

Project Background

Education 4.0 at PolyU

- An initiative to foster AI-powered student-centered learning and equip students with the skills, attitudes, and values essential for the era of AI

Education 4.0: Leading the shift to AI-empowered, personalised learning

Education

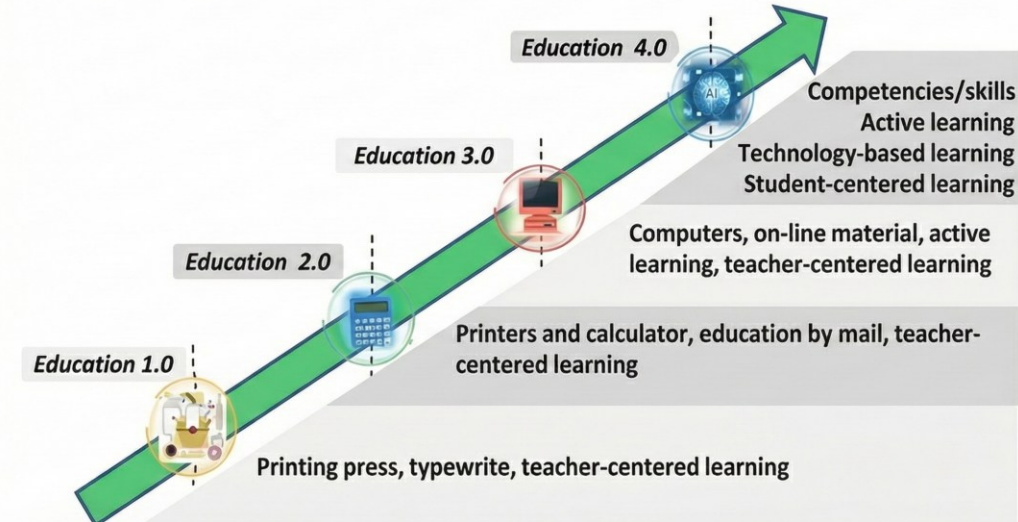


Other Articles

Rehabilitation sciences empower...

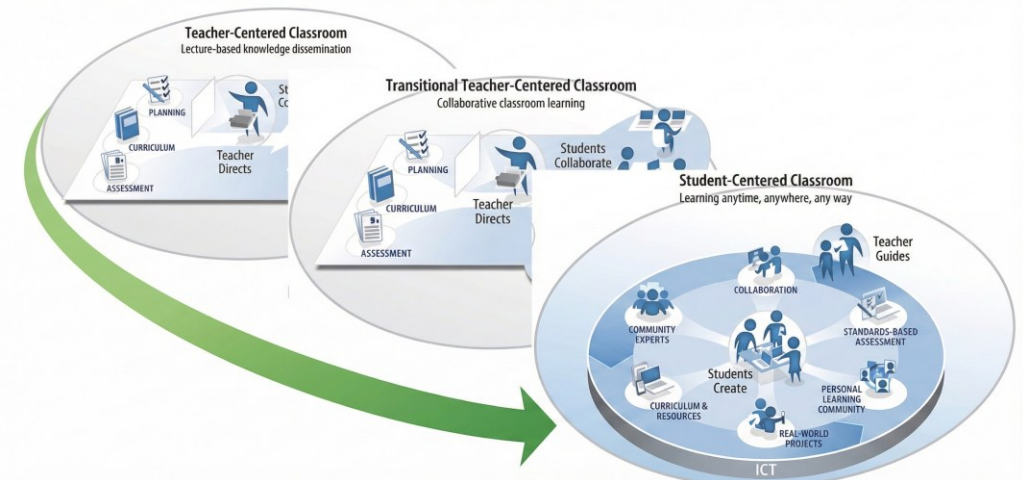
Life-enriching journeys through student...

With the rapid advancement of artificial intelligence (AI), education is experiencing a profound transformation. At the forefront of this revolution is PolyU, pioneering the Education 4.0 (E4.0) initiative – an AI-empowered, student-centred learning and teaching model that envisions a future where technology supports interactive, flexible, and personalised learning.



Transforming student learning experiences, reimagining education to be:

- Personalised
- Self-learning
- Adaptive
- Collaborative
- Future-ready
- Data-driven



<https://www.polyu.edu.hk/publications/pulse-polyu/issue/202510/education/education-4-0-leading-the-shift-to-ai-empowered-personalised-learning>

EDB's AI for Empowering Learning and Teaching Funding



EDB launches AI for Empowering Learning and Teach

GO



EDB launches AI for Empowering Learning and Teaching Funding Programme

The Education Bureau (EDB) issued a circular today (December 16) to all public sector schools (including special schools) and Direct Subsidy Scheme schools to announce the launch of the AI for Empowering Learning and Teaching Funding Programme to support primary and secondary schools in utilising AI to enhance learning and teaching effectiveness. Applications will be accepted from today.

