Submission. 2025 Desember 2025

「諾」在此中尋──校本價值觀教育攤位遊戲設計比賽(小學)

Discovering Proper Values in Games –

School-based Values Education Booth Game Design Competition (Primary Education)

報名表格 Enrolment Form

參賽學校資料 Information of Participating School				
學校名稱 Name of School				
No. of stud	姓名 Name D選學生總數 lents participat competition	電話 Contact no. 電郵 E-mail		
Upon inter	nal shortlistin n the captioned	以下學生參加上述比賽,參賽學生 g, our school nominates the fo competition. The particulars of th	llowing students to	
	參賽	F組別資料 Particulars of Teams		
參賽 組別 (一) Team 1	參賽學生資料 Participant(s)	姓名 1) Name 姓名 2) Name	班別 Class 班別 Class	
		姓名 3) Name	班別 Class	
		处在 4 / Name	班別 Class	
		姓名 5) Name	班別 Class	
	攤位主題 (選其中一項) Related theme (Select one)	□ 感恩珍惜・積極樂觀 "Be Grateful and Treasure What We Have, Stay Positive and Optimistic" □ 勤勞守法・行出善良 "Be Diligent and Law-abiding, Perform Acts of Kindness" □ 易地而處・和諧尊重 "Think from Others' Perspectives, Foster Harmony and Be Respectful" □ 承傳文化・愛國愛港 "Inherit Traditional Culture, Be Patriotic and Love Hong Kong" □ 愛惜生命・活出健康 "Cherish Life, Be Healthy"		

	攤位遊戲名		
	稱		
	Name of the		
	booth game 計劃書		
	連結		
	性 紀 Link of the		
	proposal		
		姓名1)	班別
		Name	Class
		姓名 2)	班別
	参賽學生資 料	Name	Class
		姓名 3)	班別
		Name	Class
	Participant(s)	姓名 4)	班別
		Name	Class
参賽		姓名 5)	班別
組別		Name	Class
		□	Cluss
Team 2	攤位主題 (選其中-項) Related theme (Select one)	"Be Grateful and Treasure What We Have, Stay Positive and Optimistic" □ 勤勞守法・行出善良 "Be Diligent and Law-abiding, Perform Acts of Kindness" □ 易地而處・和諧尊重 "Think from Others' Perspectives, Foster Harmony and Be Respectful" □ 承傳文化・愛國愛港 "Inherit Traditional Culture, Be Patriotic and Love Hong Kong" □ 愛惜生命・活出健康 "Cherish Life, Be Healthy"	
	參賽學生資 料 Participant(s)	姓名1)	班別
		Name	Class
		姓名 2)	班別
		Name	Class
參賽		姓名 3)	班別
組別 (三) Team 3		Name	Class
		姓名 4)	班別
		Name	Class
		姓名 5)	班別
		Name	Class
	攤位主題	□ 感恩珍惜·積極樂觀 "Be Grateful and Treasure What W	

	(選其中一項) Related theme (Select one)	Optimistic" □ 勤勞守法・行出善良 "Be Diligent and Law-abiding, Perform Acts of Kindness" □ 易地而處・和諧尊重 "Think from Others' Perspectives, Foster Harmony and Be Respectful" □ 承傳文化・愛國愛港 "Inherit Traditional Culture, Be Patriotic and Love Hong Kong" □ 愛惜生命・活出健康 "Cherish Life, Be Healthy"		
參賽 組別 (四) Team 4	参賽學生資 料 Participant(s)	姓名 1) Name 姓名 2) Name 姓名 3) Name 姓名 3) Name 姓名 4)	班別 Class 班別 Class 班別 Class	
		Mame 姓名 5) Name	Class 班別 Class	
	攤位主題 (選其中-項) Related theme (Select one)	□ 感恩珍惜·積極樂觀 "Be Grateful and Treasure What We Have, Stay Positive and Optimistic" □ 勤勞守法·行出善良 "Be Diligent and Law-abiding, Perform Acts of Kindness" □ 易地而處·和諧尊重 "Think from Others' Perspectives, Foster Harmony and Be Respectful" □ 承傳文化·愛國愛港 "Inherit Traditional Culture, Be Patriotic and Love Hong Kong" □ 愛惜生命·活出健康 "Cherish Life, Be Healthy"		
參賽 組別 (五) Team 5	參賽學生資 料 Participant(s)	姓名 1) Name 姓名 2) Name 姓名 3) Name	班別 Class 班別 Class 班別 Class	
		姓名 4) Name 姓名 5) Name	班別 Class 班別 Class	

	感恩珍惜·積極樂觀
	"Be Grateful and Treasure What We Have, Stay Positive and
	Optimistic"
攤位主題	勤勞守法・行出善良
	"Be Diligent and Law-abiding, Perform Acts of Kindness"
(選其中一項)	易地而處・和諧尊重
Related	"Think from Others' Perspectives, Foster Harmony and Be
theme	Respectful"
	承傳文化・愛國愛港
(Select one)	"Inherit Traditional Culture, Be Patriotic and Love Hong
	Kong"
	愛惜生命・活出健康
	"Cherish Life, Be Healthy"

註:

- 1. 参賽作品以首次提交的內容為準,資料一經收妥,不設修改。
- 2. 請確保將作品下載權限設定為「所有人」。
- 3. 每所學校最多只可提交 5份作品。

Note:

- 1. Once submitted, the entries cannot be modified, and the information in the first submission shall prevail.
- 2. Please ensure that the general access of the links has been set as "Anyone with the link" to facilitate the registration process.
- 3. Each school can submit a maximum of **five** entries.

