



Codemunity

ITED20260220

數字教育科技系列：

資訊及通訊科技課程中教授編程與人工智能的經驗分享

Experience Sharing on Teaching Coding and Artificial Intelligence
in Information and Communication Technology Curriculum



基督教女青年會丘佐榮中學

The Y.W.C.A. Hioe Tjo Yoeng College

Hui Pang 許 鵬, Eric(HP)

Assistant Principal

Head of Computer subjects Panel

Head of Professional Development Committee

Head of Curriculum Development, Learning & Teaching Committee

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Junior Form Coding Curriculum@HTYC

S1

S2

S3

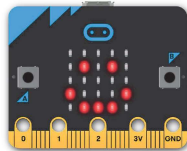
VB(2000-2006)

Scratch

Code.org

Micro:bit

SCRATCH



App Inventor
mBlock



Pascal (2005-2019)

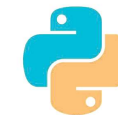
Kudo

Java (2016)

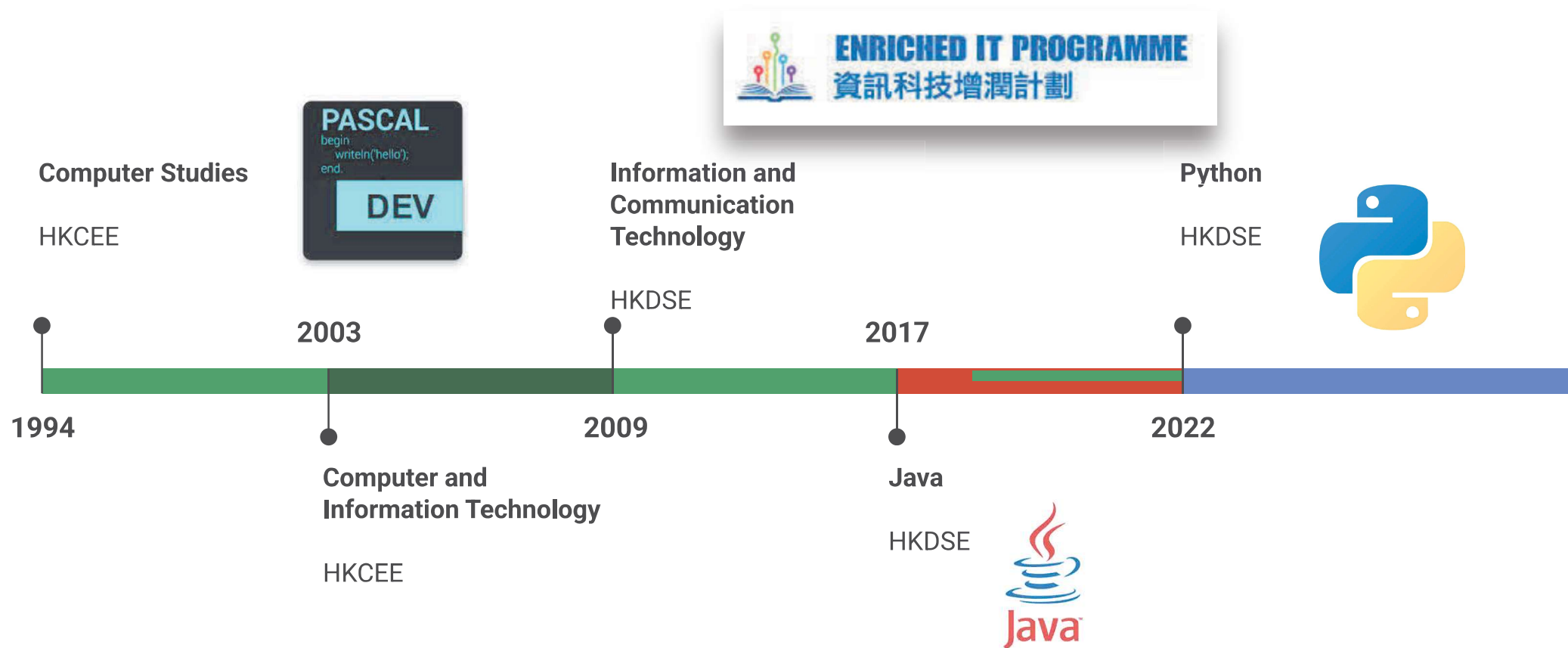
App Inventor

SQL

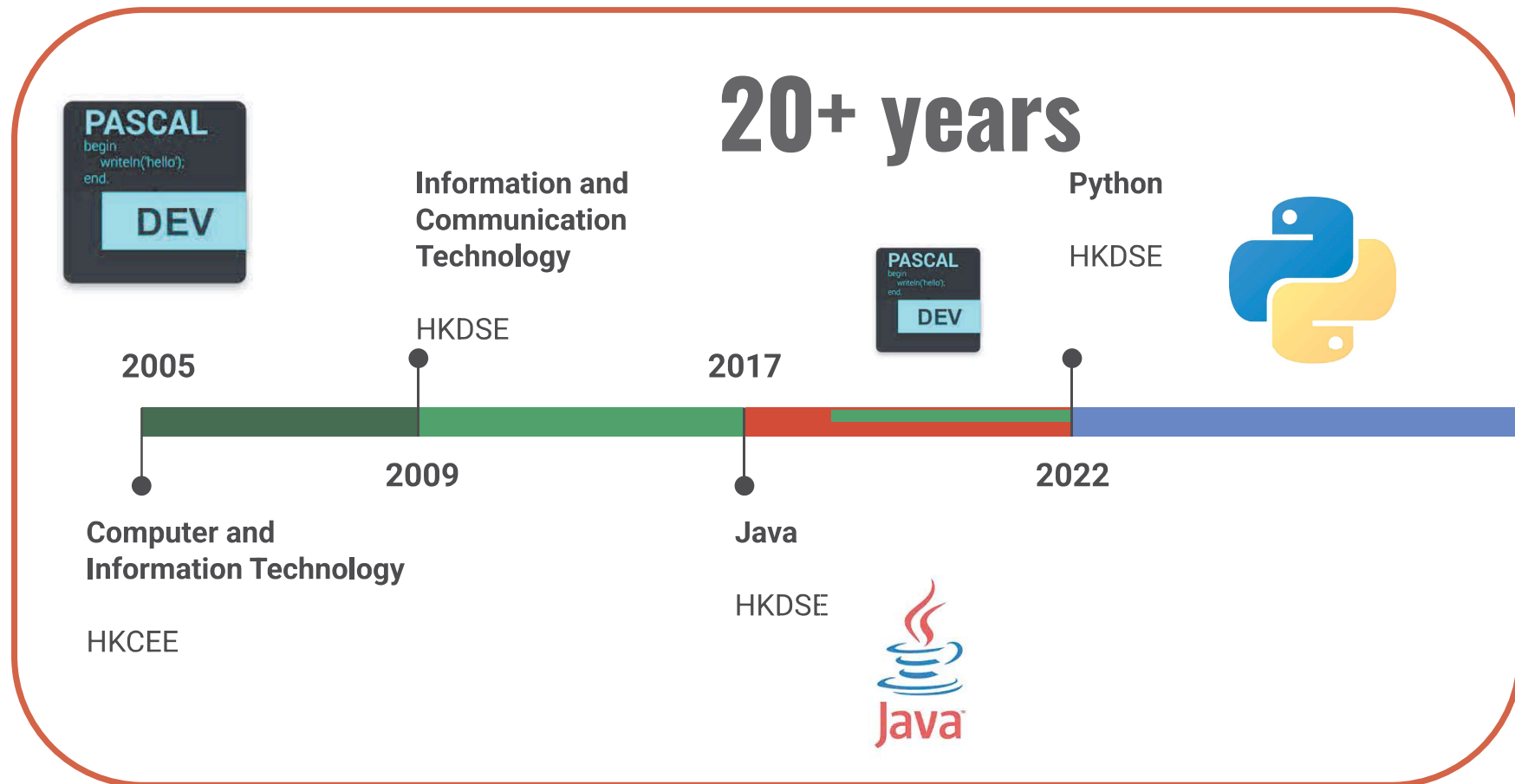
Python (2020-now)



Senior Form Coding Curriculum@HTYC



My Teaching Programming Experience



**Technology Education
Key Learning Area**

**Information and
Communication Technology**
Curriculum and Assessment Guide
(Secondary 4 – 6)

https://www.edb.gov.hk/attachment/en/curriculum-development/kla/technology-edu/curriculum-doc/ICT_C&A_Guide_e_final.pdf

New Curriculum Framework of senior secondary ICT

Curriculum Framework of senior secondary ICT

The Compulsory Part (144 hours)			