The Chief Executive proposed in the 2025 Policy Address to step up efforts to promote digital education in primary and secondary schools, and announced that the EDB has set aside \$2 billion in the Quality Education Fund (QEF) to advance the relevant support measures proposed by the Steering Committee on Strategic Development of Digital Education (SCSDDE). This will help Hong Kong's education embrace the opportunities of the AI era and achieve the goal of "AI for ALL subjects", where teachers utilise AI effectively to support teaching across subjects.

The Chairperson of the SCSDDE and Under Secretary for Education, Dr Sze Chun-fai, said, "The EDB is determined to make AI the core driving force behind digital transformation in schools, and support primary and secondary schools in utilising AI to enhance learning and teaching effectiveness. In this connection, within the \$2 billion earmarked under the QEF, the EDB allocates approximately \$500 million to launch the three-year programme starting from this school year. Schools can flexibly utilise the funding to initiate and promote school-based programmes that use AI to empower education, catering for their specific circumstances and developmental needs."

He continued, "Successful school applicants will receive one-off funding of \$500,000. Schools can utilise the funding according to the guidelines to purchase/ subscribe to/ lease AI-powered devices/ services that facilitate AI-assisted teaching, and to subsidise students' participation in activities that enhance their AI literacy and skills. Generally, schools will receive the block funding of \$500,000 on or before June 30, 2026. Schools can use the funding from the 2025/26 school year to the 2027/28 school year, until August 31, 2028."

The EDB encourages publicly funded schools to submit their applications for the said programme and have comprehensive planning of digital education (especially AI education) in schools, thereby empowering education through technology to enhance the quality of learning and teaching. For details of the programme and the related briefing sessions, please refer to EDB Circular No. 221/2025 ([applications.edb.gov.hk/circular/upload/EDBCM/EDBCM25221E.pdf](https://www.edb.gov.hk/circular/upload/EDBCM/EDBCM25221E.pdf)).

<https://www.info.gov.hk/gia/general/202512/16/P2025121600261.htm>

NotebookLM

The screenshot displays the NotebookLM web application interface. The top navigation bar includes a logo, the title 'AI literacy frameworks', and buttons for '+ Create notebook', 'Analytics', 'Share', 'Settings', 'PRO', and a user profile icon. The main interface is divided into three panels: 'Sources', 'Chat', and 'Studio'.

Sources Panel: Features a '+ Add sources' button, a 'Try Deep Research' prompt, a search bar 'Search the web for new sources', and filters for 'Web' and 'Fast Research'. Below, a list of sources is shown with checkboxes: 'AllLitFramework_ReviewDraft.pdf' and 'unesco_ai_competency_framework...'. A 'Select all sources' checkbox is also present.

Chat Panel: Displays the title 'AI literacy frameworks' with a source icon and '2 sources'. The main text reads: 'The UNESCO AI Competency Framework for Teachers offers a comprehensive global strategy for integrating artificial intelligence into education through a **human-centered lens**. It defines fifteen specific competencies organized across five core pillars: **mindset, ethics, foundations, pedagogy, and professional development**. These skills are categorized into three mastery levels —**Acquire, Deepen, and Create**—to guide educators from basic literacy to innovative tool customization. By prioritizing **human agency and ethical accountability**, the document ensures that technology serves to enhance, rather than replace, the vital role of the teacher. It serves as a blueprint for **policymakers and training providers** to establish national standards that protect inclusive and equitable learning. Ultimately, the framework advocates for **lifelong professional learning** to help teachers navigate the shifting dynamics of the AI-rich classroom safely and effectively.' Below the text are icons for 'Save to note', a document icon, a thumbs up icon, and a comment icon.

Studio Panel: Contains a grid of interactive tools: 'Audio Overview', 'Video Overview', 'Mind Map', 'Reports', 'Flashcards', 'Quiz', 'Infographic', 'Slide Deck', and 'Data Table'. Below this grid is a list of generated content: 'Illustration prompt' (20h ago), 'UNESCO AI Competency...' (1 source · 22h ago), and 'Empowering Learners for AI' (Explainer · 1 source · 22h ago).

Requires VPN to access the service in HK

Learn Your Way

Learn Your Way EXPERIMENT

Interest Grade 7

Source

Immersive Text

Slides & Narration

Audio Lesson

Mindmap

☐ Introduction to Human Evolution and Early Ancestors

Take quiz to complete




☐ Homo Erectus and the Diversification of Human Species

☐ Interactions Between Early Human Species and Theories of Homo Sapiens Emergence

