InnoCarnival 2022 - Online Workshop Timetable

Date	Time	Workshop Name	Code	Target Grade	Quota	Workshop Material	Description
22/10/2022	10:00-11:00	VR/AR-I'm Cospaces EDU Metaverse Designers (Co-organised with Buddhist Sum Heung Lam Memorial College)	22-WA-01	P.4 – P.6	30	No	CoSpaces Edu lets students build their own metaverse, animate them with coding and explore them in Virtual or Augmented Reality. Creating with CoSpaces Edu helps students develop information literacy and 21st Century learning skills such as collaboration and coding, which prepare students to become metaverse creators. ***Participants need to install cospaces EDU (Android/IOS)**
22/10/2022	13:30-14:30	Fun with Scratch (Parents should accompany P.1-P.3 participants to join this workshop)	22-WA-03	P.1 – P.3	30	No	CoolThink@JC is a computational thinking education initiative created and funded by The Hong Kong Jockey Club Charities Trust, and co-created by The Education University Of Hong Kong, the Massachusetts Institute of Technology, and City University of Hong Kong. This project aims to inspire students to use digital creativity in everyday lives and prepare them for a fast-changing digital future. An evaluation found that students who took part in CoolThink@JC doubled their problem-solving skills compared with others. Through this workshop, parents and children can play, can code, can also learn how computational thinking apply in our daily life! ***Participants need to prepare Two devices (e.g. laptop, tablet and mobile Phone) connecting to the Internet-one device for Zoom and another for coding**
22/10/2022	11:30-12:30	VR/AR-I'm Cospaces EDU Metaverse Designers (Co-organised with Buddhist Sum Heung Lam Memorial College)	22-WA-02	P.4 – P.6	30	No	CoSpaces Edu lets students build their own metaverse, animate them with coding and explore them in Virtual or Augmented Reality. Creating with CoSpaces Edu helps students develop information literacy and 21st Century learning skills such as collaboration and coding, which prepare students to become metaverse creators. ***Participants need to install cospaces EDU (Android/IOS)**

InnoCarnival 2022 - Online Workshop Timetable

Date	Time	Workshop Name	Code	Target Grade	Quota	Workshop Material	Description
22/10/2022	15:00-16:00	Let's Think, Let's Code, Let's Play (Parents should accompany P.4-P.6 participants to join this workshop)	22-WA-04	P.4-P.6	30	No	CoolThink@JC is a computational thinking education initiative created and funded by The Hong Kong Jockey Club Charities Trust, and co-created by The Education University Of Hong Kong, the Massachusetts Institute of Technology, and City University of Hong Kong. This project aims to inspire students to use digital creativity in everyday lives and prepare them for a fast-changing digital future. An evaluation found that students who took part in CoolThink@JC doubled their problem-solving skills compared with others. Through this workshop, parents and children can play, can code, can also learn how computational thinking apply in our daily life! ***Participants need to prepare Two devices (e.g. laptop, tablet and mobile Phone) connecting to the Internet-one device for Zoom and another for coding**
22/10/2022	16:30-17:30	My Coin-Eating Robot	22-WA-05	P.4-S.3	28	Yes	After you learn about simple circuit, conductor, insulator, closed circuit and open circuit, how do you apply those science knowledge to make your creative product? My coin-eating robot will offer you a chance to unleash your science knowledge and creativity.
22/10/2022	10:30-11:30	Math of papers	22-WB-01	P.4-P.6 S.1-S.3	30	No	There are many math secrets in a piece of A4 paper! How the size of a A4 paper be formulated? Why a A4 paper cannot be folded more than 12 times? Let's grab a piece of A4 paper and study the math theories about it! ***Participants need to prepare A4 papers for experiment**
22/10/2022	12:00-13:00	Math of papers	22-WB-02	P.4-P.6 S.1-S.3	30	No	There are many math secrets in a piece of A4 paper! How the size of a A4 paper be formulated? Why a A4 paper cannot be folded more than 12 times? Let's grab a piece of A4 paper and study the math theories about it! ***Participants need to prepare A4 papers for experiment**
22/10/2022	10:15-11:15	Jump out! Magic 3D glasses	22-WC-01	P.1-P.3 P.4-P.6	30	Yes	Have you ever thought that your paintings will "jump out"? Have you ever thought that why you need to wear 3D glasses when you go to the theater to watch 3D movies? Through this workshop, participants can understand the structure of the human body, and use their unlimited creativity to make unique 3D paintings by themselves, so as to learn more related scientific knowledge! ***Participants need to prepare cutter,scissors, glue, adhesive tape and**