A. Information Processing	(37 hours)	B. Computer System Fundamentals	(20 hours)
C. Internet and its Applications	(31 hours)	D. Computational Thinking and Programming	(48 hours)
E. Social Implications	(8 hours)		



+



The Elective Part (76 hours) (Choose any two)		
A. <i>Databases</i>	B. <i>Web Application Development</i>	C. <i>Algorithm and Programming</i>

+

School-based Assessment (30 hours)
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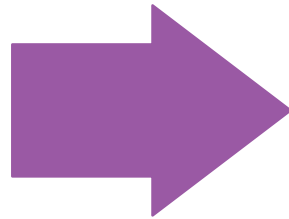
	Hours
Compulsory	48
Elective	38
SBA	15
Total	101

% of hours allocated

Compulsory

16.6%

24/145 hrs



33.3%

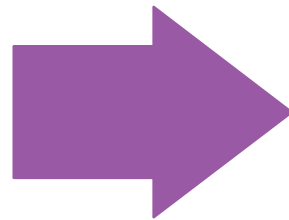
48/144 hrs

% of hours allocated

Compulsory + Elective C

9.6%

24/250 hrs



40.4%

101/250 hrs



Rundown

Introduction to the “Coding E-Learning and Assessment Platform”

介紹「編程電子學習及評測平台」

Hands-on Experience with the “Coding E-Learning and Assessment Platform”

體驗「編程電子學習及評測平台」

如何申請 Codemunity (優質教育基金 -電子學習配套計劃)

Codemunity <https://codemunity.cc/>

- 數碼時代下，學生需要的不只是使用科技的能力
- 更重要的是**建立運算思維、邏輯分析與解難能力**
- 學校亦需要更有系統的工具**支援教學、練習、評測與交流**

Codemunity 以運算思維培養為核心，透過 Python coding 作為學習媒介，
支援學校推動更有系統的**編程與思維教育**。

[Features](#)[Platform](#)[For Teachers](#)[Competition Registration](#)[English](#)[Sign in](#)**BUILT FOR CLASSROOMS**

