STEM

課程活動簡介

Courses & Activities

中學版本
Secondary School Version

labwork

Content 目錄

DIY Smart Planting Device
智能環保種植箱

Target: Secondary 1-3
對象：中一至中三

Students will use daily consumables and electronics we provided to build a smart planting device, then observe the growth of the plants.

Objectives:

- Build an automated environment for growing plant
- Monitor the plant using different sensors
- Collect data for the sensors and experiment on different parameters

學生使用日常生活中的物料，配合我們提供的微電子裝置的不同模組，製作植物種植箱，然後觀察植物的生長情況。

教學目標：

- 學習如何組裝智能環保種植箱
- 安裝傳感器觀察植物情況
- 收集數據並進行科學實驗

Mobile Weather Station
流動天氣站

Target: All
對象：所有年級學生

Students will set up mobile weather station using different sensors and electronics. They will program the weather station for data collection and monitor different parameters of the surrounding.

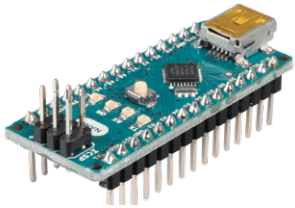
Objectives:

- Learn about the sensors and electronics used in the weather stations
- Program the sensors and electronics for data collection
- Visualise the collected data via graphs and charts

以不同的傳感器構建流動天氣站，學生需要編寫程式以收集資料，監測周邊不同的天氣參數。

教學目標：

- 學習流動天氣站裡包含的各種傳感器
- 編寫流動天氣站的程式並收集環境數據
- 學習以圖表處理所收集的數據



Algae Growth Monitoring
藻類生長觀察

Target: All
對象：所有年級學生

Students will grow algae under different situation (some could be controlled by students), then they will observe and compare the changes of the algae.

Objectives:
- Experience how to control experiments and samples
- Learn the variables affect photosynthesis
- Learn to plot a graph according to Beer's law

學生將讓藻類在不同情況（部份會由學生控制）下生長，然後觀察它們各自的生長情況及進行比較。

教學目標：
- 體驗如何控制實驗及樣品
- 學習會影響光合作用的因素
- 學習如何根據比爾-朗伯定律畫圖

Smart Walking Stick
智能助行手杖

Target: All
對象：所有年級學生

A smart walking stick which could detect the posture of the user whether he/she fell or not. Students will write program for this stick to let it function well as above.

Objectives:
- Learn the physics of simple fell detection
- Train STEAM-related skills through coding with basic electronics
- Apply their skills for social good

智能助行手杖能檢測使用者的姿勢，看看他/她有否跌倒
學生將為這手杖編寫程式以達成以上描述的功能。

教學目標：
- 學習簡單的跌倒偵測
- 以電子硬件編程訓練創造力和邏輯思維
- 運用學生技能貢獻社會

Wheel Real Experience
科技・輪

Target: All
對象：所有年級學生

We combine character development and AR elements into the course to raise learning fun also provide another form of the learning experience. Teachers and students can explore disabilities' daily challenges and learn empathy from the experience.

Objectives:

- Wheelpathy Hunt: Ride on the wheelchair and complete mission to learn empathy
- Design Thinking STEM Workshop: Transform challenges into an design idea, use STEM to create meaningful tool
- Human Library: Wheelchair leaders use storytelling to enhance students' awareness about disabilities

課程融合了品格培養和擴增實境元素，務求增加學習趣味性和提供另類教學模式，讓教師和學生可以用另一個角度探索殘疾人士的日常生活並學習同理心。

教學目標：

- 輪同「理」定向：用輪椅四處尋寶完成任務，從中學習同理心
- 設計思考 STEM 工作坊：用體驗中的困難啟發設計靈感，以 STEM 創 造有意義的輔助工具
- 真人圖書館：輪椅導師用說故事形式分享自身經驗，加強學生對殘疾人士的認識

Future Leaders and Entrepreneurs Programme
未來領袖與企業家課程

Target: All
對象：所有年級學生

Future Leaders and Entrepreneurs Programme is designed to encourage students to develop design thinking and entrepreneurial skills. Students will be guided from creating a business plan for a new product or service and pitching their idea.

