

學校檔案 : 2526T002

※ 掛號郵件

香港新界沙田火炭樂霞坊2號

培基小學法團校董會  
在 2026 年 2 月至 2027 年 1 月期間  
為培基小學、教職員及學生提供奇趣 IT 識多嘞服務之招標書

敬啟者：

現誠邀 貴機構就隨函檢附之招標附表上所列在 2026 年 2 月至 2027 年 1 月期間為培基小學、教職員及學生家長提供奇趣 IT 識多嘞服務作出招標。倘 貴機構未能或不擬投標，亦煩請盡快把附件之「不擬投標通知書」傳真至 2697 3808 或寄回本校，並列明不擬投標的原因。倘 貴機構不擬提供部分項目，請於投標附表上清楚註明。

投標必須連同填妥的「投標機構承諾書」、「招標附表」一式兩份，放置信封內封密。信封面上須清楚註明「在 2026 年 2 月至 2027 年 1 月期間為培基小學、教職員及學生提供奇趣 IT 識多嘞」之招標，並須於 2026 年 1 月 2 日（星期五）中午十二時正前送達新界火炭樂霞坊貳號培基小學。逾期送達之投標書或資料不齊備者概不受理。如截標日期當日因惡劣天氣而教育局宣佈全日制小學停課，有關截標日期將順延一個工作天（中午十二時正前），敬請有意投標者留意。 貴機構之投標書有效期為 90 天，由上述截止日期起計。逾期仍未接獲本校通知者，可視作已經落選。茲請注意：投標機構必須填妥承諾書第二部分，否則投標書概不受理；並請投標者勿將身份寫在投標書信封面。學校邀請招標承投所需服務時，會以整批形式考慮接受供應商的投標。

投標人、其僱員及代理人不得向學校僱員、校董會成員，或負責甄選營辦商的有關委員會的任何家長或學生代表提供利益（香港法例第 201 章〈防止賄賂條例〉所界定的「利益」）。投標人、其僱員或代理人向有關人士提供任何利益，可導致合約無效。學校亦可取消批出的合約，而投標人須為學校所蒙受的任何損失或損害負上法律責任。

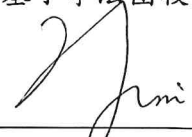
本校將考慮投標者所提供之項目或服務的安排、服務及質素為重點，並保留選擇承辦商之最終決定權。任何投標信函、表格及有關文件一概不會發還。如有查詢，請致電 2602 5353 與本校馮家輝主任聯絡。

此致

各資訊科技教學服務承辦商



培基小學法團校董會

  
(嚴慧儀 校長 代行)

日期 : 二零二五年十二月五日  
附件 : 1. 投標機構承諾書  
2. 招標附表  
3. 不擬投標通知書

投標機構承諾書(需填妥一式兩份)

在 2026 年 2 月至 2027 年 1 月期間

為培基小學、教職員及學生提供奇趣 IT 識多啲服務之招標書

學校檔號： 2526T002  
學校名稱： 培基小學  
學校地址： 新界沙田火炭樂霞坊貳號  
截止日期／時間： 2026 年 1 月 2 日（星期五）中午十二時正

第一部

下方簽署人願意按照所列的日期及價格（其他費用全免），以及校方提出的要求，提供夾附的招標附表上所列全部或部分項目的產品。而完成產品提供日期將於正式合約上註明。下方簽署人知悉，所有未經特別註明的項目，均須按照該細則的規定提供服務；投標價由上述截止日期起計 **90** 天內仍屬有效，校方不一定採納索價最低的投標書或任何一份投標書，並有權在招標有效期內，採納某份投標書的全部或部分內容。下方簽署人亦保證其機構的商業／非牟利註冊證明及僱員補償保險均屬有效，而其機構所提供的服務不會損壞學校的聲譽及校產。

第二部

再確定招標之有效期

就有關本標書之第一部，茲再確定本機構之投標書有效期由 **2026 年 1 月 2 日**起為期 **90** 天。下方簽署人並同意投標之有效期一經確定後，其機構先前刊印於招標書上註明有關此事之條款，即不再適用。