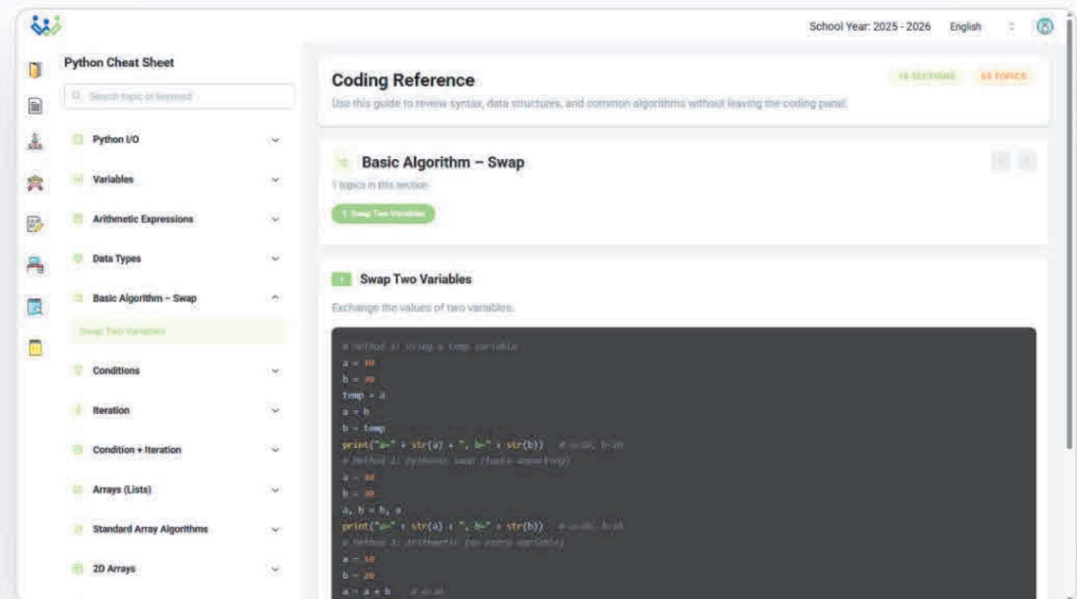
Teach Python with less setup and clearer progress.

Codemunity helps schools run coding lessons with interactive practice, teacher assignments, question banks, and student progress tracking.

[Sign in](#)[Explore features](#)

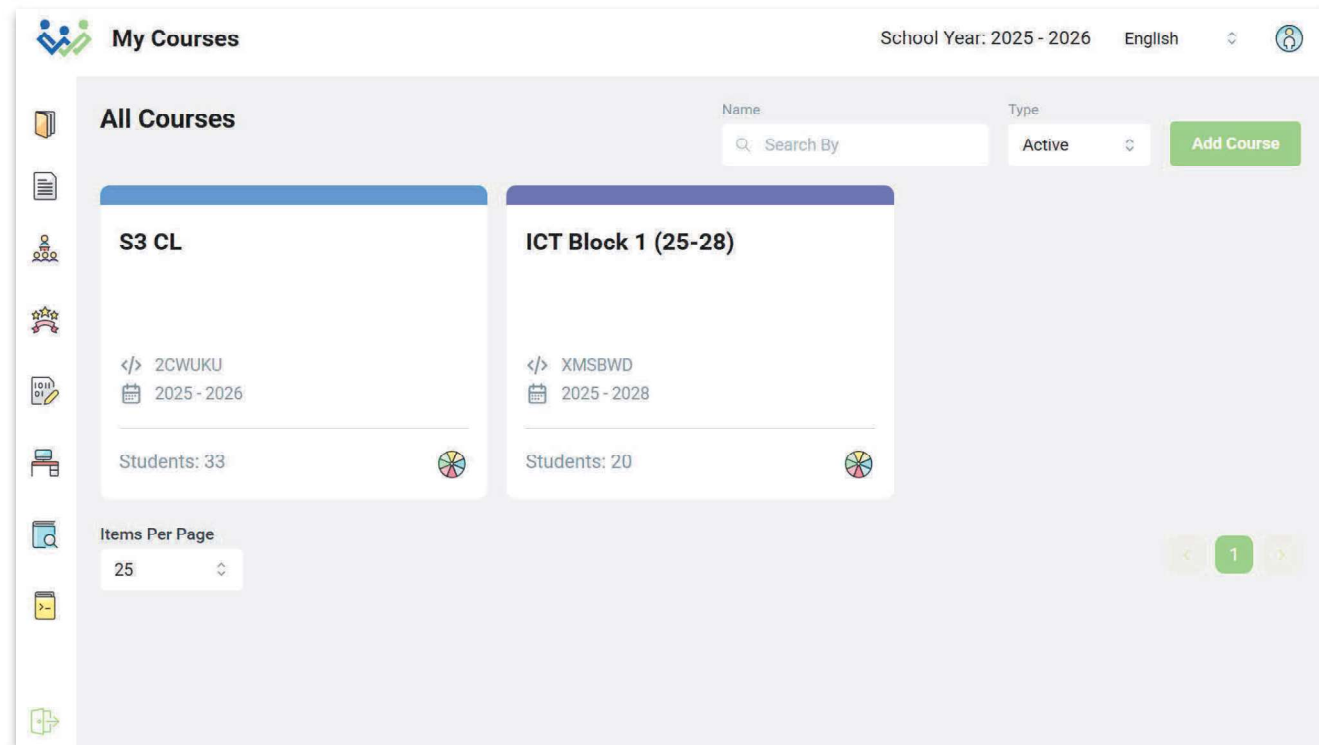
- ✓ School-managed access
- ✓ English and Traditional Chinese
- ✓ Supported by the Quality Education Fund