Objectives:
- Develop entrepreneurship skills
- Foster creativity and innovation
- Build confidence and leadership skills

未來領袖與企業家課程在鼓勵學生培養設計思維和創業技能。學生將被指導為新產品或服務制定商業計劃並提出他們的想法。

教學目標：
- 培養企業家思維
- 提高創造力和創新
- 建立信心和領導能力

STEAM x Physics:
Aerospace Technology - Lunar Exploration
航天科技 - 探月工程

Target: All
對象：所有年級學生

This course aims to cultivate students' engineering thinking and their understanding of aerospace technology. By building Lunar Rover, students can deeply understand its structure, they can also understand the relationship between the structure of the lunar rover, its mission and the space environment. With the Lunar Rover Software, students can control and get the data of the lunar rover. It helps in data analysis and learning.

Objectives:
- Working on science experiments about space
- Learn about data collection and analysis
- Logical Thinking and coding

此課程志在培養學生工程思維及其對航天科技的認識，透過組裝月球車，學生能深入理解其結構；過程中，亦能認識月球車結構與其任務及太空環境的關係。配合專用操作軟件教學，除控制月球車外，學生亦能從軟件中得到月球車的數據，再作數據分析學習。

教學目標：
- 有關太空的實驗活動
- 動手組裝月球車
- 學習數據整理及分析
- 學習編程及訓練邏輯思維

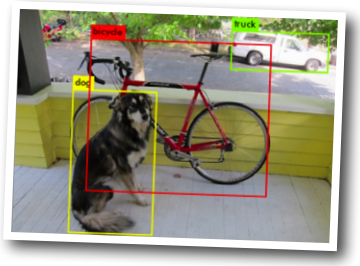
AI Object Recognition App for the Visually Impaired
人工智能視障人士物件辨識應用程式

Target: All
對象：所有年級學生

AI technology has been widely used in many fields. Object recognition is an application that uses AI to help the visually impaired recognize objects around them. The app uses a camera and deep learning algorithms to detect objects, and then uses audio cues to inform the user of the type and location of objects around them.

Objectives:

- Understand the needs of the visually impaired, and design the app to cater their needs
- Experience in object detection, and convert the results into audio prompts
- Understand the future development directions of AI



AI 人工智能技術已經廣泛應用於許多領域，其中包括幫助視障人士識別周圍的物件。盲人物件辨識是一種利用 AI 技術來幫助視障人士識別周圍物件的應用程式。這個應用程式使用相機和深度學習算法來檢測周圍的物件，然後使用聲音提示來告知使用者周圍的物件類型和位置。這個應用程式的設計和製作需要基本的編程知識，以及 AI 技術的應用。

教學目標：

- 了解視障人士的需求和使用習慣，並根據這些需求和習慣設計和製作 AI 視障人士物件辨識應用程式
- 學習如何使用 AI 技術來分析和識別周圍的物件，並將結果轉換為聲音提示，以幫助使用者識別周圍的物件
- 了解 AI 未來發展方向

ChatGPT and Science Experiments
ChatGPT 與科學實驗

Target: All
對象：所有年級學生

ChatGPT is a conversational robot based on artificial intelligence technology, which can interact with people through natural language understanding and generation technology. Science learning is a very important learning area, and science experiments also play an important role in science learning. ChatGPT can be applied in science learning to help students better understand and learn scientific knowledge, and improve learning effects and learning experience.

Objectives:

- Learn how to use ChatGPT solve problems and understand the principles of experiments.
- Understand experimental design, data analysis, interpretation of results, etc.
- Learn how to use ChatGPT to collect data, analyze results, and more

ChatGPT是一種基於人工智能技術的對話機器人，可以透過自然語言理解和生成技術與人進行交互。科學學習是一個非常重要的學習領域，科學實驗於科學學習中亦有相當重要的角色。ChatGPT可以應用於科學學習中，幫助學生更好地理解和學習科學知識，並提升學習效果和學習體驗。

教學目標：

- 學習如何使用 ChatGPT 解決問題和理解實驗原理。
- 了解科學實驗的基本原理和方法，如實驗設計、數據分析、結果解釋等
- 學習如何使用 ChatGPT 收集數據、分析結果等

ChatGPT Coding Assistant
ChatGPT 編程小助手

Target: All
對象：所有年級學生

ChatGPT is a natural language processing model based on AI technology, which can conduct natural conversations and answer questions. ChatGPT can be applied to various scenarios, such as intelligent customer service, intelligent assistants, chat robots, etc., and can also help users learn and develop programming more easily. This course will introduce the basic principles and usage of ChatGPT, and through practical operations and exercises, students will learn how to use ChatGPT for programming learning and development.

