (left), Dr. Lam Chun Kit (center), and Ms. Tse Hoi Ming (right) presenting their findings
Right: S.3 Chan Sing Hin Eyton (left) and Wong Cheuk Nam Marcus (right) receiving their awards

#COMPETITIONCAPTURES

2024 FIRST® LEGO® LEAGUE ASIA OPEN CHAMPIONSHIP

We are proud to announce that our primary students—P.5 Lau Chi Long, P.5 Ng Colin Hayson, P.4 Wai Kai Fung, P.4 Lin Yue Yee, P.4 Leung Ho Ka, and P.4 Andelid Carl Vilhelm—achieved 2nd runner-up in the Explore Division at the 2024 FIRST® LEGO® League Asia Open Championship! Competing against over 100 teams from countries like Korea, Thailand, Poland, and Germany, they showcased remarkable talent and creativity. This year's theme, "MASTERPIECE," encouraged students to blend art with STEM. Our team, St. MaRster Piece, presented "Shows in a Show," featuring a multi-level stage with VR technology for a 360-degree viewing experience. Inspired by Yayoi Kusama, the stage included beautiful Japanese painting backdrops and automated curtains, along with a circus area showcasing various performances. Their hard work and dedication during the summer truly paid off, making them proud representatives of our school. Congratulations to our talented team for their outstanding achievement!

BY MS. YUEN MING TING BRENDA
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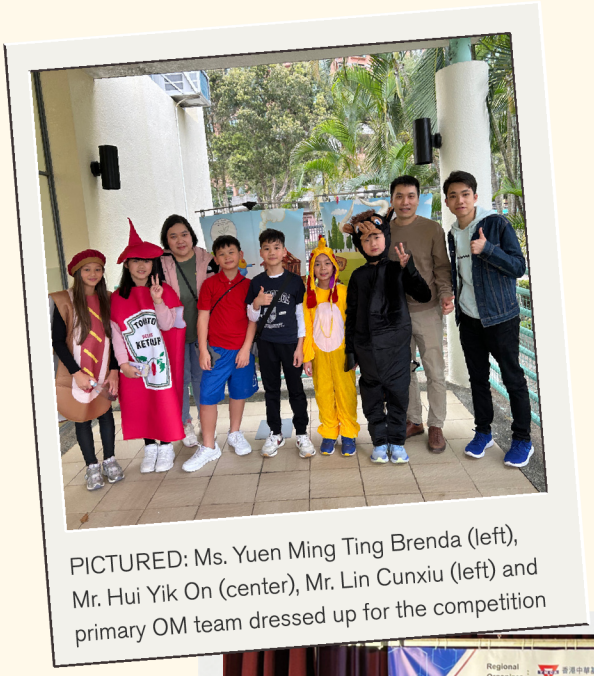
PICTURED:
Top left: Students with their parents at the competition venue
Top right: Ms. Chan Wing Ching (left), Ms. Yuen Ming Ting Brenda (right) with the students
Bottom: Students' Lego creation

#COMPETITIONCAPTURES

ODYSSEY OF THE MIND HONG KONG REGIONAL TOURNAMENT (PRIMARY)



PICTURED: Ms. Yuen Ming Ting Brenda (left), Mr. Hui Yik On (center), Mr. Lin Cunxiu (left) and primary OM team dressed up for the competition

PICTURED: Ms. Fong Wai Chun (far left), Mr. Hui Yik On (left), Ms. Yuen Ming Ting Brenda (right), Mr. Lin Cunxiu (far right) and the primary OM team at the competition venue

PICTURED: Ms. Fong Wai Chun (far left), Ms. Yuen Ming Ting Brenda (left), Mr. Hui Yik On (right), Mr. Lin Cunxiu (far right) and the primary OM team with their Champion trophy

Our seven students, P.4 Lee Shing Lok Skyler, P.5 Law Ching Wang, Lau Chi Long, Chen Tsz Lam, Drabeck Anneliese Bjoerk Celina, Luk Tsz Ying Alison and Nugroho Audrey Isabelle Clariz, won the championship in the Primary Division I of Problem 2 at the Odyssey of Mind Hong Kong Regional Tournament. This competition provides a platform for the students to develop creative problem-solving, teamwork, communication and analytical skills. During the competition, students had to make their own story and perform an eight-minute drama.

Throughout the performance, they incorporate their own solutions to solve the long-term problem creatively. This year they are required to create a pet which can help them to scare away enemies, changing the backdrop, etc. Besides the long-term problem, they also need to participate in a spontaneous problem that tests quick thinking under pressure. Within a limited timeframe, they need to come up with solutions or ideas and present it.