<https://codemunity.cc/>



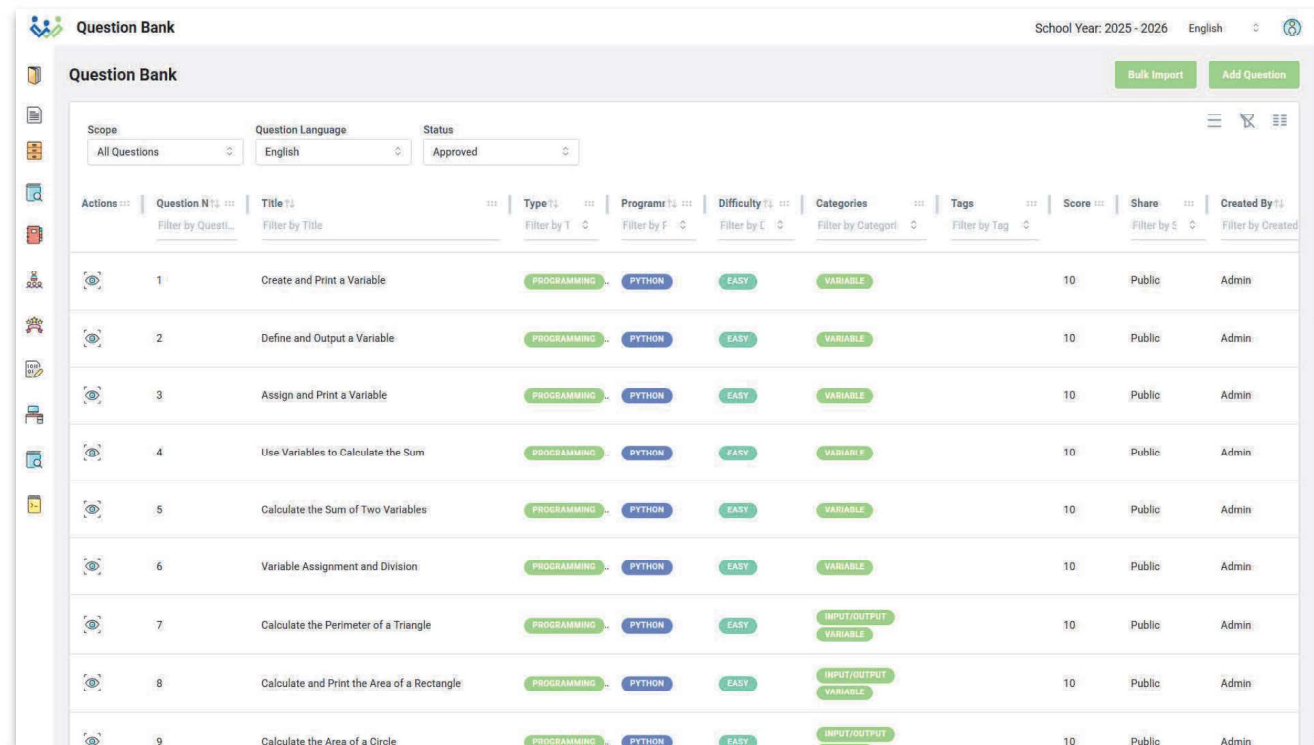
Courses

Organize learning content by school year, class, topic, and assigned course work.



Question Bank

Build and reuse programming, multiple-choice, and Blockly questions with categories, difficulty, and sharing controls.