Objectives:

- Understand the basic principles and application scenarios of ChatGPT
- Master the usage and common functions of ChatGPT
- Learn to use ChatGPT for programming learning and development

ChatGPT是一種基於人工智能技術的自然語言處理模型，它可以進行自然的對話和回答問題。ChatGPT可以應用於各種場景，例如智能客服、智能助手、聊天機器人等，亦可以幫助使用者更加輕鬆地進行編程學習和開發。本課程將介紹ChatGPT的基本原理和使用方法，並通過實際操作和練習，讓學生學會如何使用ChatGPT進行編程學習和開發。

教學目標：

- 了解 ChatGPT 的基本原理和應用場景
- 掌握 ChatGPT 的使用方法和常用功能
- 學會使用 ChatGPT 進行編程學習和開發

RoboMaster Training Course
RoboMaster 機甲大師訓練課程

Target: All
對象：所有年級學生

The RoboMaster course is a course specially designed for students, aiming to cultivate students' mechanical design, electronic engineering, control theory, creativity, teamwork spirit and practical ability through RoboMaster learning and practice.

Objectives:

- Learn the basic structure and functions of RoboMaster
- Learn how to use RoboMaster for remote control and programming
- Learn how to use machine learning and artificial intelligence techniques, such as deep learning, computer vision, etc.
- Learn how to practice and test, such as designing experiments, data analysis, evaluating results, etc.

RoboMaster課程是一個專門為學生設計的課程，旨在通過RoboMaster的學習和實踐，培養學生的機械設計、電子工程、控制理論、創造力、團隊合作精神和實踐能力。

教學目標：

- 學習 RoboMaster 的基本結構和功能
- 學習如何使用 RoboMaster 行遙控操作和程式編寫
- 學習如何使用機械學習和人工智能技術，例如深度學習、計算機視覺等
- 學習如何進行實踐和測試，例如設計實驗、數據分析、評估結果等

Arduino ESP32 Smart Home
Arduino ESP32 智能家居

Target: All
對象：所有年級學生

Students will use Arduino ESP32 to build a smart home device. The smart home device is adopting the concept of Internet of Things (IoT) and student will be able to control the device via a webpage.

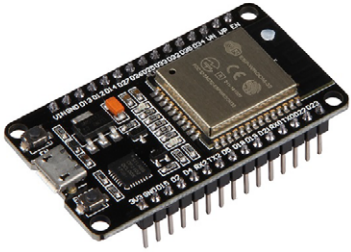
Objectives:

- Learn how to apply sensors and electronics with ESP32 to complete different tasks
- Understand the concept of IoT

學生將會使用 Arduino ESP32 制作智能家居設備，設備可透過網頁控制，並從過程中了解物聯網概念。

教學目標：

- 學習如何使用 Arduino ESP32 及其他電子元件完成不同工作
- 了解有關物聯網的概念



Drone Programming
無人機編程

Target: All
對象：所有年級學生

Students will control the drones to perform different tasks through programming. For example, passing through some terrain or dance in the air etc.

Objectives:
- Learn the basic of drone programming
- Understand the flying principle of drone
- Understand the PID control theory

學生將編寫程式讓無人機完成任務，例如穿過不同障礙或在空中起舞等等。

教學目標：
- 學習編寫無人機的程式
- 了解無人機的飛行原理
- 了解 PID 控制理論

Engineering Drawing with 3D Printing
3D 打印與工程繪圖

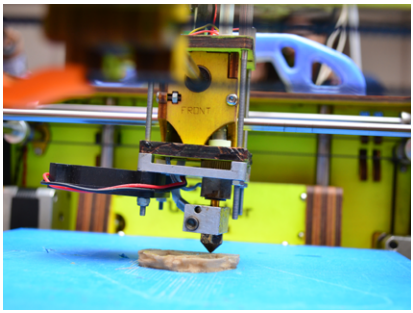
Target: All
對象：所有年級學生

This course will introduce the concept of 3D printing. Student will also read and create the engineering drawing.