Introduction to Human Evolution and Early Ancestors

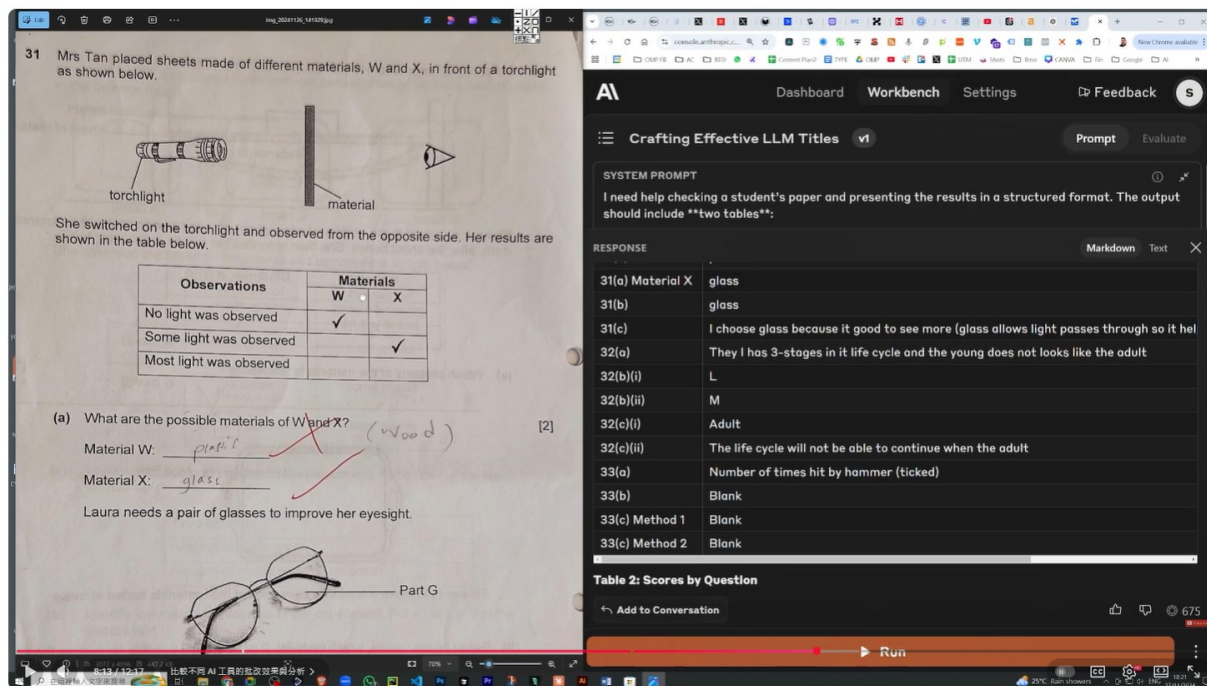
Millions of years ago, our very old ancestors climbed down from trees, started walking upright on the ground, and slowly changed into the kind of humans we are today. Their changes were affected by many things, like shifts in weather, what they ate, and how they survived. Over time, humans learned new skills and made tools to help them live and overcome challenges. They also looked for better opportunities by working together and moving to new places.

Australopithecus afarensis ("Lucy")



Australopithecus Brain
(~1/3 size of)

AI for grading

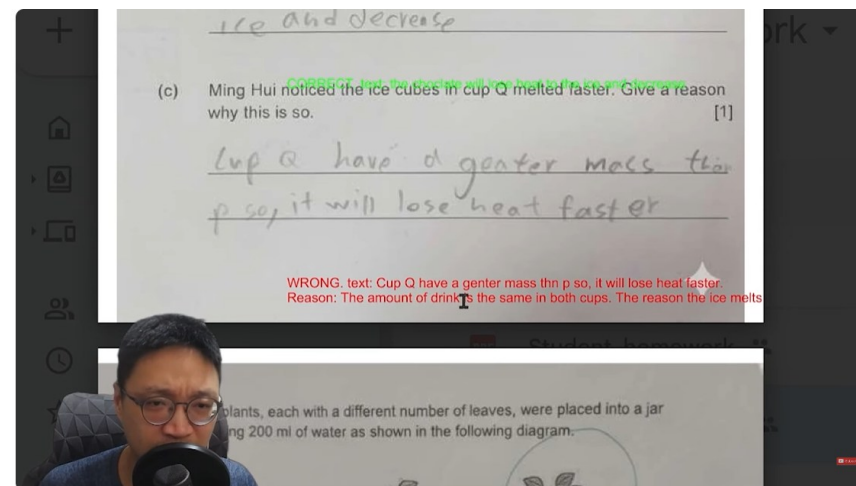
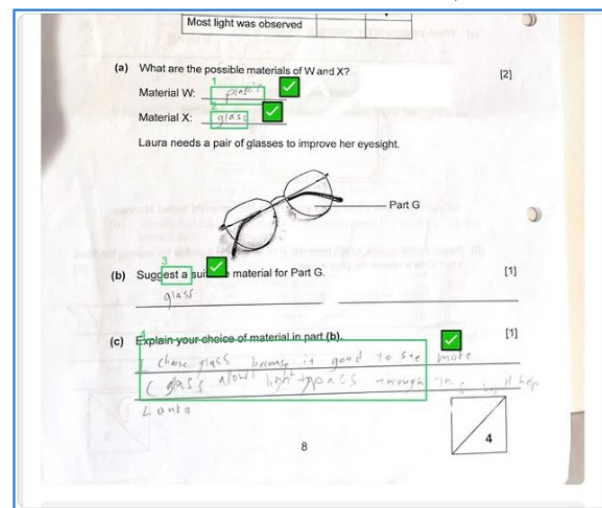