BY MS. FONG WAI CHUN
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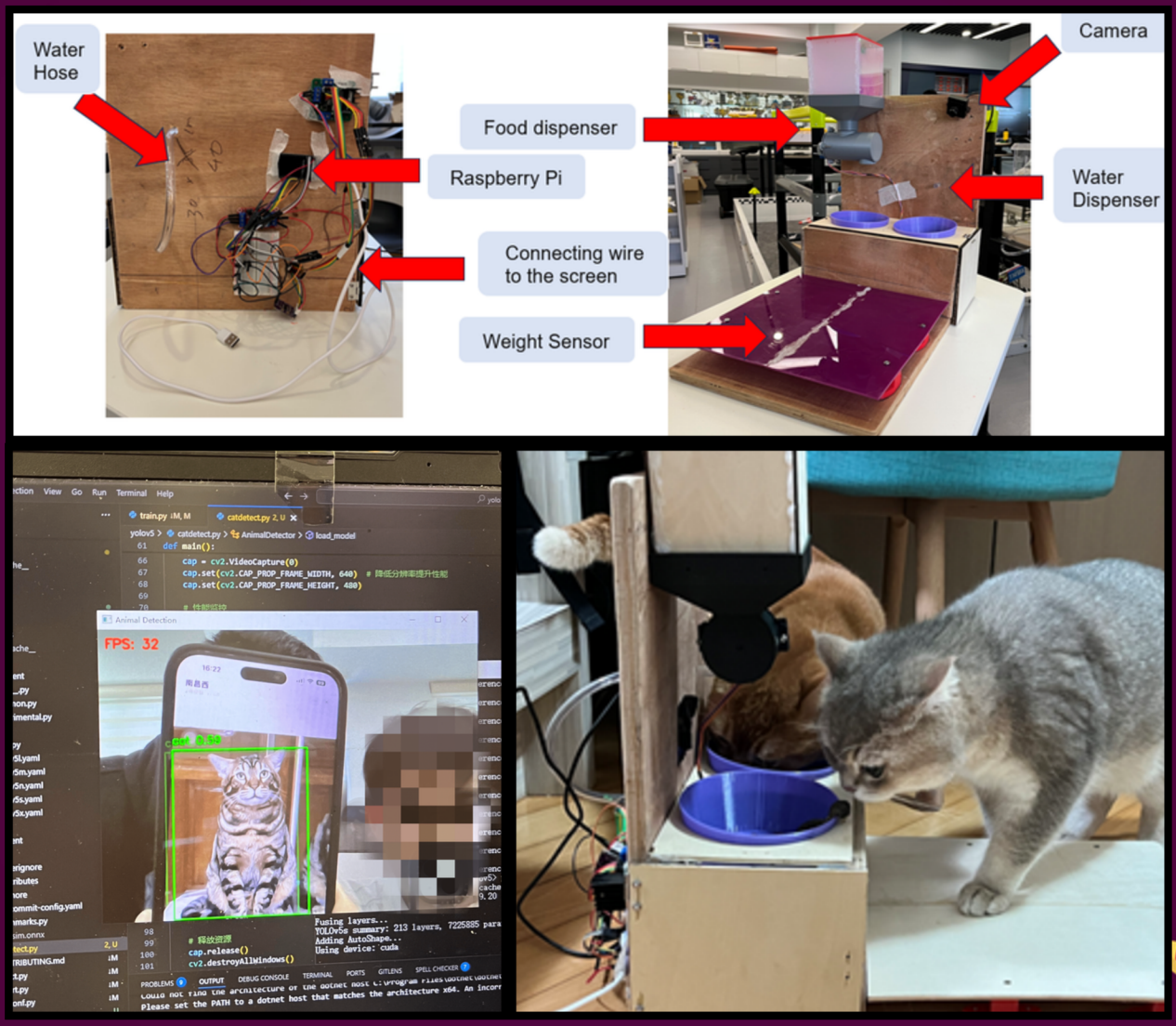
#COMPETITIONCAPTURES

HONG KONG SCIENCE FAIR



At St. Margaret's, the beloved school stray cat, M Lui, is taken care of by the general office staff. However, during holidays, providing fresh food and water becomes challenging. Therefore, S.5 Kwan Chun Hei created a smart feeder which aims to provide optimal care to M Lui and other stray cats by ensuring access to fresh food while monitoring their health, such as pulse or weight, through a system of sensors incorporated with AI machine learning technology.