Objectives:
- Get a deeper understanding to 3D printing
- Able to read and create an Engineering Drawing
- Learn about the principle and process of 3D printing

簡易的3D打印入門，解釋在整個3D打印過程中會有的步驟，包括閱讀與繪製工程圖，以及 3D 打印原理及過程。

教學目標：
- 對 3D 打印有更深入的了解
- 能自行閱讀與繪製工程圖
- 學習 3D 打印原理與過程



Programming with Minecraft
程式編寫與 Minecraft

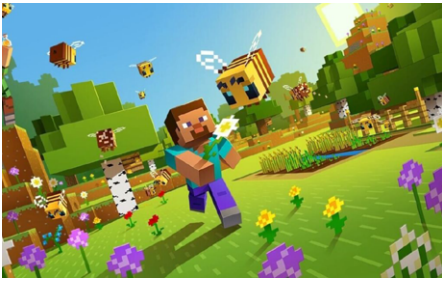
Target: Secondary 1-3
對象：中一至中三

Students will learn blocky programming (Scratch-like) and Python coding using Minecraft. Students could see the immediate outputs in the Minecraft world after they did the coding.

Objectives:
- Learn the basic of programming in a funny way
- Discover new knowledge: 3D coordinate system, biodiversity etc.
- Good for creativity, collaboration, and problem-solving

學生將會透過 Minecraft 學習程式編寫（方塊式 Scratch 編程或 Python），學生可以即時於 Minecraft 世界中見到自己的編程結成果。

教學目標：
- 以有趣的方法學習編寫程式的基本
- 於 Minecraft 發掘新的知識，例如 3D 立體座標，生物多樣性等
- 發揮學生的創意，協作及解難能力



* This course requires Minecraft Education Edition and Microsoft account
* 此課程需要 Minecraft 教育版及 Microsoft 帳戶

Be a Mayor
模擬市長體驗

Target: All
對象：所有年級學生

Cities: Skylines is a game which could simulate the process of starting and developing a city, students will experience the process of building and managing a city through the game, for example, constructing the road to make the traffic smooth.

Objectives:
- Experience the difficulties when constructing a city
- Analysis the problems in the city and try to solve the problems
- Learn about pollution, traffic planning and urban planning

Cities: Skylines 是一款模擬城市開發及發展過程的遊戲，學生將體驗到建立並管理城市的過程，例如建設道路使交通更為順暢。

教學目標：
- 體會規劃城市會遇到的困難
- 分析城市問題的成因及嘗試解決問題
- 學習關於污染、道路規劃、城市規劃等的知識

* This course requires Cities: Skylines software
* 此課程需要 Cities: Skylines 軟件

STEAM x Chemistry: Electrical Etching 電蝕刻

Target: All
對象：所有年級學生

Using electric etching to engraving daily life products such as bookmarks, badges or nametag (in metal). Students could pick up their product at the end of the school days.

Objectives:

- Introduction on etching technology
- Understand the theory of electrochemistry
- Understand how Reduction-Oxidation Reaction (Redox) is applied in this technology

使用電蝕刻來雕刻日常生活產品，例如書籤，徽章或名牌（金屬制），同學可在課堂後帶走他們的成品。

教學目標：

- 簡介蝕刻技術
- 了解電化學
- 了解如何在此技術中應用氧化還原

STEAM x Chemistry: Handmade Soap 手工肥皂

Target: All
對象：所有年級學生

Students will make soap from raw materials. Through the process, students will learn about the chemical reaction and equation about soap and how the temperature affect the rate of reaction. Students could pick up their handmade soap at the end of the school days.

Objectives:

- Learn the structures and properties of soaps
- Understand the mechanism of soap cleaning (saponification)
- Understand the concept of hydrophilic and hydrophobic

學生將使用原材料製造肥皂，然後學習內裡的化學反應與方程式，溫度對其反應速率的影響等，同學可在課堂後帶走他們的手工肥皂。

教學目標：

- 學習肥皂的結構和特性
- 了解肥皂清潔的運作原理（皂化反應）
- 了解有關親水性與疏水性的概念

STEAM x Biology: Mealworm 麵包蟲體驗

Target: All
對象：所有年級學生

By interacting with this unique insect farming device, students can get in-touch with nature and understand the future of our food. Let's meet insects face-to-face and understand their habitats and lifecycles - don't forget to ask questions!