【幫老師測試】用 ChatGPT 等三大 AI 批改~ 小學生手寫試卷

用 ChatGPT 等三大 AI 批改~ 小學生手寫試卷
<https://www.youtube.com/watch?v=55DIXkmvIIQ>

ar.shek 11/28/24

昨日測試用 AI 工具改卷，今日出 YouTube 影片後又有新靈感。
 剛快速用 Curosr 寫 code 試一下，應可直接將批改評語放在試卷上。 Translate



【實測】用 AI 幫助中小學老師改卷！比較 Gemini 和 ChatGPT 的識別能力 · 用 n8n 打造自動化批改流程

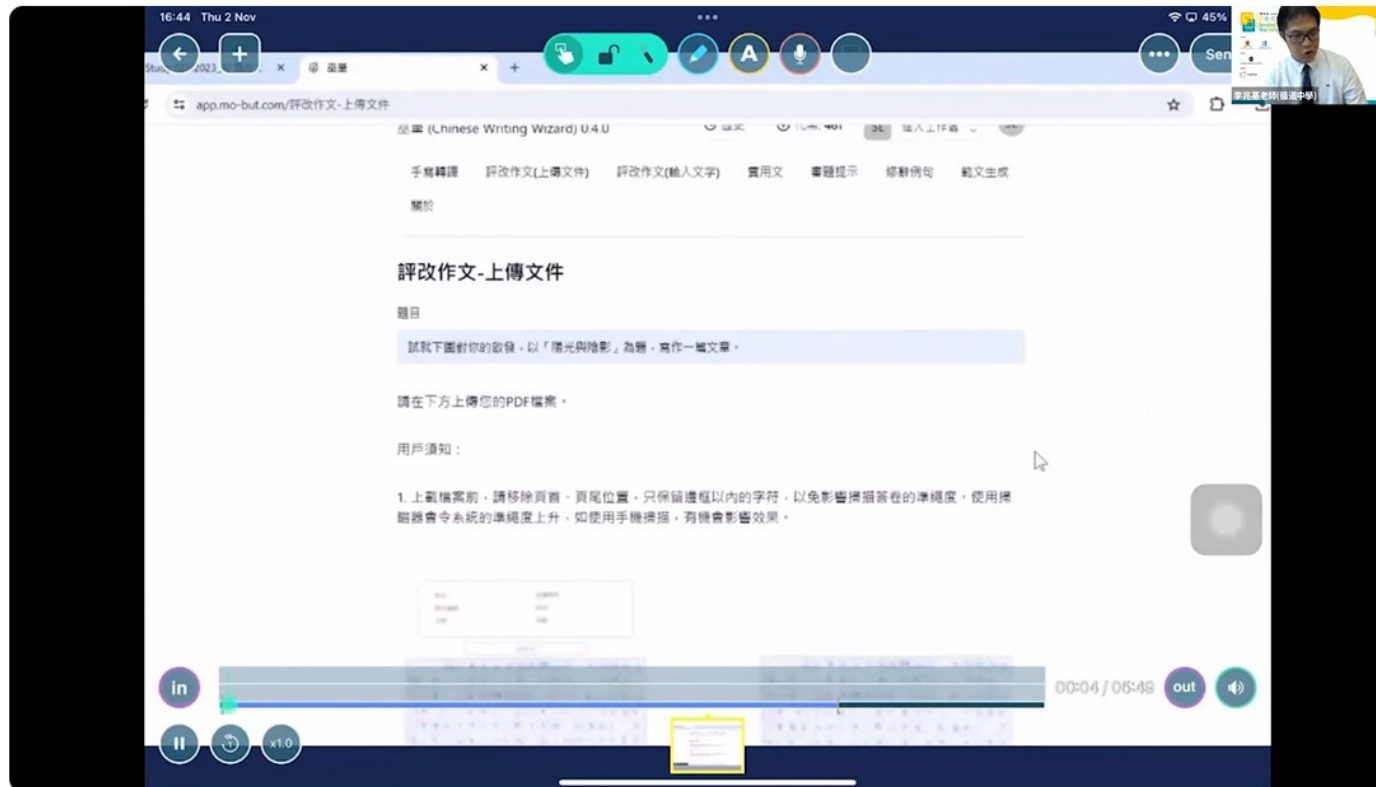
阿石 OMP
 57.7K subscribers

3K views 2 months ago
 這影片實測用 AI 批改小學生試卷，我發現 Gemini 識別手寫字的能力比 GPT-5 更優勝，並使用 n8n 建立自動改卷流程。

