

Coo/Think@JC
賽馬會運算思維教育
Inspiring digital creativity 啟發數碼創意

CoolThink@JC Competition 2018

bolsters students' problem-solving and innovation prowess

In its latest 'Fourth Strategy on Information Technology in Education', the Education Bureau has recognized the importance of computational thinking (CT), and urges schools to allocate no less than 30% of their ICT curriculum to coding education. This underlines the importance of learning coding languages at a young age, as early exposure to computing and programming facilitates a better understanding of what is shaping contemporary society, and equips our children to meet the digital future.



Champion of Scratch
Marymount Primary School



Champion of App Inventor
King's College Old Boys' Association Primary School No. 2

Coding languages are no longer confined to 'computer programmers' for product inventions, as they have also become everyday tools in developing one's ability to design, write, test, implement and maintain operations of a computer program.

Recognizing the significance of promoting CT education, The Hong Kong Jockey Club Charities Trust has created and funded the CoolThink@JC. The programme's co-creators are The Education University of Hong Kong, Massachusetts Institute of Technology, and City University of Hong Kong.

CoolThink@JC has initiated a competition, which aims at enhancing students' awareness and interest in CT through coding, enabling them to apply their CT knowledge and skills on problem-solving, boosting creativity, innovation and coding techniques, as well as encouraging collaboration among all Primary Four to Six students.

The competition this year was, once again, a roaring success, with over hundreds of applications. A short-listed selection of 40 teams were invited to participate in the Final to showcase their inventions in the morning session, and conduct presentations to compete for one of the eight places at the Grand Final in the afternoon.

This year, the competition is divided into two categories - App Inventor and Scratch. Participating teams can choose either one to write their Apps and compete for separate awards.

Solving daily-life problems

Students from the King's College Old Boys' Association Primary School No. 2 addressed the problem of on-street parking in their project. The students have come up with an ingenious mobile app device by which car owners can enlist the help of pedestrians to feed the meters, thereby obviating penalties due to expiration of paid parking time.

Beyond computational thinking

Students from Fung Kai No.1 Primary School addressed the problem of prolonged waiting time at the school canteen due to insufficient seat provision. They created a program to allow students to queue online and pre-order their meals. The team plans to introduce the program to fast-food stores to cut waiting time and enhance the overall dining experience.

Participating students agreed that, through the competition, they have not only learned the use of coding language, but also the skills for effective team collaboration.



Victor Lam, Chief Information Officer of Innovation & Technology Bureau (3rd right) joined other IT professionals and academics in the Grand Final Judging Panel



Fung Kai No.1 Primary School



Students showcase their apps to public

Awards	School Name	Team Name	Application Name
Champion (Scratch)	Marymount Primary School	AppStar	老友記-腦有記憶
First Runner-Up (Scratch)	Shanghai Alumni Primary School	SAPS Creative Group	冷氣滴水警報器
Second Runner-Up (Scratch)	King's College Old Boys' Association Primary School No. 2	英二C 隊	玩老還童
Merit (Scratch)	Dr Catherine F Woo Memorial School	一胡小特使	學習好幫手MC
Champion (App Inventor)	King's College Old Boys' Association Primary School No. 2	英二B 隊	補錶
First Runner-Up (App Inventor)	Marymount Primary School	ABC	Baby Boss App
Second Runner-Up (App Inventor)	King's College Old Boys' Association Primary School No. 2	英二A 隊	童玩時光
Merit (App Inventor)	Ying Wa Primary School	默書好幫手	自我默書
The Most Creative and Innovative Award	Marymount Primary School	AppStar	老友記-腦有記憶
The Best Functionality and Design Award	King's College Old Boys' Association Primary School No. 2	英二A 隊	童玩時光
The Best Coding Technique Award	Ying Wa Primary School	默書好幫手	自我默書
The Best Use of Technology Award	Ho Lap Primary School (Sponsored by Sik Sik Yuen)	可立小學組	電子課室日誌
The Best Team Collaboration Award	King's College Old Boys' Association Primary School No. 2	英二B 隊	補錶
The Best Team Collaboration Award	Taoist Ching Chung Primary School (Wu King Estate)	TCCPSWKE	舒壓寶
The Best Team Collaboration Award	Marymount Primary School	AppStar	老友記-腦有記憶
The Best Team Collaboration Award	T.W.G.H's Tang Shiu Kin Primary School	理好堅 (tskps1)	理好堅
The Most Popular Award	Marymount Primary School	QEC App 博士	理財智叻星