BY MR. HUI YIK ON
STEAM TEACHER
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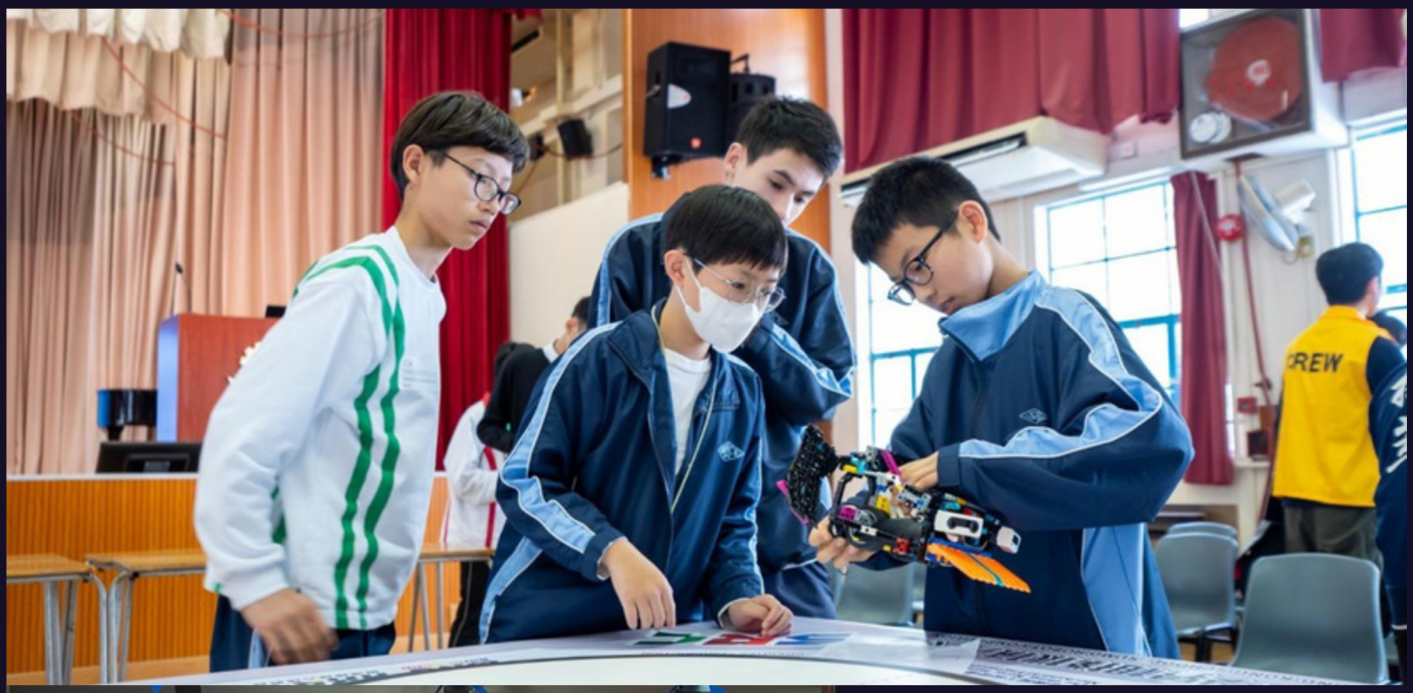
PICTURED:
Top: The different parts of the smart feeder
Bottom left: Testing the AI's image recognition
Bottom right: Cats eating from the feeder

#COMPETITIONCAPTURES

WRO 2025 HONG KONG INTER-SCHOOL SUMO ROBOT TOURNAMENT & GREATER BAY AREA INVITATIONAL



Students are required to design and build sumo robots that compete against each other in matches, with the goal of pushing opponents out of a designated ring. Our school participated in this tournament on January 24, 2025. With the technical support from our teachers, S.1 Lam Sheung Yiu Alvin, Matthias Emmanuel Stefan Noel, Ma Tsun Chit Maverick, and S.4 Chan Mikail Nur Azmir have paid a lot of effort and brought home the gold award. This achievement highlights their teamwork and provides a valuable experience.

BY MR. HUI YIK ON
STEAM TEACHER
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PICTURED:
Top: The sumo robot team members preparing their robot
Bottom: Ms. Long Qiujun and the sumo robot team members with their award

#COMPETITIONCAPTURES

PREFACE SUMMER INTERNATIONAL PROGRAMME NOMAD COMPETITION

St. Margaret's has always been a place of imagination and aspiration, backing my passions and ambition with endless support. Nomad Awards is just another example of the way I built my capabilities and confidence through conquering real life challenges. Previously, I've always worked in collaboration with my classmates and leadership of my teachers. This time, without someone to bounce ideas off of, I was taught something just as important—independence.