【實測】用 AI 幫助中小學老師改卷！比較 Gemini 和 ChatGPT 的識別能力。用 n8n 打造自動化批改流程

<https://www.youtube.com/watch?v=yuefKfiS5w>

Chinese app for grading Chinese Composition using AI



MOBUT

巫筆

AI 中文教學輔助工具
服務計劃

應用人工智能批改系統於寫作課程

最新計劃
及價目表

「巫筆」的目標

利用AI技術協助教師批改中文作文
減輕教師批改作文的工作量
提升學生寫作能力
提供全面支援及資源

使用方法

Gen AI與中文寫作教學

賽馬會「混合式學習」計劃
607 subscribers



16



Share



Save



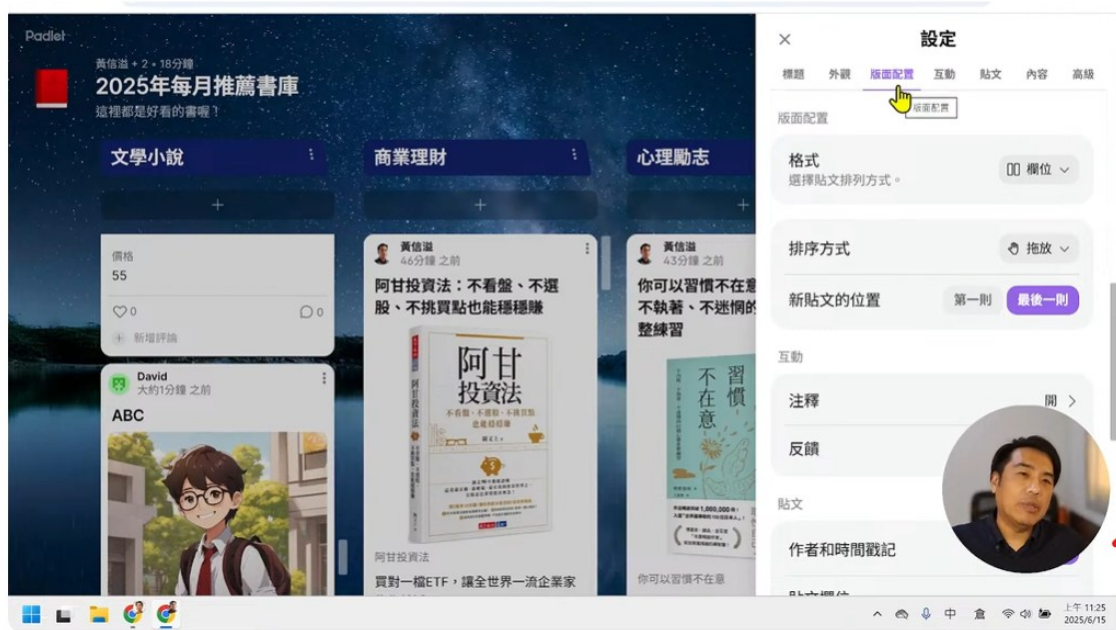
Download



<https://www.youtube.com/watch?v=TAHu9ycHuTg>

<https://www.mo-but.com>

Pallet

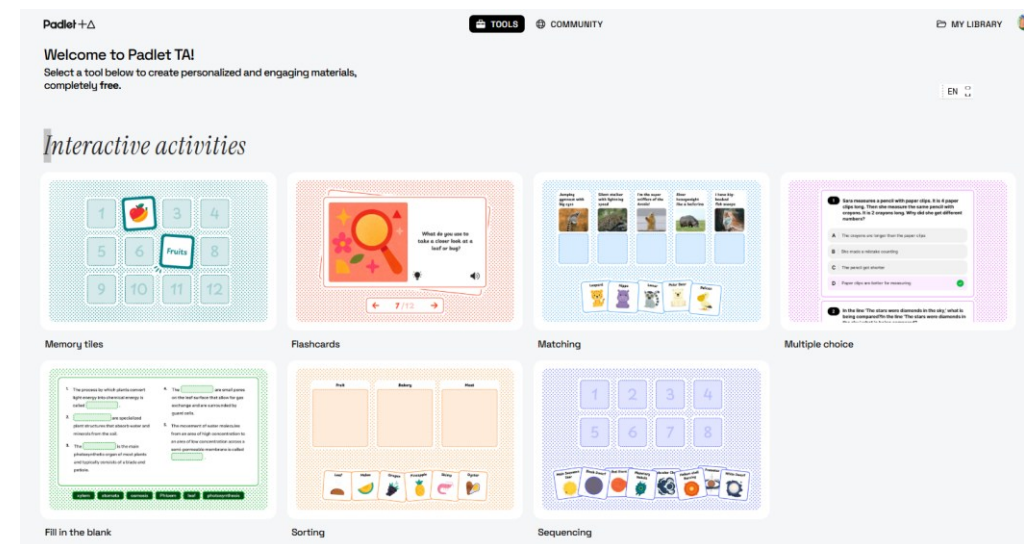
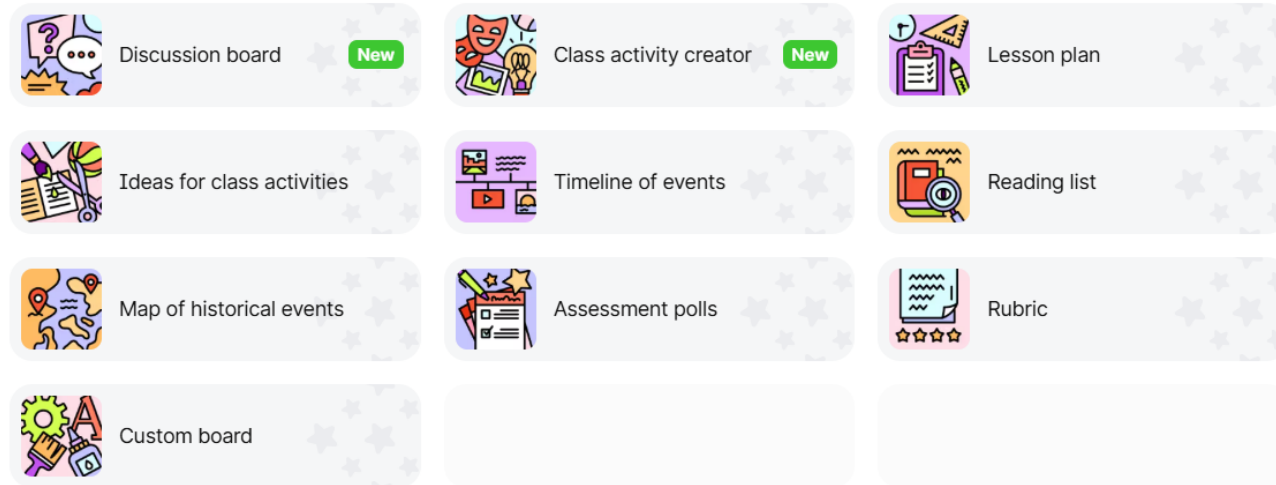