第三部

維護國家安全

下方簽署人確認即使招標文件中有任何相反的規定，學校保留以其公司曾經、正在或有理由相信其公司曾經或正在作出可能構成或導致發生危害國家安全罪行的行為或活動為由，取消其公司資格的權利，又或為維護國家安全，或為保障香港的公眾利益、公共道德、公共秩序或公共安全，而有必要剔除其公司。

下方簽署人確認若出現下列任何一種情況，學校可以立即終止合約：

- (i) 其公司曾經或正在作出可能構成或導致發生危害國家安全罪行或不利於國家安全的行為或活動；
- (ii) 繼續僱用其公司或繼續履行合約不利於國家安全；或
- (iii) 學校合理地認為上述任何一種情況即將出現。

簽署人及機構蓋印 : \_\_\_\_\_  
( )

職銜 : \_\_\_\_\_  
(請註明職位，例如董事/經理/秘書…等)  
(署名於上方者已獲授權代表下列機構簽署本投標書)

機構名稱 : \_\_\_\_\_

註冊辦事處之地址 : \_\_\_\_\_

電話號碼 : \_\_\_\_\_

傳真號碼 : \_\_\_\_\_

日期 : \_\_\_\_\_ 年 月 日

培基小學法團校董會  
投標附表(需填妥一式兩份)

I. 服務細則

Program 1 - AI Storybook For the Future Certification Course		Price
Program Overview and Objective	<ol style="list-style-type: none"> <li>1. Immerse primary students (P1–P6, up to 40 per cohort) in AI, local history and storytelling to produce AI-enhanced digital storybooks that document Sha Tin’s heritage.</li> <li>2. Develop cross-disciplinary skills (I&amp;T + Humanities + Arts): AI literacy, qualitative research (community interviews), data analysis, multimodal story production, and exhibition in a virtual metaverse space.</li> <li>3. Produce demonstrable outputs: AI-driven storybook prototypes (interactive multimedia), a Spatial.io metaverse exhibition prototype, student worksheets and interview reports, and a course completion certificate.</li> </ol>	
Program Components	<ol style="list-style-type: none"> <li>1. Industry Seminar — AI for Social Intelligence — 4 hours</li> <li>2. AI Storybook For The Future Certification Course — 12 hours</li> <li>3. STEAM Corporate Visit &amp; City Tour — 2 hours</li> </ol>	
Component Description and Expected Deliverables	<ol style="list-style-type: none"> <li>1. Industry Seminar — AI for Social Intelligence               <ol style="list-style-type: none"> <li>a. Aim:                   <ol style="list-style-type: none"> <li>i. Introduce basic AI concepts, history and common tools in an age-appropriate way.</li> <li>ii. Demonstrate how AI can assist in recording and creating community stories while addressing ethical considerations.</li> </ol> </li> <li>b. Core sessions &amp; outcomes:                   <ol style="list-style-type: none"> <li>i. Session 1 — AI Introduction: simple history of AI, examples of everyday AI, benefits and limitations.</li> <li>ii. Session 2 — AI Application in Cultural Storytelling: collaborative seminar with AI and cultural history experts showing case studies of AI used for story creation and heritage preservation.</li> </ol> </li> </ol> </li> </ol>	
	<ol style="list-style-type: none"> <li>2. AI Storybook For The Future Certification Course               <ol style="list-style-type: none"> <li>a. Aim:                   <ol style="list-style-type: none"> <li>i. Teach students to create AI-powered interactive digital storybooks about Sha Tin using accessible ML and generative AI tools, data visualisation and multimedia production.</li> <li>ii. Apply design-thinking to transform interview data into narrative arcs, visuals, audio narration and interactive features, then showcase work in a Spatial.io metaverse exhibition prototype.</li> </ol> </li> </ol> </li> </ol>	