Persevering through a multi-stage screening process, including the Nomad 100 Challenge, proposal and prototype submission, and pitching video submission was no easy task but it opened a whole new world of opportunities. This world allowed me to meet like-minded people across different age groups, learn intimately directly from industrial experts, and get into all the nitty-gritty of prototyping and designing. On a personal level, the project has ignited my curiosity about the intersection of behavioral science and technology. I would most definitely be interested in exploring further into the relation of behavioural science and how it influences innovations.

The hands-on experience with hybrid materials also introduced me to new techniques and a whole scope of STEAM I previously had no experience with and sparked my interest in advanced manufacturing methods, specifically in modular construction. I entered the project with the goal of demonstrating that prioritizing sustainability does not have to come at the expense of consumer satisfaction, or brand image, and walked away with invaluable insight and experience on the actual process of research, development, idea pitching, prototyping, redesigning, and launching, everything I thought was out of reach, and yet, this is just the beginning.

BY LEANN KWONG
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PICTURED:
S.5 Leann Kwong receiving her certificate

Tags

#COMPETITIONCAPTURES,

Two Vex IQ teams consisting of S.2 Kwok Shing Lam, Law Patrick, S.3 Chan Sing Hin Eyton, and Wong Cheuk Nam Marcus, have joined the Hong Kong Tech Challenge Junior 2025 held in Jan 2025. S.1 to S.3 students spent five months to prepare for the competition by designing and building their robot to compete in the event. One of our teams has been awarded the Design Award, which granted us the rare opportunity to participate in the VEX Robotics World Championship, held in the United States.

PICTURED:
Top: The VEX IQ teams with their robot along with the student coaches, Mr. Hui Yik On (left) and Mr. Shiu Ultan (right)
Bottom: One of the VEX IQ teams with their award along with Mr. Shiu Ultan

#VEXROBOTICS, #DESIGNAWARD

After winning the Design Award in the Hong Kong Tech Challenge Junior 2025, the team embarked on a journey to Dallas, Texas in the US in May. Throughout the competition, students designed and built their robots, then tested their skills by competing against other teams in a series of specialized tasks. Our students seized this valuable opportunity to connect with peers from around the world, exchanging innovative technological solutions and ideas.

BY MR. SHIU ULTAN
STEAM TEACHER
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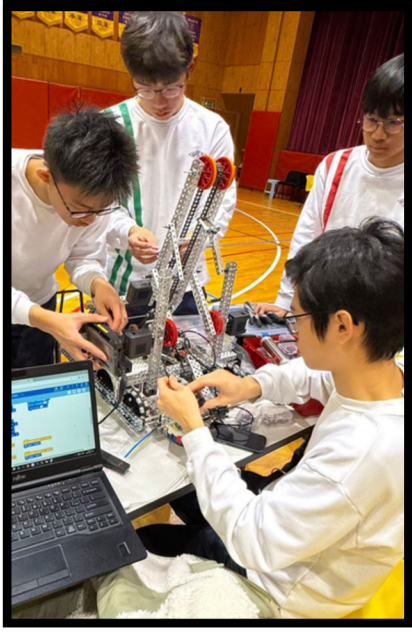
PICTURED:
Top left: The VEX IQ team and Mr. Shiu Ultan about to leave for Dallas
Top right: The VEX IQ team and Mr. Shiu Ultan at the competition venue in Dallas
Bottom left: The VEX IQ team presenting their robot to the judges
Bottom right: The VEX IQ team making new friends during the competition

#COMPETITIONCAPTURES, #LEVELUP



The V5RC competition presents greater challenges compared to the VEX IQ competition. Our VEX V5 team has been awarded the Innovate Award at the V5RC Hong Kong Championship 2025 which is one of the well-recognized awards in the VEX Robotics Competition. Thanks to Mr. Papa's and Mr. Lin's guidance on the competition days, and the technical support from Mr. Lin, our S.5 students Chan Yik Hei Alvin, Cheung Sze Yuen, Ho Ka Yat, Sjafii Sebastian Nathaniel, Yap Kang Rong, and Li Sheung Yeung have achieved even greater success than last year. Congratulations!