20250615 Padlet快速入門與高效應用 | 育達文化冠名贊助



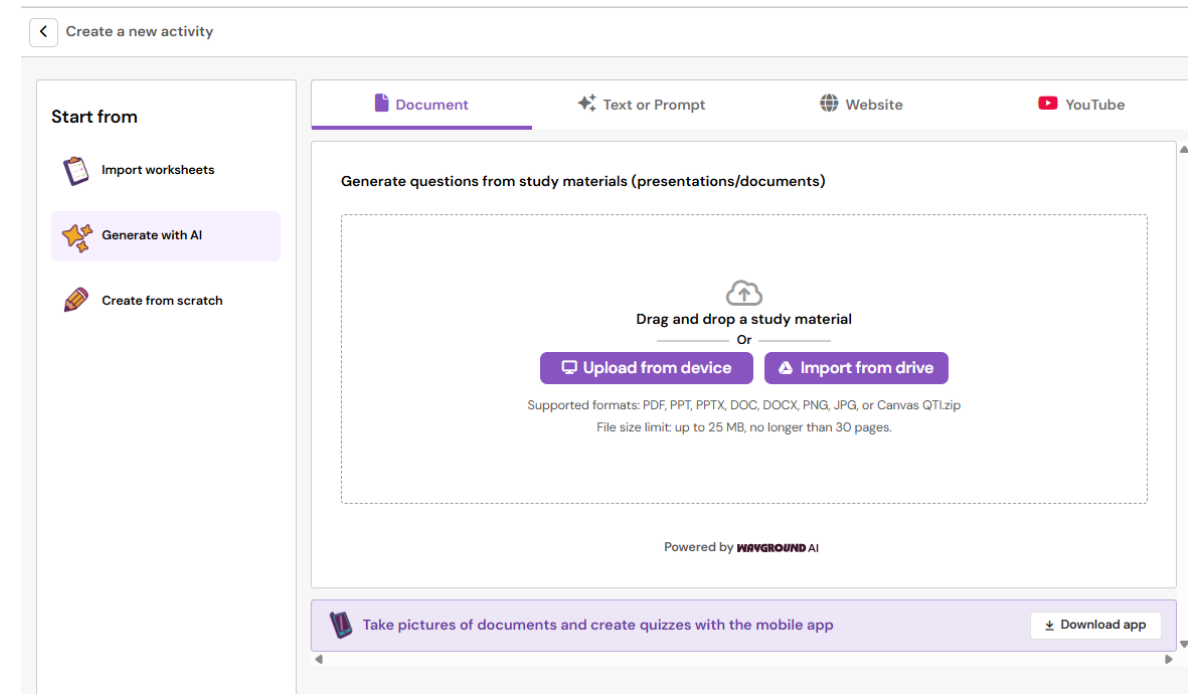
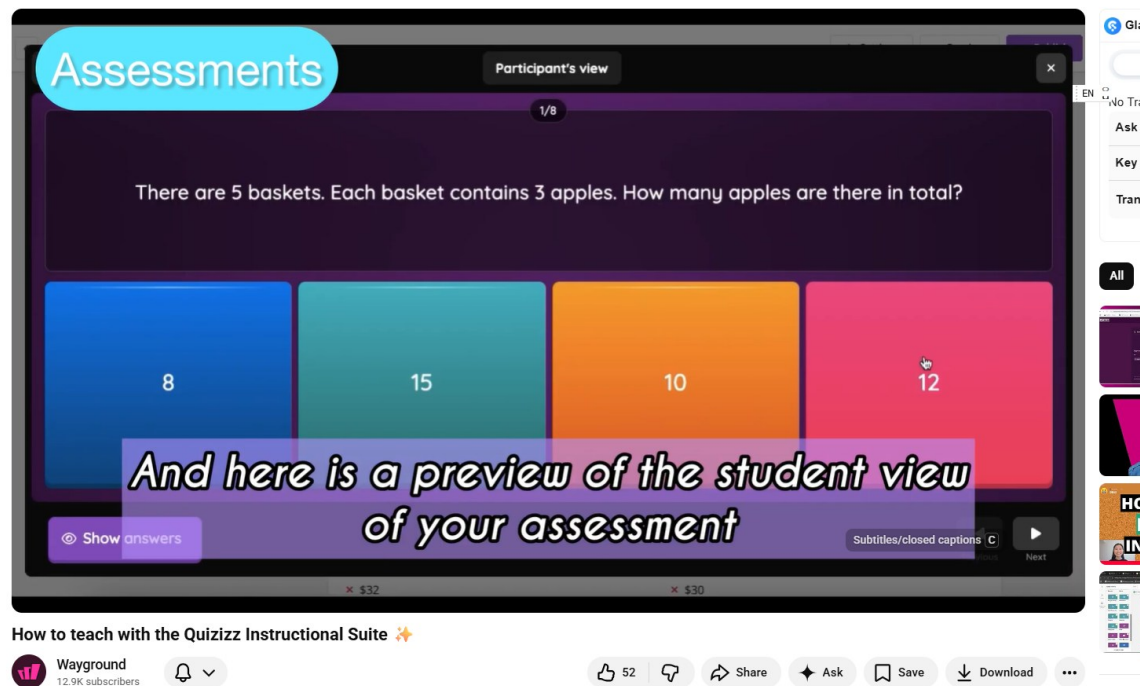
<https://www.youtube.com/watch?v=OSAl1ytukpk>