	<p>b. I&amp;T Elements &amp; Core Tools:</p> <ul style="list-style-type: none"> <li>i. Machine learning: Google Teachable Machine; TensorFlow (demonstration/teacher use).</li> <li>ii. Data analysis &amp; visualisation: NVivo (qualitative coding), Tableau/Google Data Studio (simple visualisations).</li> <li>iii. Generative AI &amp; multimodal production: DALL·E (illustrations), Runway ML (animation), ElevenLabs (voice synthesis), Soundraw (background music), SlidesAI/Prezi (presentation).</li> <li>iv. Virtual exhibition: Spatial.io</li> </ul> <p>c. Core Phases &amp; Lesson Focus:</p> <ul style="list-style-type: none"> <li>i. Phase 1 — Foundations of AI (Lesson): Intro to AI + hands-on Google Teachable Machine activity. Phase 2 — Interview Consolidation &amp; Data Analysis: Teach thematic analysis with NVivo/Miro; visualise findings in Tableau/Google Data Studio.</li> <li>ii. Phase 3 — Storybook Development: Use DALL·E/Runway ML for visuals/animation, ElevenLabs for voiceover, integrate interactive hotspots.</li> <li>iii. Phase 4 — Refinement &amp; Finalisation: Editing, accessibility checks, prepare Prezi presentation for judges/visitors.</li> <li>iv. Phase 5 — Virtual Exhibition Development: Export necessary GLB assets and set up a Spatial.io exhibition prototype with interactive entry points to each group storybook.</li> </ul>	
	<p>3. STEAM Corporate Visit &amp; City Tour</p> <ul style="list-style-type: none"> <li>a. Aim: Provide contextual learning about local transportation/urban development and community history.</li> <li>b. Key elements): <ul style="list-style-type: none"> <li>i. Depot visit(s) to observe operations and engineering facilities of a Hong Kong Transportation Brand</li> </ul> </li> </ul>	
Target Student	P1-P6	
Group Size	40	
Required Deliverables from Service Provider	<ul style="list-style-type: none"> <li>A. Provide sample course outline and sample unit plans for the AI Storybook for the future programme</li> <li>B. Provide a written confirmation from the host transportation organisation confirming permission for student visits and city tour</li> </ul>	
Teacher	A. All teachers must have experience in teaching similar STEAM	

Requirement	<p>X Humanities courses.</p> <p>a. Number of Main Teacher required: 1</p> <p>i. Main Instructor: Main Teacher should be qualified in educational technology and 3D Modelling, or a related field, with proven experience in elite education and educational tech for local schools.</p> <p>ii. Teacher with hosting similar programme to 5+ secondary school and international school in Hong Kong is highly preferable.</p> <p>b. Number of Assistant Teacher required: 2 Assistant Instructors: At least 2 additional assistants to be provided during lessons.</p>	
STEAM Corporate Visit and City Tour Requirement	<p>A. Visit to a local transportation depot to observe and understand the practical application of STEAM in industrial processes.</p> <p>B. Tech-empowered City Tour, providing an experiential learning opportunity to witness the integration of technology in urban transportation systems</p>	

Program 2 - Self Driving Transportation with Micro:bit		Price
Program Overview and Objective	<p>1. Equip students with hands-on skills in 3D printing, AI, microcontroller programming and smart-transportation prototyping through an integrated suite of workshops, seminars and a site visit.</p> <p>2. Combine design (3D modelling &amp; printing), coding (Micro:bit), and AI vision (HuskyLens) to build demonstrable smart tram prototypes and foster problem-solving, creativity and systems thinking.</p> <p>3. Tangible outputs: printed tram models, Micro:bit/HuskyLens smart tram prototypes, worksheets and reports, industry visit reflections, and course completion certificates.</p>	
Program Components	<p>1. "Build Your Own Transportation" 3D Printing Workshop — 6 hours</p> <p>2. Industry Seminar — Application of 3D Printing &amp; 3D Modelling — 4 hours</p> <p>3. STEM Corporate Visit &amp; City Tour (depot + local tour) — 2 hours</p> <p>4. Self-Driving Transportation with Micro:bit Course — 16 hours</p>	
Component Description and Expected Deliverables	<p>1. "Build Your Own Transportation" 3D Printing Workshop</p> <p>a. Aim:</p> <p>i. Introduce 3D printing fundamentals and guide students to collaboratively design, prepare and print tram models.</p> <p>ii. Promote creativity, iterative design and presentation skills through an in-class</p>	