Objectives:

- Learn about the future of food & sustainable food
- Understand the relationship between our food & our environment
- Understand insect biology by taking a visual hands-on approach
- Get to know more about edible insects

通過展示這個特別的粉蟲（麥皮蟲/麵包蟲）生長養殖器具，學生可以了解自然界的運作及我們的未來食物，讓學生面對面接觸粉蟲，可以令學生更了解粉蟲的棲息地和生命週期。

教學目標：

- 了解未來的食物/可持續食物
- 了解食物與環境之間的關係
- 讓學生面對面接觸粉蟲，了解昆蟲的生物學
- 了解食用昆蟲

STEAM x Biology:
Closed Ecosystems 自製生態瓶

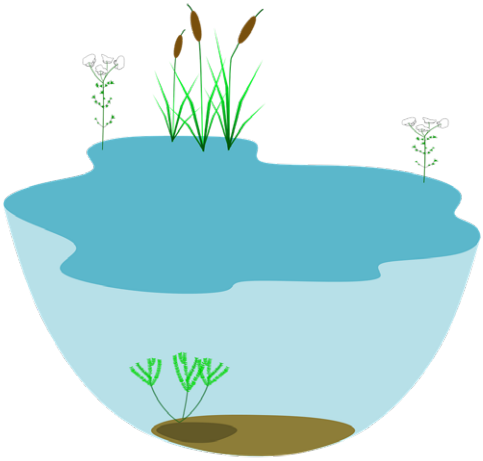
Target: All
對象：所有年級學生

Students will use different materials to make their own closed ecosystems. Students will understand how the entire ecological cycle works in a glass bottle.

Objectives:
- Introduce the materials and demonstration of making closed ecosystem
- Understand the scientific principles of closed ecosystem
- Create take away product for students

學生將使用不同材料，製作獨一無二的生態瓶，讓學生了解如何於玻璃瓶內製作整個生態循環。

教學目標：
- 材料工具介紹及生態瓶製作示範
- 了解生態瓶的科學原理
- 學生可以帶走制成品



STEAM x Physics:
Experiment using Mobile Phone 手機做實驗

Target: Secondary 1-3
對象：中一至中三

Mobile phones contain lots of sensor which are useful for conducting science experiments. Students will try to preform science experiment using their mobile phone.

Objectives:

- Learn and apply different sensors in smartphone into scientific experiment
- Experience in experimental method and design
- Understand experiments can be conducted anytime anywhere any tools

智能手機中其實有很多的傳感器適合用作科學實驗，學生會嘗試使用手機於學校進行不同的科學實驗。

教學目標：

- 學習手機裡的各種傳感器，並應用至各種科學實驗
- 體驗實驗方法以及實驗設計
- 可以隨時隨地使用任何工具進行科學實驗

STEAM x Physics:
Hand Launch Glider (HLG) Crafting 製作滑翔機

Target: All
對象：所有年級學生

We will prepare all materials for students to craft hand launch glider (HLG). Students could take away their final product.

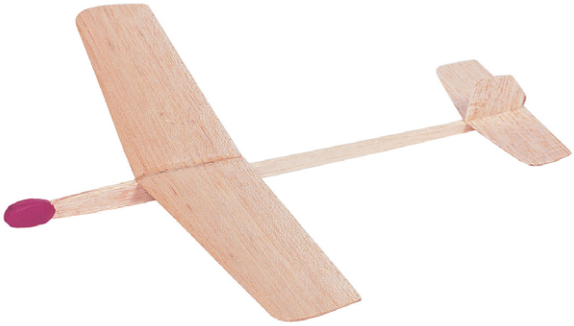
Objectives:

- Learn how to design a glider based on certain limitations
- Learn about fluid dynamics theory by constructing and testing a glider model
- Learn kinematics and basic mechanics

我們將準備所有材料，供學生製作滑翔機（HLG），學生可以帶走他們最後的制成品。

教學目標：

- 學習如何從限制中設計滑翔機
- 通過構建和測試滑翔機來了解流體力學理論
- 學習運動學與基礎力學



STEAM x Physics:
Car Engine Anatomy and Driving Experience
引擎解剖和駕駛體驗

Target: All
對象：所有年級學生

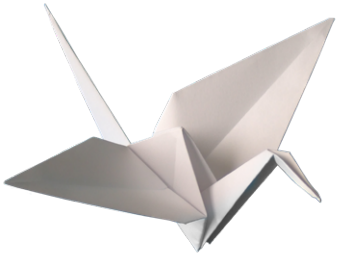
Car engine and gear transmission model will be available for illustrating car mechanism. Students will also use a wheel setup to experience a driving simulation.