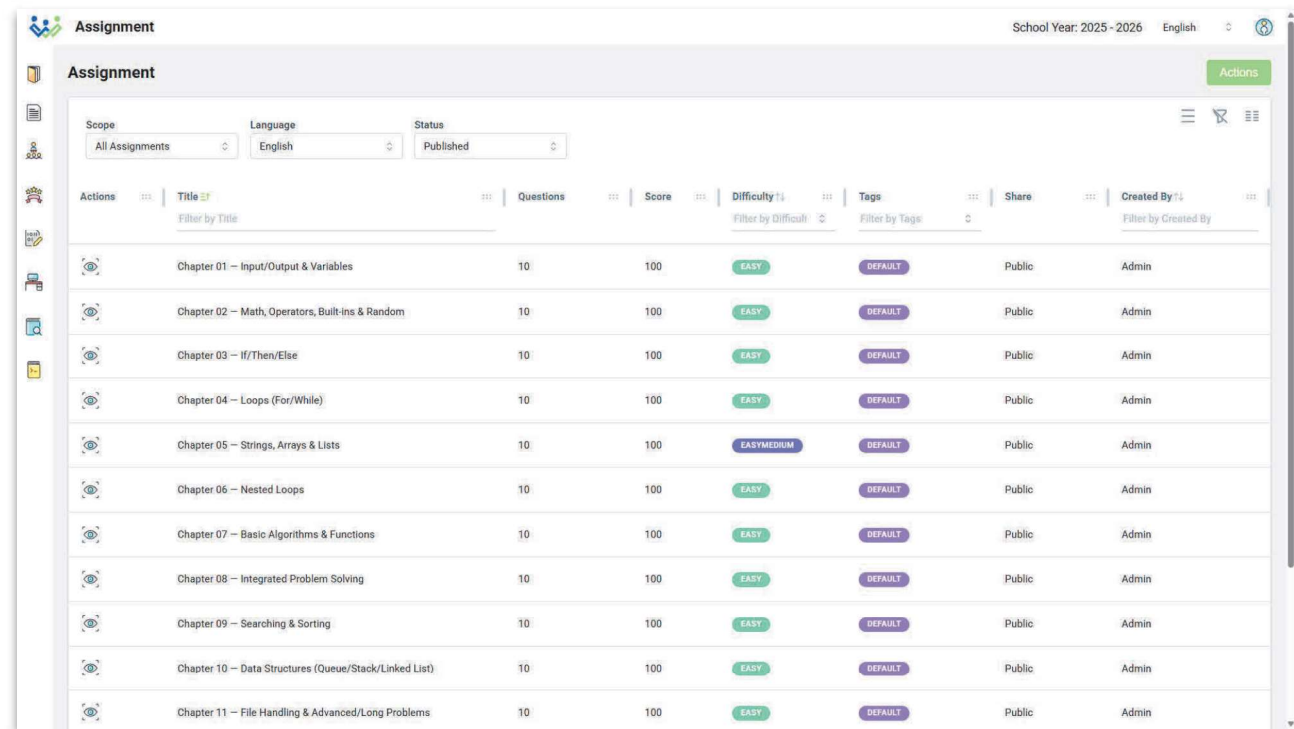


The screenshot displays the 'Question Bank' interface. At the top, there are filters for 'Scope' (All Questions), 'Question Language' (English), and 'Status' (Approved). On the right, there are buttons for 'Bulk Import' and 'Add Question'. Below the filters is a table with columns for 'Actions', 'Question No.', 'Title', 'Type', 'Program', 'Difficulty', 'Categories', 'Tags', 'Score', 'Share', and 'Created By'. The table contains 9 rows of questions, each with a unique ID and a title related to programming concepts like variables, sums, and areas. Each row also includes tags for 'PROGRAMMING', 'PYTHON', 'EASY', and 'VARIABLE' or 'INPUT/OUTPUT VARIABLE'.

Actions	Question No.	Title	Type	Program	Difficulty	Categories	Tags	Score	Share	Created By
	1	Create and Print a Variable	PROGRAMMING	PYTHON	EASY	VARIABLE		10	Public	Admin
	2	Define and Output a Variable	PROGRAMMING	PYTHON	EASY	VARIABLE		10	Public	Admin
	3	Assign and Print a Variable	PROGRAMMING	PYTHON	EASY	VARIABLE		10	Public	Admin
	4	Use Variables to Calculate the Sum	PROGRAMMING	PYTHON	EASY	VARIABLE		10	Public	Admin
	5	Calculate the Sum of Two Variables	PROGRAMMING	PYTHON	EASY	VARIABLE		10	Public	Admin
	6	Variable Assignment and Division	PROGRAMMING	PYTHON	EASY	VARIABLE		10	Public	Admin
	7	Calculate the Perimeter of a Triangle	PROGRAMMING	PYTHON	EASY	INPUT/OUTPUT VARIABLE		10	Public	Admin
	8	Calculate and Print the Area of a Rectangle	PROGRAMMING	PYTHON	EASY	INPUT/OUTPUT VARIABLE		10	Public	Admin
	9	Calculate the Area of a Circle	PROGRAMMING	PYTHON	EASY	INPUT/OUTPUT VARIABLE		10	Public	Admin

Teacher Assignments

Teachers can create assignments, set practice tasks, review attempts, and keep course work organized.



The screenshot displays the 'Assignment' management interface. At the top, there are filters for Scope (All Assignments), Language (English), and Status (Published). Below these are filter buttons for Title, Questions, Score, Difficulty, Tags, Share, and Created By. The main table lists 11 chapters, each with an icon, title, number of questions, score, difficulty level, tag, share status, and creator.

Actions	Title	Questions	Score	Difficulty	Tags	Share	Created By
	Chapter 01 – Input/Output & Variables	10	100	EASY	DEFAULT	Public	Admin
	Chapter 02 – Math, Operators, Built-ins & Random	10	100	EASY	DEFAULT	Public	Admin
	Chapter 03 – If/Then/Else	10	100	EASY	DEFAULT	Public	Admin
	Chapter 04 – Loops (For/While)	10	100	EASY	DEFAULT	Public	Admin
	Chapter 05 – Strings, Arrays & Lists	10	100	EASYMEDIUM	DEFAULT	Public	Admin
	Chapter 06 – Nested Loops	10	100	EASY	DEFAULT	Public	Admin
	Chapter 07 – Basic Algorithms & Functions	10	100	EASY	DEFAULT	Public	Admin
	Chapter 08 – Integrated Problem Solving	10	100	EASY	DEFAULT	Public	Admin
	Chapter 09 – Searching & Sorting	10	100	EASY	DEFAULT	Public	Admin
	Chapter 10 – Data Structures (Queue/Stack/Linked List)	10	100	EASY	DEFAULT	Public	Admin
	Chapter 11 – File Handling & Advanced/Long Problems	10	100	EASY	DEFAULT	Public	Admin

Interactive Python Practice

Students work in a browser-based coding environment with output, test cases, and guided attempts.

The screenshot displays a web-based Python practice environment. At the top, it shows 'Self Learning / 2026-05-14' and 'English'. The main content area is titled '1356. Typhoon Wind Power Square' with a 'MATH' tag and a 'Score: 10'. The 'Problem Statement' section includes instructions and constraints. The 'Constraints' section lists: 'Input is 1 integer on one line.', 'Use the ** operator (no imports).', and 'Output is an integer.'. The 'Example' section shows 'Input:'. The code editor on the right contains the following Python code:

```
1 w = int(input())
2 # Compute wind power square
3 result = w ** 2
```

A modal dialog box is centered on the screen, displaying a green checkmark and the text 'Pass all test Cases!'. Below this, it asks 'Attempt next question?' with 'Confirm' and 'Cancel' buttons. The bottom right corner shows a 'Console' with the output '64' and a 'Test Case' section with 'Run Test' and 'Input Value' fields.

Self-Learning Practice

Students can generate practice sets from available question categories and track score progress.