BY MR. HUI YIK ON
STEAM TEACHER
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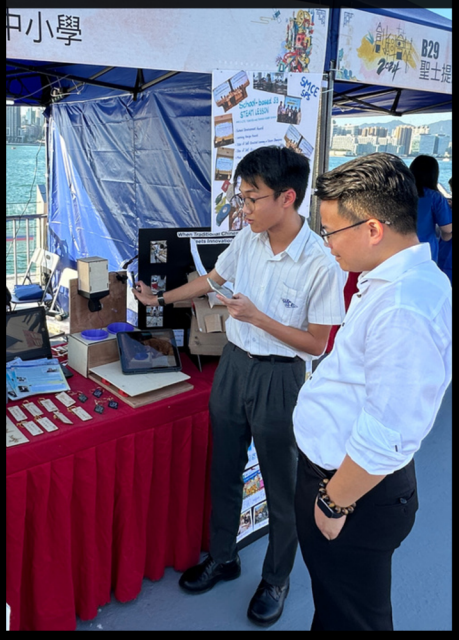
PICTURED:
Top: The VEX V5 team receiving their award
Bottom: The VEX V5 team preparing and testing their robot at various competition events

(From left to right) S.5 Cheung Sze Yuen, Kwan Chun Hei, Chan Yik Hei Alvin, and Ho Ka Yat being interviewed

S.5 Kwan Chun Hei showing a visitor the smart feeder



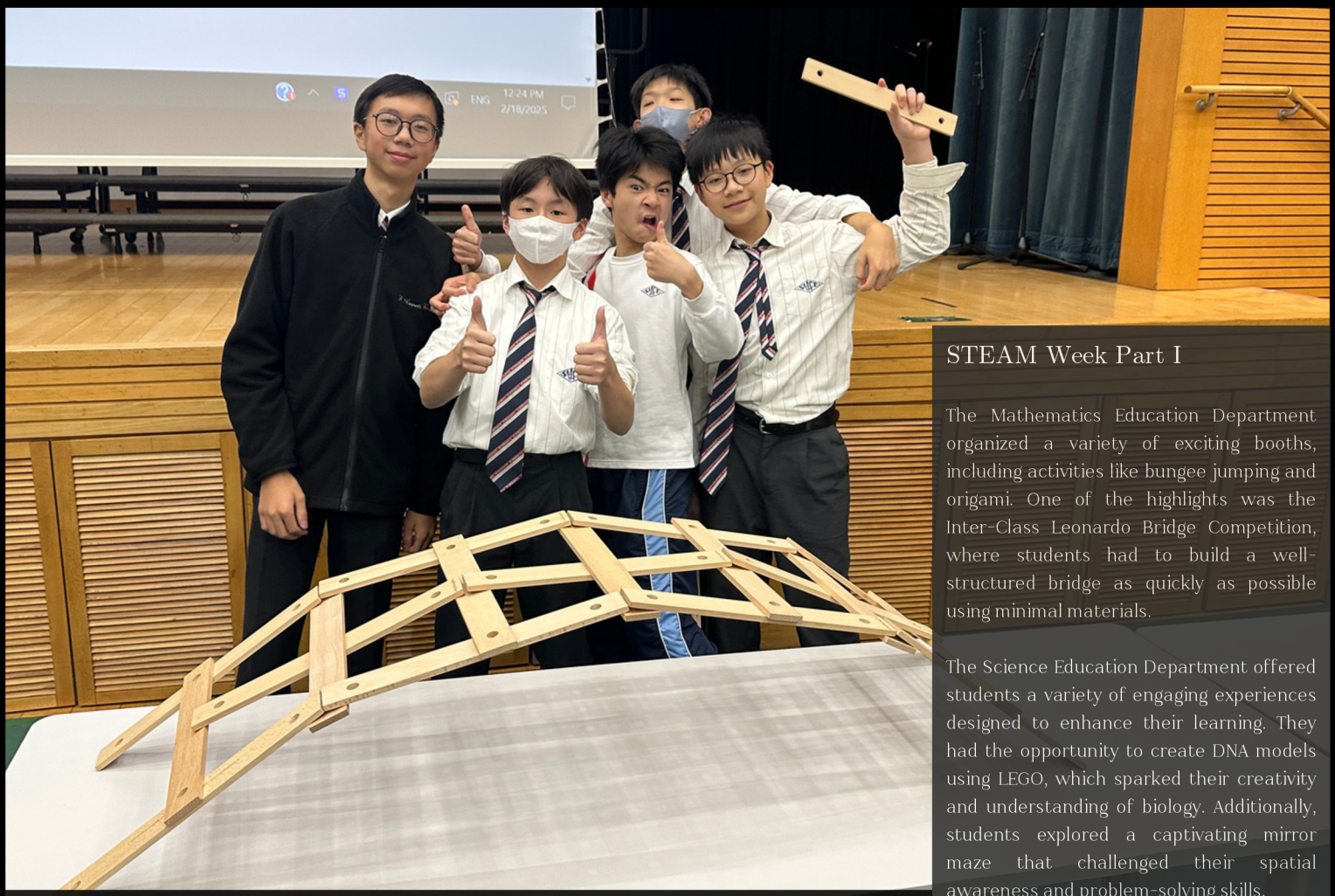
S.5 Cheung Sze Yuen showing a visitor the laser cutter