	<p>pitching session.</p> <p>b. Session structure &amp; deliverables:</p> <p>i. Session 1 — Introduction: 3D printing fundamentals, processes and materials.</p> <p>ii. Session 2 — Design Workshop: collaborative design in 3D modelling software (teacher-guided), prepare STL/print files.</p> <p>Session 3 — Pitching Session: group presentations explaining design rationale and learning reflections.</p>	
	<p>2. Industry Seminar — Application of 3D Printing &amp; 3D Modelling</p> <p>a. Aim:</p> <p>i. Introduce the evolution, industrial applications and social impact of 3D printing and modelling, with focus sessions on medical and architecture sectors.</p> <p>b. Session structure &amp; deliverables:</p> <p>i. Session 1 — Introduction: 3D printing &amp; modelling evolution and applications.</p> <p>ii. Session 2 — 3D Modelling in Industry: case studies and opportunities.</p> <p>iii. Session 3 — 3D Modelling in Architecture: heritage conservation, urban planning use cases.</p>	
	<p>3. STEAM Corporate Visit &amp; City Tour</p> <p>a. Aim: Provide contextual learning about local transportation/urban development and community history.</p> <p>b. Key elements):</p> <p>i. Depot visit(s) to observe operations and engineering facilities of a Hong Kong Transportation Brand</p>	
	<p>4. Self-Driving Transportation with Micro:bit Course</p> <p>a. Aim:</p> <p>i. Teach Micro:bit fundamentals, AI vision basics (HuskyLens), sensor integration and coding to build smart, autonomous tram models.</p> <p>ii. Emphasize iterative testing, debugging and presentation of smart tram prototypes.</p> <p>b. I&amp;T elements &amp; core tools:</p> <p>i. Micro:bit for block-based programming and hardware control.</p> <p>ii. HuskyLens for AI vision (object recognition / visual signals).</p> <p>iii. Sensors (distance/obstacle) and motor controllers for transportation motion.</p> <p>iv. 3D-printed transportation chassis</p>	

	<p>integration from workshop outputs.</p> <p>c. Course phases and lesson focus:</p> <ul style="list-style-type: none"> <li>i. Phase 1 — Micro:bit Fundamentals: hardware setup and basic block coding.</li> <li>ii. Phase 2 — Transportation Programming: coding motion control (speed, direction) and simple logic for tram movement.</li> <li>iii. Phase 3 — AI Introduction: HuskyLens setup and basic training for visual cue detection.</li> <li>iv. Phase 4 — Smart Transportation Integration: combine Micro:bit code and HuskyLens detection to automate responses (stop/start, slow down, route recognition).</li> <li>v. Phase 5 — Presentation &amp; Reflection: demonstrate working projects, share code and reflect on learning.</li> </ul>	
Target Student	P3-P4	
Group Size	40	
Required Deliverables from Service Provider	<p>A. Provide sample course outline and sample unit plans for the Self Driving Transportation with Micro:bit programme</p> <p>B. Provide a written confirmation from the host transportation organisation confirming permission for student visits and city tour</p> <p>C. Printing and Programmes that demonstrate a clear connection to local Hong Kong transportation systems and heritage are highly preferable</p>	
Teacher Requirement	<p>A. All teachers must have experience in teaching similar STEAM X Transportation courses.</p> <ul style="list-style-type: none"> <li>a. Number of Main Teacher required: 1 Main Instructor: Main Teacher should be qualified in educational technology and 3D Modelling, or a related field, with proven experience in elite education and educational tech for local schools. Teacher with hosting similar programme to 2+ school in Hong Kong is highly preferable.</li> <li>b. Number of Assistant Teacher required: 2 Assistant Instructors: At least 2 additional assistants to be provided during lessons.</li> </ul>	
STEAM Corporate Visit and City Tour Requirement	<p>A. Visit to a local transportation depot to observe and understand the practical application of STEAM in industrial processes.</p> <p>B. Tech-empowered City Tour, providing an experiential learning opportunity to witness the integration of technology in urban transportation systems</p>	