AI recipes BETA



<https://ta.padlet.com>

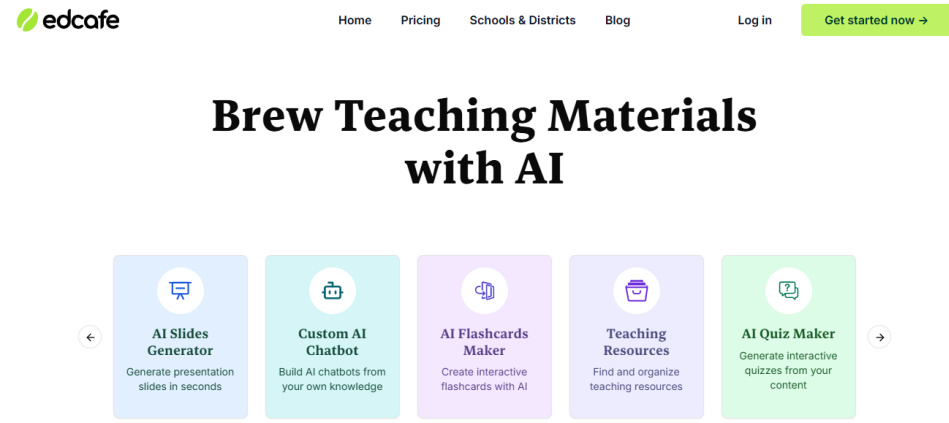
Learning activity generation



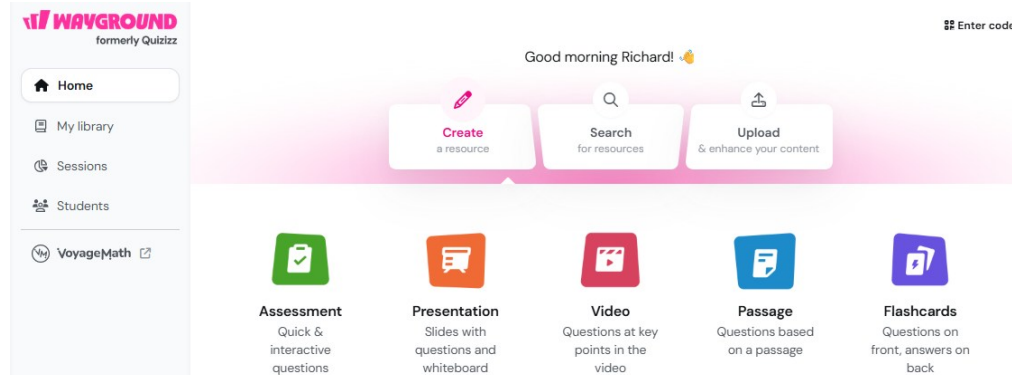
<https://www.youtube.com/watch?v=v6SiQ76nMA8>

Platforms: Wayground, Mentimeter, Kahoot

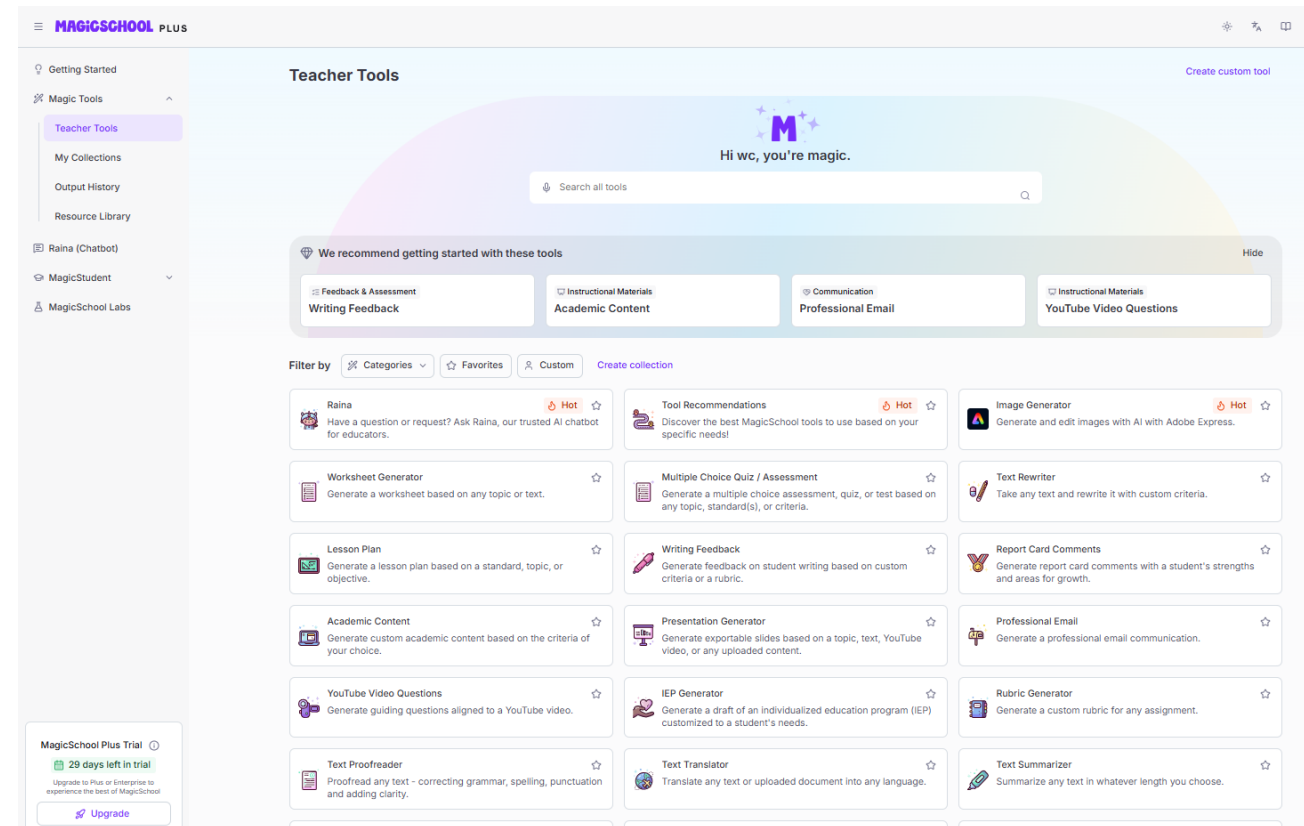
GenAI Platform for teachers



<https://www.edcafe.ai/>



<https://wayground.com>



<https://app.magicschool.ai/tools>

Using AI to simulate historical characters

- A) The student ask questions to AI (simulating a historical character)
 - Identify key events/ideas the character describes
 - Choose one moment that impressed you most, and explain why
 - Compare: How are you different from this character?
- B) Completing a worksheet
 - Show understanding of the character
 - Personal reflection (habits, choices, feelings, real-life connection)
- C) Grading (e.g. with help of AI)

