Centre for the Advancement of Information Technology in Education
資訊科技教育促進中心

caite.fed.cuhk.edu.hk

In the past few months, the Centre for the Advancement of Information Technology in Education (CAITE) was actively promoting inter-school online game-based collaborative learning and conducting a series of professional training in IT in Education for school teachers.

Inter-school Online Game-based Collaborative Learning in Liberal Studies

The project "Promoting Secondary Students' Motivation and Skills in Issue-enquiry through Inter-school Game-based Collaborative Learning", which is supported by UGC Recurrent Funding for

Knowledge Transfer (Knowledge Transfer Project Fund, KTO), has been implemented in the school year of 2012–2013. Twenty secondary schools with around 3,000 students have been participating in our game-based virtual learning platform, LearningVillages (http://www.learningvillages.net) for pursuing collaborative issue-enquiry in the three learning areas of Liberal Studies (including Self and Personal Development; Society and Culture; and Science, Technology and the Environment). For more details about the project, please refer to http://www.facebook.com/LearningVillages

Teacher Professional Development in IT in Education

Funded by the Education Bureau (EDB), CAITE has been conducting a series of subject-specific professional development courses to equip school teachers with both pedagogical and technical knowledge in integrating IT into learning and teaching. The courses are as follows:

1. Pedagogical Design and Implementation of Mobile GPS-based Outdoor Exploratory Learning and Teaching Activities in General Studies in Primary Schools
2. Pedagogical Design and Implementation of Mobile GPS-based Outdoor Exploratory Learning and Teaching Activities in Geography in Secondary Schools
3. Integration of Free e-Learning Apps and Mobile Devices to Enhance the Effectiveness of Learning and Teaching of Measures, Shape and Space Dimension in Mathematics in Secondary Schools
4. Effective Use of Microsoft Kodu Game Lab (Kodu) to Enhance the Quality of Learning and Teaching in Computer Subjects
5. Effective Use of SketchUp to Enhance the Quality of Learning and Teaching of Geometry in Mathematics in Secondary Schools

01 Teacher training workshop for introducing the LearningVillages platform and the project details to the participating teachers
02 Student training seminar for introducing the LearningVillages platform and the project details to the participating students