#STEAMSTILLS

慶祝中華人民共和國成立七十五周年暨心繫家國之港深學校創科薈萃

More than 100 primary and secondary schools from Hong Kong and Shenzhen were invited to showcase their students' achievements in STEAM education and innovative technology. We are honored to be one of the schools invited. Our STEAM team designed a robot dragon to align with this year's Innogala theme—celebrating the 75th anniversary of the founding of the People's Republic of China. During the event, there were many visitors, and we were even interviewed by the campus TV crew from another school.

(From left to right) S.5 Ho Ka Yat, Chan Yik Hei Alvin, Cheung Sze Yuen, Kwan Chun Hei, S.3 Chan Sing Hin Eyton, and S.4 Wong Lok Yi at their booth



(From left to right) S.2 Pang Daniel, Yip Lut Hin, Man Chun Lok, Kwan Ho Yan, and Chu Chi Yuen with their Leonardo bridge

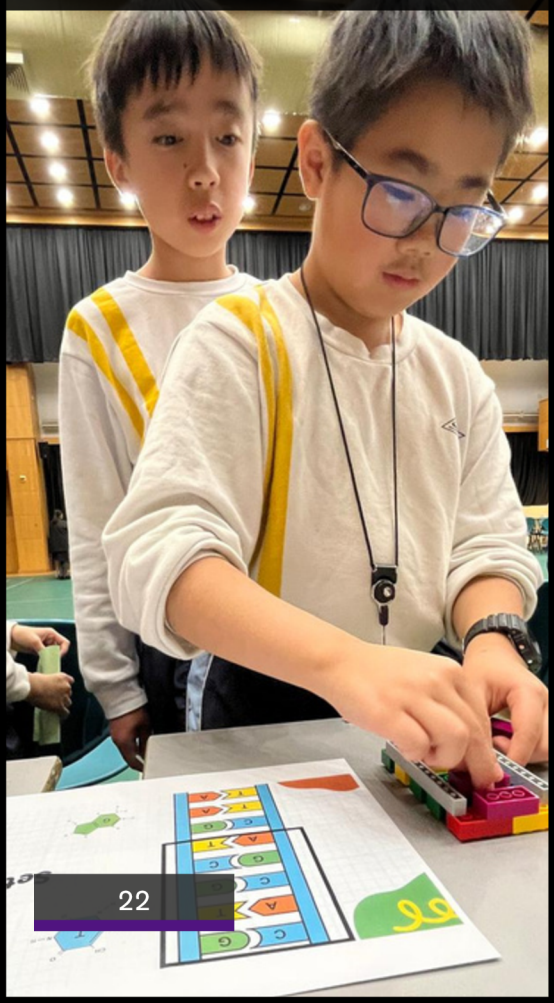
STEAM Week Part I

The Mathematics Education Department organized a variety of exciting booths, including activities like bungee jumping and origami. One of the highlights was the Inter-Class Leonardo Bridge Competition, where students had to build a well-structured bridge as quickly as possible using minimal materials.

The Science Education Department offered students a variety of engaging experiences designed to enhance their learning. They had the opportunity to create DNA models using LEGO, which sparked their creativity and understanding of biology. Additionally, students explored a captivating mirror maze that challenged their spatial awareness and problem-solving skills.

#STEAM

P.6 Meakin Kai (left) and Chan Carter Winston (right) learning about DNA with Lego



S.4 Ho Yu Chin showing primary students how to play the Bungee Jump game

S.5 Kwan Chun Hei helping a primary student put on a VR headset

S.5 Chan Tak Yin showing primary students how to control a drone

MSTILLS

STEAM Week Part II

The Technology Education Department hosted various activities, immersing students in diverse experiences. From AI coding and typing tests to AR with Mario Kart Live, drone piloting challenges, and keyboard matching for younger learners, the week fostered crucial skills. These activities collectively boosted computational thinking, problem-solving, creativity, and digital literacy, sparking an early interest in STEAM fields.

The STEAM Education Department organized the VEX IQ Robot Workshop, allowing students to build and program robots to perform some specific tasks. Additionally, a VR Experience Workshop was organized, where students can explore a virtual space capsule and experience the lives of astronauts living in space.