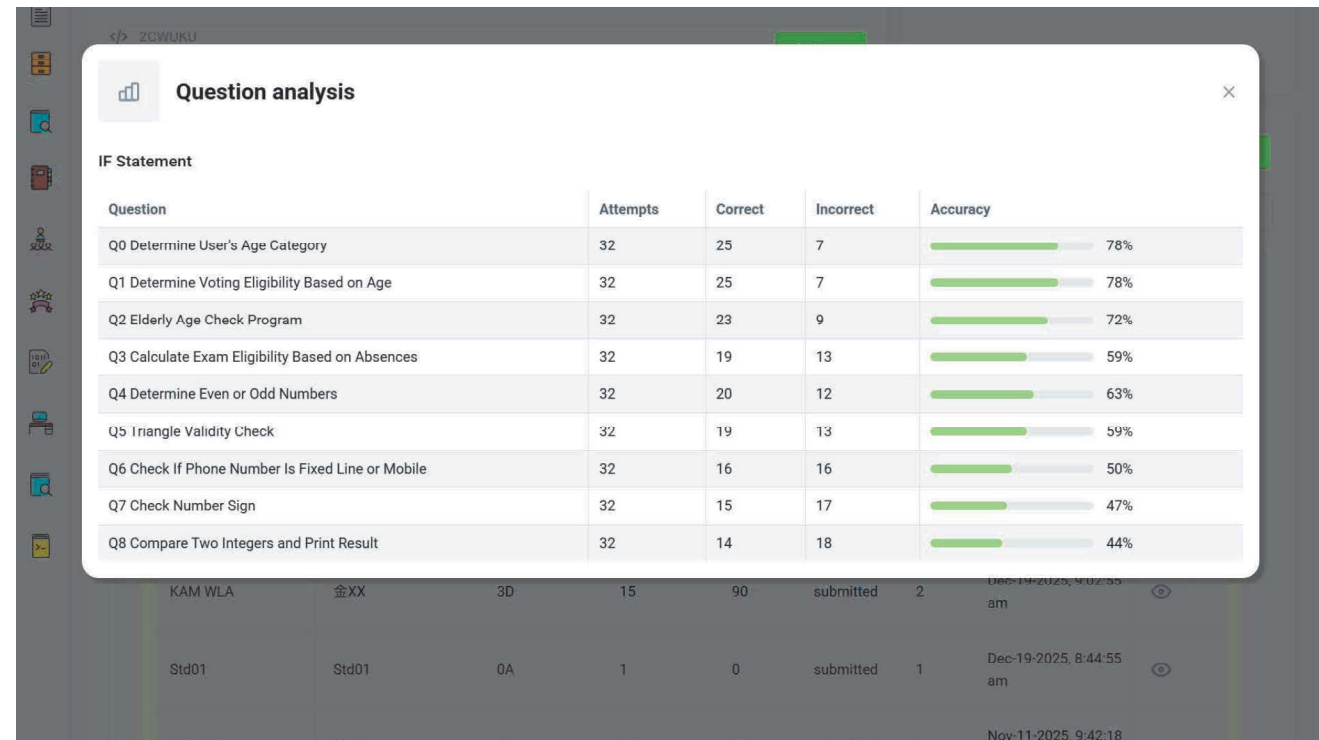
The screenshot displays the 'Self Learning' interface for a practice problem titled 'Typhoon Wind Power Square'. The interface is divided into several sections:

- Header:** 'Self Learning / 2026-05-14' and 'English'.
- Problem Information:** Question ID '1356', title 'Typhoon Wind Power Square', category 'MATH', and score '10'. It also shows 'Auto Saved' and a 'Submit' button.
- Problem Statement:** Contains instructions for replacing code and ignoring test case markers. The main problem text states: 'For typhoon preparation, a simple model squares the wind level to estimate power. Read one integer w and compute $w^{**}2$. Print the result.'
- Constraints:** A list of requirements: 'Input is 1 integer on one line.', 'Use the $**$ operator (no imports).', and 'Output is an integer.'
- Example:** A section for input/output examples.
- Code Editor:** A text area containing the following Python code:

```
1 w = int(input())
2 # Compute wind power square
3 result = w ** 2
```
- Console:** Displays the output '64'.
- Test Case:** A section with a 'Run Test' button and two test cases, both marked as successful (green checkmarks).
- Test Case Configuration:** Includes dropdowns for 'Test Case Type' (set to 'Input And Output'), 'Input Type' (set to 'User Input'), and 'Output Type' (set to 'Console').