Objectives:
- Learn the mechanism of car engine and gear transmission
- Learn the concept of torque through car engine and gear
- Apply the learnt mechanical theories on a driving simulation program

使用汽車引擎和齒輪傳動模型說明汽車的機械原理，學生還可使用方向盤及腳踏來模擬駕駛體驗。

教學目標：
- 了解汽車引擎和齒輪傳動的機理
- 通過引擎和齒輪學習力距的概念
- 應用機械理論於駕駛模擬體驗

STEAM x Art: Origami 摺紙



Target: All
對象：所有年級學生

Students will make different types of origami and learn the relevant knowledge relate to origami.

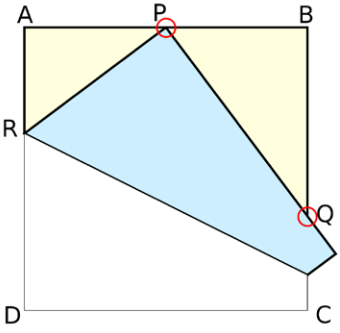
Objectives:

- Learn the mathematics behind origami
- Discover the application of origami in different technologies
- Create take away product for students

學生將製作不同種類的摺紙，實踐並學習與之相關的知識，並可在放學時把各自的作品拿走。

教學目標：

- 學習摺紙中的數學
- 發掘摺紙在各種科技中的應用
- 學生可以帶走制成品



STEAM x Music: Handpan 手碟

Target: All
對象：所有年級學生

First Handpan maker in Hong Kong explains the mechanism of different musical instruments. Also with hands-on trial for students to create music with sciences.

Objectives:

- Illustrate the harmonics
- Understand the frequency and scale in music
- Understand the science of Resonance box

香港第一個手碟（Handpan）工匠展示不同樂器背後的科學理論，並通過動手實驗讓學生用科學創作音樂。

教學目標：

- 說明甚麼是諧波
- 了解音樂的音階與頻率
- 了解共鳴箱的科學

STEAM x Art:
Aroma Candle and Diffuser Stone with DIY Mould Making and 3D Printing
3D 打印模具製作與香薰蠟燭及擴香石

Target: All
對象：所有年級學生

Students will make aroma candle and diffuser stone during the workshop, experience the process, and learn the relevant scientific theory and knowledges.

Objectives:

- Using 3D printing to design make moulds for candle or gypsum
- Learn what is aroma candle and diffuser stone, the production method, and the raw materials
- Experience the process of making aroma candle and diffuser stone
- Learn about the principle of aroma candle and diffuser stone spreading fragrance

學生將在工作坊內製作香薰蠟燭及擴香石，親身體驗其過程，並學習與之相關的科學原理及知識。

教學目標：

- 使用 3D 打印設計製作蠟燭或石膏模具
- 學習甚麼是香薰蠟燭及擴香石，以及其製作方法和材料
- 體驗製作香薰蠟燭及擴香石的過程
- 了解香薰蠟燭及擴香石散發香氣的原理

Study Tour
遊學團

We provide study tours with licensed and experienced travel agency.
We believe study tours nurture students' potentials through experiential learning. Our all-rounded study tours cater the 21st century education needs, especially for STEM education.

我們與持牌旅行社合作，提供不同形式的遊學活動。為配合21世紀的時代趨勢，特別針對STEM範疇，設計多元化的遊學團。遊學活動着重實踐及「動手做」能力，激發學生的創作潛能，讓老師和學生從中有所得着。

Selected Destination 精選目的地

Asia 亞洲
China 中國、Japan 日本、Korea 韓國、Singapore 新加坡

Europe 歐洲
Finland 芬蘭、Estonia 愛沙尼亞

North America 北美洲
Canada 加拿大、United States 美國

STEM Week and Activities
STEM 學習週及活動

We provide STEM Week and Activities, teachers may choose from the list of activities, or we could tailor-made to suit school needs and budget.

Our team has fruitful experience in holding STEM activities on-site and with different level of students, including parent-child STEM activities. The activities listed in this booklet are examples and they are adaptable depends on students' level and size.