S.4 Lau Lok Hin timing primary students' ability to match letters to their positions on a QWERTY-layout keyboard

P.5 Law Ching Wang buying some bakkwa (肉干) from Bee Cheng Hiang

Bat Kut Teh (肉骨茶) from Song Fa, a Michelin-awarded restaurant renowned for the dish

S.2 Chui Yan Hei (left), S.1 Chiu Shin Lam Nina (center), and S.2 Lee Abigail Kate (right) posing in front of the Merlion

STEAM

HK → SG

22 P.5 to S.2 students embarked on a STEAM Singapore Study Tour in April 2025 to enrich their knowledge of STEAM. The tour offered diverse experiences, such as exploring urban planning at the Singapore City Gallery and immersing themselves in local culture at China Town Street Market and Lau Pa Sat, which included sampling Singaporean food like Bak Kut Teh and Hainanese chicken. To deepen their scientific understanding, they visited Science Centre Singapore for DNA-related workshops and activities; the Sustainable Singapore Gallery, where they learned about environmental sustainability, water management, and smart urban planning; and the 3M Customer Innovation Centre, where they explored materials science and how innovation solves real-world problems. The itinerary also included wildlife observation at Night Safari and the Nature Gallery, insights into maritime history at the Singapore Maritime Gallery, and enjoying the iconic Gardens by the Bay and Merlion. At Marina Bay Sands, students took in panoramic views of Singapore from the rooftop. A key highlight was a visit to Bendemeer Secondary School for a cultural exchange, where they collaborated with local students on workshops like phone stand making and science experiments, fostering cross-cultural learning and practical skills.

Students and teachers posing in front of Singapore's skyline. The Marina Bay Sands, Gardens by the Bay, and Singapore Flyer are in view.

S.1 Chong Yin Sing at an optical illusion science exhibit

Students learning about Singapore's water story

Students visiting Bendemeer Secondary School

P.5 Young Teagan Eleanor Lilou Wenzel conducting an experiment with students from Bendemeer Secondary School

Ms. Lee LY sharing the school's history with the students from Bendemeer Secondary School

Our teachers presenting souvenirs to the teachers from Bendemeer Secondary School

I TOUR

SG ⇒ HK

Bendemeer Secondary School reciprocated by visiting us in May. During their visit, students engaged in hands-on activities, such as dragon boat making, which fostered collaboration and creativity. A highlight of the visit was the joint effort in making egg tarts, which not only enhanced culinary skills but also promoted cultural exchange. Additionally, the students attended our lessons in Biology, Chemistry, and English, further enriching their experience. It is noteworthy that the students from both our school and Bendemeer Secondary have developed a strong friendship, having previously visited each other and maintained contact since then.

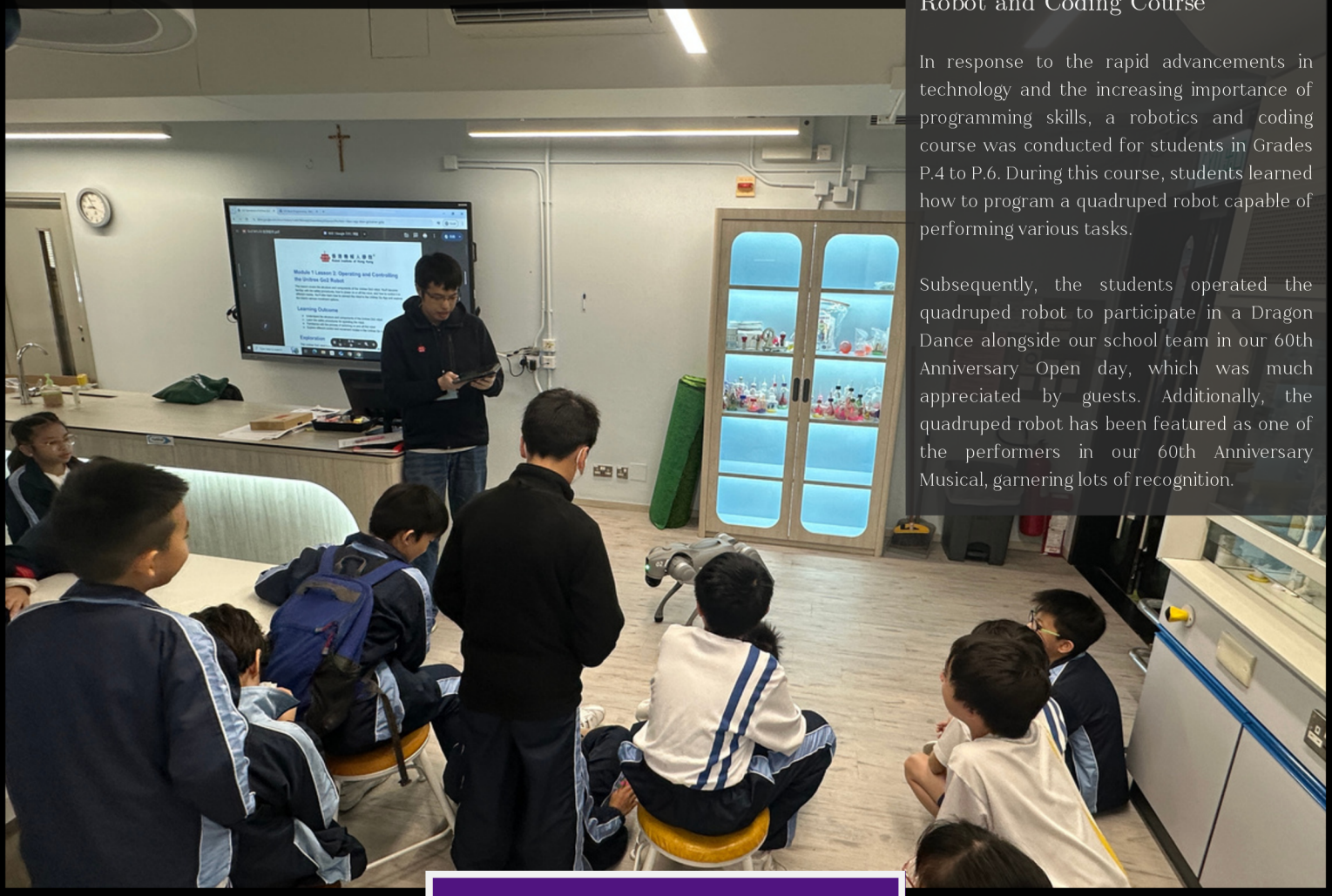
Students from Bendemeer Secondary School and our school showing off souvenirs they exchanged during their visit