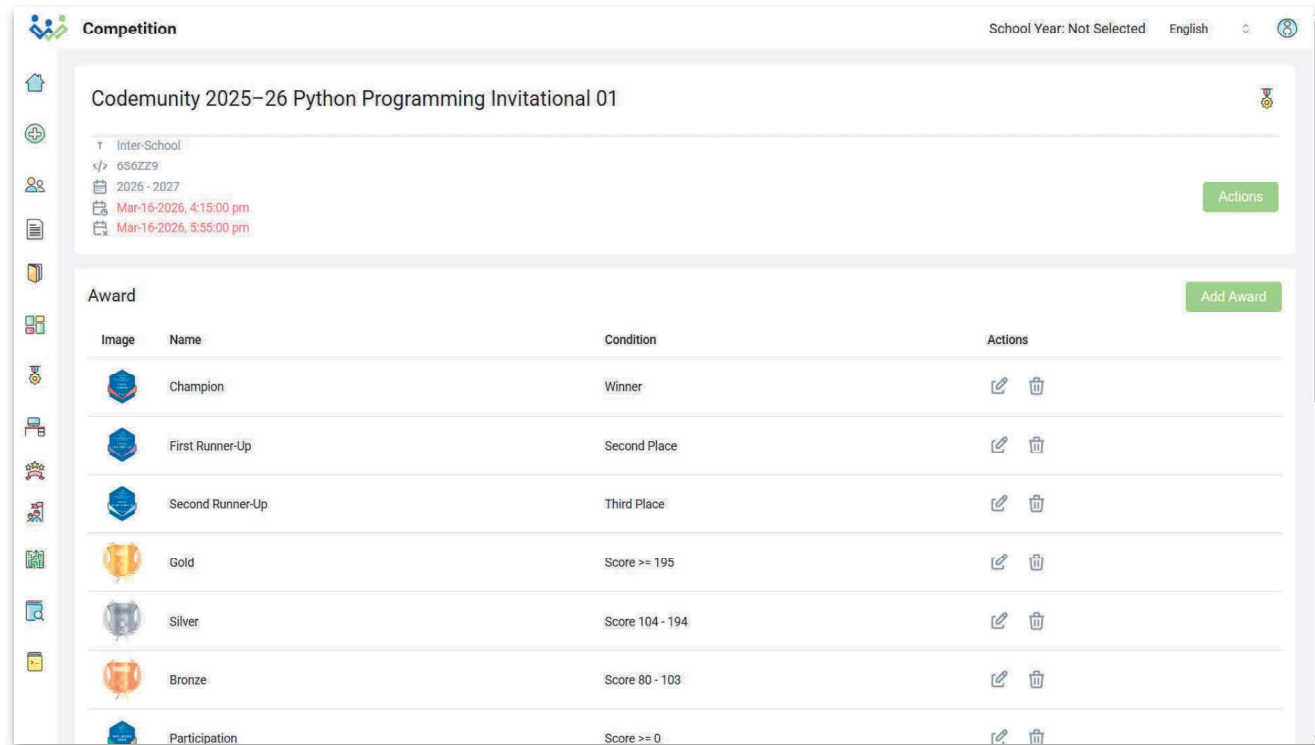
Progress and Scoring

Review attempts, scores, and activity so teachers can understand where students need support.



Competitions and Challenges

Run coding challenges with attempts, scoring, timing, and classroom participation.



The screenshot displays the 'Competition' management interface in Codemunity. At the top, the title 'Competition' is followed by 'School Year: Not Selected' and 'English'. The main section is titled 'Codemunity 2025-26 Python Programming Invitational 01'. Below this, a summary box shows details: 'Inter-School', '6S6Z29', '2026 - 2027', and two dates: 'Mar-16-2026, 4:15:00 pm' and 'Mar-16-2026, 5:55:00 pm'. An 'Actions' button is present. The 'Award' section features an 'Add Award' button and a table with columns for Image, Name, Condition, and Actions.

Image	Name	Condition	Actions
	Champion	Winner	 
	First Runner-Up	Second Place	 
	Second Runner-Up	Third Place	 
	Gold	Score >= 195	 
	Silver	Score 104 - 194	 
	Bronze	Score 80 - 103	 
	Participation	Score >= 0	 

主辦機構 ORGANIZERS
合辦機構 CO-ORGANIZERS
支持機構 SUPPORTING ORGANIZATIONS

HONG KONG INTER-SCHOOL CODING CHALLENGE

全港學界編程挑戰賽

2025-26

由 Codemunity 提供平台支援
Powered by Codemunity

讓每位學生都能透過編程學習思考與解難
Helping every student learn to think and solve problems through coding

比賽詳情 Competition Details	
日期 Date	2026-07-02 (THUR)
時間 Time	2:30-4:00pm
地點 Venue	參與學校 [學校老師自行監考] Participating School [School-Arranged Invigilation] / 英華書院 [中央監考] At Ying Wa College [Centrally-Arranged Invigilation]
參賽年級 Target	中學生 Secondary School students
題目範圍 Contest Questions	文憑試 資訊及通訊科技科 - 必修部分 D 題目風格參照 Codemunity 題庫。類型包括：填充，除錯及完成程式段 (每題提供一段不完整的程式碼，參賽者須補完或填寫缺失的程式碼。) DSE ICT - The Compulsory Part D The question style follows the Codemunity question bank. Types of questions include Fill in the Blanks, Debug, and Complete the program segment. (Each question provides an incomplete code snippet, and participants are required to complete or fill in the missing parts of the code.)

頒獎典禮
Award Presentation Ceremony

日期 Date 2026-08-24 (MON)

地點 Venue 香港電腦節會場內 (香港會議展覽中心)
Inside HK Computer & Communications Festival (HKCEC)

獎項 Awards

- 個人獎項 Individual Awards
- 學校獎項 (參賽人數 / 全校學生人數 (%))
School Awards (No. of participants / total number of students [%])
- 卓越學校獎 (該校最高分首 10 名學生總分)
Outstanding School Awards (Total score of the top 10 students from schools)

網上簡介會
Online Briefing

日期 Date 2026-06-15 (MON)

時間 Time 2:30-3:00pm

比賽截止日期
2026 年 6 月 22 日 (一) 23:59

立即報名!!

聯絡我們了解更多
Contact us for more info

(852) 3705 2490

✉ inquiry@coding101.hk

AiTLE

全港學界編程挑戰賽

2025-26

AiTLE Coding Challenge 2026

School 30+

Students 400+



Hands-on Experience with the “Coding E-Learning and Assessment Platform”

體驗「編程電子學習及評測平台」



English



Sign in to Codemunity

Use the temporary login options for now. EdConnect authentication will replace this flow later.

