In the past few months, the Centre for the Advancement of Information Technology in Education (CAITE) continued to actively promote its innovative learning ideas to schools, to collaborate with the academic communities in organizing research-related activities, and to develop new learning environments.

Promotion of Innovative Learning Ideas: Game-based Collaborative Learning Platform

The project “Game-based Collaborative Inquiry Learning” was launched by CAITE in 2006 and has continued to promote the establishment of learning partnerships among schools and instil students’ interest in collaborative inquiry learning. Up to now, participants included those from secondary and primary schools from the U.S., Beijing, Foshan, Guangzhou, Shandong, Taipei, and Singapore. Over 15,000 students enjoyed the activities organized with their subject-specific knowledge enriched and their higher-order thinking skills enhanced. Also, over 500 teachers were trained to help students with collaborative learning on the Web.

The project for the year 2010–2011 was successfully completed following the closing ceremony and artifact exhibition on 25 June 2011. Officials, guests, principals, teachers and students from Hong Kong, Beijing, Guangzhou, Taipei and Singapore attended the event. The ceremony started with an opening ceremony and speeches given by guests of honour, including: Mr. She Mang, Chief Curriculum Development Officer (Information Technology in Education) of Hong Kong Education Bureau; Prof. Cheung Sin-pui, Derek, Associate Dean of Faculty of Education, The Chinese University of Hong Kong (CUHK); Mr. Shi Hong-min, Deputy Director of Information Centre in Yanqing, Beijing; Mr. Feng Qing-huang, Chief Secretary of Education Bureau of Taipei City Government; Mr. Tong Sau-chai, Henry, Deputy Director of Hong Kong Taoist Association Academic Department; and Mdm. Lim Bee-kim, Jocelyn, Vice-Principal of Nanyang Primary School in Singapore. A sharing session and award presentation then followed. Schools were impressed by the opportunity provided for students to share their views as well as experiences and showcase their practices to others during the exhibition.

CAITE has started the project with a new matching pattern in this academic year. Schools can freely choose to collaborate with schools from other 2 or 3 regions.

Collaboration with Academic communities

Global Chinese Conference on Inquiry Learning 2011, co-organized by CAITE, Chinese Society for Inquiry Learning, Guangzhou Education Bureau, Department of Education of Taipei City Government, and Graduate School of Education of Peking University, was successfully held in CUHK campus on 7–9 July. More than 150 researchers and teachers from Hong Kong, Macau, the Chinese mainland and Taiwan were inspired by the keynote speeches from Prof. Luo Xing-kai, Guangxi Normal University and Mr. Li Wan-chi, CEO of Kang Hsuan Educational Publishing Group in Taipei, and other activities including principal forum, teacher forum and paper presentations. The conference will be held in Huizhou next year.

New Learning Environment Development

EagleEye is a mobile learning system using mobile computers with Global Positioning System (GPS). By using EagleEye, teachers can easily design outdoor-learning activities like playing treasure-hunting games and students can use it to learn. The system was tested and is now put into use. A new project called “Love School, Hong Kong and the Earth” using EagleEye as one of the main learning platforms is now being promoted to schools in Hong Kong. In addition, EagleEye is now being used by a Taiwan school to identify its effectiveness for Taiwan students.