Program 3- 3D Modelling: Building A Smart City		Price
Program Overview and Objective	<ol style="list-style-type: none"> <li>1. Equip students with 3D modelling, AR/VR and exhibition skills to envision and prototype future-ready Smart City solutions grounded in Sha Tin’s heritage.</li> <li>2. Combine technical I&amp;T training (Blender, Unity3D, Spatial.io, AR/VR toolchains) with local historical research and community engagement to produce 3D prototypes, immersive AR/VR experiences, tram-integrated demonstrations and a virtual exhibition.</li> <li>3. Tangible outputs: final 3D models and assets, Spatial.io virtual exhibition, AR/VR deliverables accessible via QR codes on trams, student worksheets, interview/reflection reports, and course completion certificates.</li> </ol>	
Program Components	<ol style="list-style-type: none"> <li>1. Industry Seminar - Application of 3D Modelling &amp; AR/VR — 4 hours</li> <li>2. 3D Modelling - Building a Smart City Certification Course — 20 hours</li> <li>3. Transportation with AR/VR Experience Workshop — 20 hours</li> <li>4. STEM Corporate Visit &amp; Smart City Tour — 2 hours</li> </ol>	
Component Description and Expected Deliverables	<ol style="list-style-type: none"> <li>1. Industry Seminar - Application of 3D Modelling &amp; AR/VR <ol style="list-style-type: none"> <li>a. Aim: <ol style="list-style-type: none"> <li>i. Introduce 3D modelling, AR/VR fundamentals and applications in historical preservation and smart city design.</li> <li>ii. Demonstrate workflows used by industry professionals to recreate historical visuals and design future scenarios.</li> </ol> </li> <li>b. Core phase &amp; outcomes: <ol style="list-style-type: none"> <li>i. Session 1 — 3D Technology Introduction: development history, tool overview (Blender, Maya, ZBrush), benefits/limitations for students.</li> <li>ii. Session 2 — AR/VR &amp; Historical Preservation: AR/VR use cases, demo pipelines for recreating old Sha Tin visuals.</li> </ol> </li> </ol> </li> </ol>	
	<ol style="list-style-type: none"> <li>2. 3D Modelling - Building a Smart City Certification Program <ol style="list-style-type: none"> <li>a. Aim: <ol style="list-style-type: none"> <li>i. Teach Blender fundamentals and 3D pipeline skills to create a historically informed future-city prototype.</li> <li>ii. Move from research and draft to finalized 3D scenes optimized for web/VR and Spatial.io exhibition.</li> </ol> </li> <li>b. I&amp;T elements &amp; core tools: <ol style="list-style-type: none"> <li>i. Blender; Autodesk Maya and ZBrush ; Substance Painter ; Sketchfab/GLB export workflows; Spatial.io.</li> </ol> </li> </ol> </li> </ol>	

	<ul style="list-style-type: none"> <li>c. Course phases, lesson focus and outcomes:: <ul style="list-style-type: none"> <li>i. Phase 1 — Blender Fundamentals: interface, navigation, basic modelling and texturing. Outcome: simple 3D objects and a basic textured model.</li> <li>ii. Phase 2 — Historical Research &amp; Drafting: analyze historical photos/maps; draft design for 3D scene. Outcome: draft 3D scene with annotated research notes.</li> <li>iii. Phase 3 — 3D Modeling: blockout, low-poly modelling, detailing and texturing. Outcome: detailed 3D model derived from historical references.</li> <li>iv. Phase 4 — Exhibition Prototyping: optimize models for Spatial.io, import and lay out gallery/virtual space. Outcome: functional virtual exhibition demonstrating student work.</li> <li>v. Phase 5 — Finalization &amp; Presentation: refine prototypes, prepare presentation slides/demos. Outcome: polished 3D prototype and presentation materials.</li> </ul> </li> </ul>	
	<p>3. Transportation with AR/VR Experience Workshop</p> <ul style="list-style-type: none"> <li>a. Aim: <ul style="list-style-type: none"> <li>i. Convert 3D prototypes into AR/VR experiences accessible to the public via QR codes placed on public transportation in Hong Kong, and prepare live demos.</li> <li>ii. Train students on AR/VR development pipelines, testing on headsets and mobile devices, and integration workflows</li> </ul> </li> <li>b. Core phase &amp; outcomes: <ul style="list-style-type: none"> <li>i. AR/VR fundamentals, cross-industry case studies, conversion of prototypes to AR/VR, polishing with audio/animation, showcase preparation and tram integration.</li> <li>ii. Outcome: AR/VR experiences accessible via QR codes on a public transportation in Hong Kong</li> </ul> </li> </ul>	
	<p>4. STEAM Corporate Visit &amp; City Tour</p> <ul style="list-style-type: none"> <li>a. Aim: Provide contextual learning about local transportation/urban development and community history.</li> <li>b. Key elements): <ul style="list-style-type: none"> <li>i. Depot visit(s) to observe operations and engineering facilities of a Hong Kong Transportation Brand</li> </ul> </li> </ul>	
Target Student	P5-P6	