S.2 Lok Tsun Hin Ethan and Huang Kin Ka Pontus creating their dragon boat with some Singaporean students during Tuen Ng festival

S.2 Ip Hoi Ching Syrena and Chui Yan Hei creating their dragon boat with a Singaporean student

S.1 Chong Yin Sing and P.5 Law Ching Wang creating their dragon boat with some Singaporean students

The course instructor giving a demonstration to students on how the quadruped robot is controlled and all its features



Robot and Coding Course

In response to the rapid advancements in technology and the increasing importance of programming skills, a robotics and coding course was conducted for students in Grades P.4 to P.6. During this course, students learned how to program a quadruped robot capable of performing various tasks.

Subsequently, the students operated the quadruped robot to participate in a Dragon Dance alongside our school team in our 60th Anniversary Open day, which was much appreciated by guests. Additionally, the quadruped robot has been featured as one of the performers in our 60th Anniversary Musical, garnering lots of recognition.

#STEAMSTILLS

(From left to right) P.4 Lee Shing Lok Skyler, Lau Ban Ai Ike, Andelid Carl Vilhelm, and Ho Chi Wang testing out the robot

(From left to right) P.4 Ho Chi Wang, Andelid Carl Vilhelm, Lau Ban Ai Ike, Lee Shing Lok Skyler, and Ho Sam Yat Long testing their robots

AFTERWORD

As we conclude this year's STEAM Magazine, we hope you have enjoyed this glimpse into the creativity, exploration, and growth that have defined our journey. This publication reflects not only the achievements of our students but also the values that underpin our approach to STEAM education—curiosity, resilience, collaboration, and a passion for discovery.

This year, our students embraced challenges with enthusiasm and demonstrated how STEAM can connect knowledge with real-world applications. From understanding the principles of light and shadow in the early primary years to developing innovative AI projects in upper primary and secondary, they have shown the power of learning by doing. Along the way, they cultivated critical thinking, problem-solving, and a sense of responsibility to use technology for the greater good.

Beyond technical skills, our students have deepened their empathy and global awareness through collaborative projects and exchanges. Whether working with peers from Singapore or contributing to sustainability goals through self-directed projects, they have learned the importance of teamwork, adaptability, and the joy of sharing ideas across cultures.

As we look ahead, we remain committed to "STEAM for All" and "STEAM for Diversity," ensuring that every student has the opportunity to explore their potential and discover the joy of learning. We aspire to deepen their understanding of the world and to prepare them to thrive in a rapidly changing future.

To our school community – teachers, parents, and students – thank you for your unwavering support and enthusiasm. Together, we will continue to foster innovation, inspire creativity, and create meaningful learning experiences for all.

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