Sign in with Google

or

Sign in with Microsoft

or

Email *

Please enter your email

Password

Please enter your password



Submit

[Privacy Policy](#)



電子學習配套計劃

QEF e-Learning Ancillary Facilities Programme (eLAFP)

<https://web.edcity.hk/zh-hant/elafp/home>

優質教育基金 電子學習配套計劃



項目

項目搜尋

學習範疇 ▾ 目標用戶 ▾ 推出時間 ▾ 提供免費試用 ▾

☐ 全部
☐ 語文教育
☒ STEAM
☐ 人文教育
☐ 電子學習平台 / 跨學科學習
☐ 教師培訓 / 電子學習設計及分析
☐ 特殊教育需要

[2021/0742] 演算法及人工智能技術促進數學教與學 (Lambda Math)
香港中文大學數學系
中學
STEAM
查看更多 →
● 已經推出 | 現接受免費試用

[2021/1058] 科學實驗零距離之電子學習配套計劃
香港理工大學應用物理學系
小學 | 中學
STEAM
查看更多 →
● 稍後推出 | 現接受免費試用

[2021/1096] 編程電子學習及評測平台
香港基督教女青年會
中學
STEAM
查看更多 →
● 稍後推出

確認 重設篩選



<https://web.edcity.hk/zh-hant/elafp/projects/>

優質教育基金贊助



— 11. 優質教育基金的資助金額如何發放給合資格的公帑資助學校？屆時會如何安排？

優質教育基金為每所公帑資助學校以**訂閱券**形式預留款項，作為該校所能受惠的最高贊助金額。

為方便學校更好地規劃及運用預留的款項，計劃訂閱券將以下列兩個階段提供：

 **第一階段：**在首兩年（2025/26至2026/27學年），基金將為每所學校預留一個金額供訂閱項目成果之用。到2026/27學年結束時，任何未使用的訂閱券將會失效。撥款金額是根據每間學校於2025/26學年獲批班級數目訂定，詳情如下：

18班或以下，預計訂閱券金額\$150,000

19至24班，預計訂閱券金額\$200,000

25至30班，預計訂閱券金額\$250,000

31班或以上，預計訂閱券金額\$300,000



優質教育基金 電子學習配套計劃



優質教育基金贊助



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31班或以上，預計訂閱券金額\$300,000

第二階段：基金將提供第二期訂閱券，贊助合資格的學校由**2027/28學年**起使用項目成果，其到2027/28學年成果的贊助期結束。每間學校在此階段的撥款金額將按多種因素決定，包括學校在第二階段使用項目成果的訂閱計劃，**學校在第一階段使用成果的往績記錄**，以及計劃可提供的總撥款等。當所有成果的贊助期結束時，任何未使用的訂閱券將會失效。

計劃背景

計劃的目的是通過促進學界、大專院校、教育及專業團體和商界之間的深入合作，以發展、增潤及提供優質的電子學習配套，對提升電子學習產生積極影響。共有22個項目獲得優質教育基金資助，採用創新科技，包括人工智能和大數據，以加強多個學科的學與教，讓中、小學和有特殊教育需要的學生受益。此外，基金會為每個發布的項目提供資助，贊助公帑資助學校使用該項目成果三年。

每一項目成果獲 **3年** 資助

22個 受資助項目

受益學校：**980+** 公帑資助學校

香港教育城協作

為方便學校及其他有興趣的用戶了解及使用這些成果，香港教育城致力為學界：



製作電子學習配套計劃 (eLAFF) 網頁，介紹及推廣優質的電子學習方案，為學校推薦合適的項目



處理所有訂閱申請，提供專業支援服務



透過教城 **EdConnect** 及 **EdData** 兩大服務，提供安全登入及用戶資料傳送



舉辦不同類型推廣活動 (如：工作坊、講座、學校試用等)

發布成果訂閱資格

以下機構或個人均可訂開發布成果：

• 所有本地註冊學校 (包括中學、小學、特殊學校及國際學校) 及教育機構

• 海外學校及教育機構

• 其他有興趣使用服務之公眾人士

*公帑資助學校可獲優質教育基金贊助

訂閱流程 (合資格的公帑資助學校)

1 提交網上訂閱申請



如欲為學校訂閱，請先註冊成為教城學校帳戶，並使用「學校採購員」帳戶登入。登入後請填寫網上申請表格，並確保所填資料準確無誤。

2 上載已簽署及蓋校印之訂閱確認書



請於遞交申請後的十個工作天內，將已簽署及蓋章的訂閱確認書上載至教城電子學習配套計劃 (eLAFP) 網頁。

3 教城檢視



教城將檢視學校所提交的訂閱確認書。如有需要，教城將於五個工作天內與學校聯絡。

4 服務營運機構評估



服務營運機構將於五個工作天內評估申請，如有需要將與學校聯絡。

5 EdData 授權



學校需審核及授權服務營運機構存取對應的學生數據。

6 系統對接及設定



服務營運機構將因應學校情況及要求進行系統對接及設定。

7 服務正式生效

系統對接完成後，服務將正式生效並供學校使用。



備註：學校若須自行繳付訂閱費，香港教育城會在上述第四步通知成功訂閱的學校有關繳費方法。

訂閱期

發布的成果自2025/26學年開始可供訂閱。部分項目提供彈性的訂閱期，讓學校選擇訂閱半學年或整個學年。

上半學年：每學年9月1日開始至翌年2月底結束

下半學年：每學年2月1日開始至8月31日結束

全學年：每學年9月1日開始至翌年8月31日結束



如有任何查詢，歡迎瀏覽eLAFP網頁 <https://web.edcity.hk/zh-hant/elafp/home> 或電郵至 elafp-info@edcity.hk。



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學校訂閱指南

專業編程教學方案，提升學生 Python 設計與解難能力
全額資助，善用 QEF 訂閱券，無需額外撥款

https://s.coding101.hk/codemunity_subscription_guide