Group Size	40 Students	
Required Deliverables from Service Provider	<p>A. Provide sample course outline and sample unit plans for the 3D Modelling Certification Course; certification co-issued or accredited by a recognised top Hong Kong university is preferred</p> <p>B. Provide a written confirmation from the host transportation organisation confirming permission for student visits and city tour</p> <p>C. Provide a written confirmation from the transportation organisation confirming student work placement on their transportation</p>	
Teacher Requirement	<p>A. All teachers must have experience in teaching similar STEAM courses.</p> <p>a. Number of Main Teacher required: 1 Main Instructor: Main Teacher should be qualified in educational technology and 3D Modelling, or a related field, with proven experience in elite education and educational tech for local schools. Teacher with hosting similar programme to 5+ secondary school and international school in Hong Kong is highly preferable.</p> <p>b. Number of Assistant Teacher required: 2 Assistant Instructors: At least 2 additional assistants to be provided during lessons.</p>	
STEAM Corporate Visit and City Tour Requirement	<p>A. Visit to a local transportation depot to observe and understand the practical application of STEAM in industrial processes.</p> <p>B. Tech-empowered City Tour, providing an experiential learning opportunity to witness the integration of technology in urban transportation systems</p>	

註:

1. 以確認投標者為提供服務機構後起計,投標者必須在六星期內開始提供服務。

## II. 評審程序

1. 校方將根據所提交投標書的內容對所有投標者進行評審評合準則如下:

評審內容	比重
服務細則	50%
經驗規模	10%
價格	40%

### III. 《防止賄賂條例》

1. 根據《防止賄賂條例》，在學校採購過程中，如學校員工接受供應商和承辦商提供的利益，或供應商和承辦商向學校員工提供利益，均屬違法。學校不容許供應商和承辦商透過任何形式的利益（包括捐贈）影響學校的選擇。
2. 學校員工或供應商和承辦商任何一方或雙方如有干犯上述違法行為，有關投標將不獲考慮；即使已獲委聘，所簽訂的有關合約亦會被宣告無效。

### IV. 申訴事宜

上述招標及評審程序按教育局指引行事，並受學校的法團校董會監察，以確保審批合約過程公平妥善。投標者如認為其招標未獲公平處理或招標過程中未獲公平對待，可向法團校董會反映。

### V. 注意事項

1. 投標書封面：

寄：新界火炭樂霞坊貳號 培基小學 「在 2026 年 2 月至 2027 年 1 月期間為培基小學、教職員及學生提供 奇趣 IT 識多啲服務」
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2. 投標者不可在投標書封面上顯示任何其公司的名稱、標誌或能夠識別其公司的任何文字或記號。
3. 是次招標將考慮投標者所提供之項目或服務質素為重點，並保留選擇供應商之最終決定權。任何投標表格及有關文件一概不會發還。

### VI. 意見及查詢

供應商和投標者如有任何疑問或建議，請致電 2602 5353 與本校馮家輝主任聯絡。

本機構/本人明白，如簽署合約後未能提供投標書上所列的產品，須負責賠償校方一切有關損失。



投標機構名稱：\_\_\_\_\_

負責人簽署：\_\_\_\_\_

職位：\_\_\_\_\_

日期：\_\_\_\_\_

招標：在 2026 年 2 月至 2027 年 1 月期間為培基小學、教職員及學生提供奇趣 IT 識多啲服務

不擬投標通知書

如 貴公司未能提供產品，請填妥此表格後，  
傳真至 2697 3808 或寄回火炭樂霞坊貳號培基小學

致：培基小學

招標：在 2026 年 2 月至 2027 年 1 月期間為培基小學、教職員及學生提供奇趣 IT 識多啲服務  
截止日期及時間：2026 年 1 月 2 日（星期五）中午十二時正

有關 貴校邀請本公司就以上，現因以下理由未能投標，特此回覆。  
(請在適當的□內加上✓)

- 未能提供報價附表所示產品
- 未能達到招標附表所示要求或規格
- 未能於指定日期完成
- 未能於截止限期內遞交投標書
- 其他(請註明)\_\_\_\_\_



簽 署：\_\_\_\_\_

簽署人姓名：\_\_\_\_\_

公 司：\_\_\_\_\_

日 期：\_\_\_\_\_