參加規則:

- 本局保留隨時修正、暫停或終止活動之權利,如有變動將於價值觀教育網 百公布。
- 本局保留更改獎項的權利,毋須另行通知。
- 作品及參賽者資料一經提交,均不可修改,作品亦不獲退還。
- 作品的提交時間以本局的電腦伺服器上顯示的日期和時間為準。
- 参賽作品的資料和內容,不得含有淫褻、粗言穢語、暴力、誹謗等成份, 亦不得違反香港特別行政區法律。
- 所有參賽作品必須為參賽者的原創,並從未公開發表或展示;參賽者不可 **抄錄他人的著作或意念(包括以人工智能軟件生成的作品)**,亦無侵犯他 人版權或任何權益,作品亦不可用作參與其他同類型比賽,否則由此引起 的爭議由參賽者自行負責,並有機會被取消參賽資格。如有需要,本局可 能會要求參賽者提供合法授權的書面證明。
- 参賽作品及版面上不得出現参賽者學校名稱、姓名(包括英文縮寫或拼音),或與参賽者、其學校及任何商業機構/商品有關的任何標誌、圖形(包括校徽或學校簡稱)等資料,否則將被取消參賽資格。
- 教育局有權拒絕任何作品參賽或取消其參賽資格而毋須作出解釋。
- 參賽者、其家長及學校必須同意作品提交後,版權屬教育局所有。教育局有權將參賽者提交的作品(包括學校名稱)全部或部分內容作非牟利用途,並有權修改、翻譯、改編、使用、複製、派發及上載至互聯網,而毋須另行取得參賽者同意或向參賽者支付任何包括但不限於版權的費用。

個人資料收集聲明:

- 參賽者必須提供報名表格所需的個人資料,並有責任確保所填報之資料 完整屬實,及同意授權教育局公開有關資料(包括參賽者姓名、年級及 就讀學校),作聯絡、賽果公布、頒獎禮安排、宣傳等用途。比賽完成 後,所有收集的資料,如無須保留,將全部銷毀。如參賽者未能提供個 人資料,教育局或不會接納有關參賽作品。

- 按上述目的,參賽者及相關人士的姓名及所屬學校名稱會於教育局網站、其他網站及/或媒體披露。
- 如經連結進入教育局以外的網站,即表示已離開教育局網站。任何向此 等網站提供的個人資料所涉及的保安和資料保障事宜,教育局概不負 責。

Rules and Regulations

- The EDB reserves the right to amend, suspend or terminate the activity at any time. Should there be any changes, announcements will be made on the Values Education Webpage.
- The EDB reserves the right to change the prizes without prior notice.
- Once submitted, the entries and entrants' information cannot be modified, and the entries will not be returned.
- The entry submission date and time will be based on those indicated in the EDB's server system.
- Entries shall not include any information or content that is obscene, abusive, violent and defamatory, or violate the laws of the HKSAR.
- All entries must be the entrants' original works which have not been released or displayed publicly. Entrants must not plagiarize the works or ideas of the others (including works generated by artificial intelligence software), they must not infringe copyright and interests of any other parties, and the entries should have never been used in other competitions of the same type. The entrants will be held responsible for any disputes arising therefrom and may be disqualified from the competition. If necessary, the EDB may request the entrants to provide written proof of legal authorisation.
- The booth games and its production must not display any school names, participant names (including initials or pinyin), or any logos or graphics related to participants, their schools, or any commercial entities/products (e.g., school badges or abbreviations). Failure to comply with the requirements will result in disqualification.
- The EDB reserves the right to reject any entries or disqualify any entrants without explanations.
- Entrants, their parents and schools shall agree that the copyright of entries belongs to the EDB once submitted. The EDB reserves the right to use the entries submitted by the entrants (including the school names) in whole or in part for non-profit making purposes, and to edit, translate, adapt, use, copy, distribute and upload the entries to the Internet, without needing to obtain further consent of the entrants or paying any fees including but not limited to royalty to the entrants.

Personal Information Collection Statement

- Entrants should provide the necessary personal data in the enrolment form and ensure accuracy and completeness of such information. Entrants have to agree to authorise the EDB to release personal data (including the entrant's name, class and school name) for contact, results announcement, prize presentation ceremony arrangements and promotional purposes. All data collected will be destroyed if it is no longer needed after the competition. If entrants fail to provide such personal data, the EDB may not accept the relevant entries.
- For the above purposes, the name and school name of entrants and relevant persons may be disclosed through the EDB website and/or other websites and/or media.
- Access via hyperlinks to webpages other than those of the EDB implies that the users have left the EDB's webpage. The EDB is not liable to or responsible for any security and data protection issues in this regard.

本人已閱讀及同意以上之比賽參加規則及個人資料收集聲明。I declare that I have read the above and agreed to abide by the rules and regulations and the personal information collection statement stated therein.

校長簽署: Signature of School Head / Principal:	
校長姓名: Name of School Head / Principal:	
學校名稱: Name of School:	
負責教師: Teacher-in-charge:	
電話號碼: Contact No.:	學校印鑒
日期: Date:	School Chop

註:「報名表格」須儲存為 PDF 格式及以學校名稱命名,如「校本價值觀教育攤位遊戲設計比賽報名表格_香港小學.pdf」

Note:

This "Enrolment Form" must be completed electronically in fillable PDF format and named in the specified format, e.g. "School-based Values Education Booth Game Design Competition_Hong Kong Primary School.pdf".