STEM Week may held during lunch time or at designated time for few days, allow students to learn different science knowledge through activities.

我們亦有提供STEM 學習週及活動，老師可從STEM 課程中選擇心儀的活動，我們亦可按可照學校需要及預算度身訂造。

我們的團隊有豐富的STEM 活動經驗，其中包括親子活動等。可參考本小冊子中的活動，我們亦可按照學生的程度及人數而修改課程內容。

STEM 學習週可一連幾天於午膳或指定時間舉行，讓同學透過各種活動學習不同的科學知識。

About Us
關於我們

Labwork graduated from the Hong Kong Science and Technology Park (HKSTP) incubation program. As a research spin-off of the Hong Kong Polytechnic University (PolyU), we provide all-rounded and qualified science and STEM education in Hong Kong.

Labwork shows professional expertise in science and STEM education. We have been awarded the Certificate of Merit in Hong Kong ICT Awards 2019, Smart People (Smart Education and Learning). We also are one of the semi-finalists in “Reimagine Education Challenge” organised by Esperanza, an education-focused community formed by former Financial Secretary of HK, John Tsang.

Labwork 為香港科技園科技培育計劃的畢業培育公司，同時為香港理工大學的研究計劃分支，在香港提供全面的科學及STEM教育。

我們的服務得到教育界及公眾認可，除了獲得2019香港資訊及通訊科技獎智慧市民（智慧教育及學習）優異證書，亦於同年成為前財政司司長曾俊華「薯片叔叔共創社」重塑教育挑戰的6強，為香港提供高質素的科普及科技教育。

In Partnership With
合作夥伴

AFH Experience 創藝飛凡

Fruit Peels Family 果皮家族

Gabi Education 嘉比教育

Goodlight Studio

iSEE Mobile Apps

Livin Farms

Panlab 迴匠

Smart Connex Technologies

Awards and Recognitions
我們的獎項

Graduated from
Hong Kong Science Park Incubation Programme

成為
香港科學園畢業培育公司

Labwork graduated from the Hong Kong Science Park. Based at Hong Kong Science Park, Labwork is honoured to be the incubatee under the Incu-Tech programme to continue its business development.

我們已於2018年成為香港科學園科技創業培育計劃 (Incu-Tech) 的培育公司。科技創業培育計劃為期三年，以扶植從事科技開發的初創企業，利用創新改變世界。我們很榮幸成為 Incu-Tech 計劃下的培育公司，以繼續其業務發展。

Semi-finalist of
Reimagine Education Challenge

重塑教育挑戰**準決賽**

Labwork stood out from 56 teams and entered to the Semi-Finals of the Reimagine Education Challenge 2019. Reimagine Education Challenge is organised by Esperanza, an education-focused community formed by John Tsang, former Financial Secretary of HK Government.

Labwork 能夠從56隊參賽隊伍中脫穎而出，以遙距實驗室項目進入由Esperanza薯片叔叔共創社主辦重塑教育挑戰準決賽。薯片叔叔共創社是由香港政府前財政司司長曾俊華先生創辦的，致力為香港教育作出改變。

Cert of Merit
優異證書

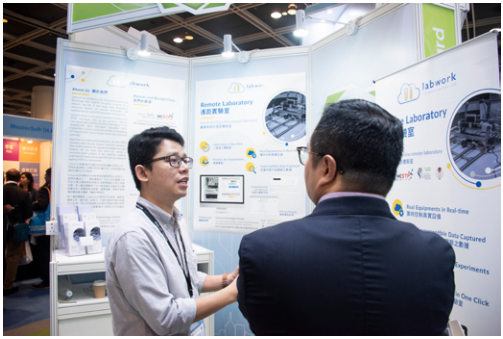
HONG KONG ICT AWARDS 2019 香港資訊及通訊科技獎

Won
Hong Kong ICT Awards 2019

獲頒
香港資訊及通訊科技獎 2019

Our project was awarded the Cert of Merit in Hong Kong ICT Awards 2019 (Smart People - Smart Education and Learning), for bringing positive improvement in teaching and learning of science education.

遙距實驗室從 64 隊參賽隊伍中脫穎而出，獲頒香港資訊及通訊科技獎2019-智慧市民（智慧教育及學習）優異證書，以肯定我們推動科學普及和香港創科發展的貢獻。



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