InnoCarnival 2022 - Online Workshop Timetable

Date	Time	Workshop Name	Code	Target Grade	Quota	Workshop Material	Description
22/10/2022	11:45-12:45	Jump out! Magic 3D glasses	22-WC-02	P.1-P.3 P.4-P.6	30	Yes	Have you ever thought that your paintings will "jump out"? Have you ever thought that why you need to wear 3D glasses when you go to the theater to watch 3D movies? Through this workshop, participants can understand the structure of the human body, and use their unlimited creativity to make unique 3D paintings by themselves, so as to learn more related scientific knowledge! ***Participants need to prepare cutter,scissors, glue, adhesive tape and**
22/10/2022	13:30-14:30	Jump out! Magic 3D glasses	22-WC-03	P.1-P.3 P.4-P.6	30	Yes	Have you ever thought that your paintings will "jump out"? Have you ever thought that why you need to wear 3D glasses when you go to the theater to watch 3D movies? Through this workshop, participants can understand the structure of the human body, and use their unlimited creativity to make unique 3D paintings by themselves, so as to learn more related scientific knowledge! ***Participants need to prepare cutter,scissors, glue, adhesive tape and smart phone**
22/10/2022	15:00-16:00	Colourful Water Science	22-WC-04	P.1-P.3 P.4-P.6	30	Yes	Is Science always full of boring and difficult theories? No way! This workshop introduces several life-related science concepts through a couple of colour-changing experiments which can be performed at home. Let's jump into a colourful science world! ***Participants need to prepare tissue, color pens, pencils, scissors, A4 paper and a little water**
22/10/2022	16:30-17:30	Colourful Water Science	22-WC-05	P.1-P.3 P.4-P.6	30	Yes	Is Science always full of boring and difficult theories? No way! This workshop introduces several life-related science concepts through a couple of colour-changing experiments which can be performed at home. Let's jump into a colourful science world! ***Participants need to prepare tissue, color pens, pencils, scissors, A4 paper and a little water**
22/10/2022	18:00-19:00	Colourful Water Science	22-WC-06	P.1-P.3 P.4-P.6	30	Yes	Is Science always full of boring and difficult theories? No way! This workshop introduces several life-related science concepts through a couple of colour-changing experiments which can be performed at home. Let's jump into a colourful science world! ***Participants need to prepare tissue, color pens, pencils, scissors, A4 paper and a little water**
22/10/2022	17:00-18:00	Floating ball	22-WB-05	P.1-S.3	28	Yes	Using simple tools tocreate wind- powered toy .

InnoCarnival 2022 - Online Workshop Timetable

Date	Time	Workshop Name	Code	Target Grade	Quota	Workshop Material	Description
23/10/2022	10:00-11:00	Discovery Education Coding Workshop (Block/Python/HTML) (Parents should accompany P.4-P.6 participants to join this workshop)	23-WB-01	P.4-P.6	30	No	Discovery Education Coding (DE Coding) allows students to understand computational thinking from a fun perspective. In different learning stages, gradually master variables, functions, judgment grammar, reasoning and problem-solving programming skills, turn ideas into reality, and lead students into the world of coding. **Participants need to prepare one laptop & one tablet*
23/10/2022	11:30-12:30	Artificial Intelligence Game Design Workshop	23-WB-02	P.4-S.3	30	No	Artificial Intelligence Game Design Workshop helps participants know how to use AI technology and explain the development of current AI technology, including how scientists use AI to identify and design different games, so that participants can learn the science, technology and knowledge nowadays as well as how to use AI intelligently. Participants can experience different AI games and understand AI applications in our daily lives. **Participants need to prepare laptop with speaker and webcam*
23/10/2022	13:30-14:30	Python Programming Design Workshop	23-WB-03	P.4-S.3	30	No	Python is a popular programming language. In Python Programming Design Workshop, participants can learn Python coding and have real hands-on experience such as an email slicer, a password generator and an echo chatbot. During the activity, participants can have a deeper understanding of Python, instead of just learning through books. In this workshop, participants can use their design thinking and basic programming knowledge to create their own programmes. **Participants need to prepare laptop with speaker and webcam*
23/10/2022	15:00-16:00	Metaverse	23-WB-04	P.4-S.3	30	No	In Metaverse Workshop, participants can recognise and experience the Metaverse as a rich and immersive virtual world through VR and digital creation. This activity trial will be arranged so that participants can experience, understand and use related technologies through this online workshop and even engage in 3D project creations. **Participants need to prepare laptop with speaker and webcam*
23/10/2022	16:30-17:30	The walking bot QQ	23-WB-05	S.1-S.3	28	Yes	| Learn the causes and effects of climate change | Learn to list student's work on opensea at the lowest cost | Explain that the real value of blockchain as a ledger technology lies in its potential to transform and simplify transactions and record keeping in an extremely wide range of application fields | What is carbon emission and how to live a low-carbon lifestyle |

InnoCarnival 2022 - Online Workshop Timetable

Date	Time	Workshop Name	Code	Target Grade	Quota	Workshop Material	Description
23/10/2022	14:00-15:00	Paper airplane shooter	23-WA-03	P.4-S.3	28	Yes	Participants will build a paper airplane projectile using elastic bombs to launch the paper airplane.
23/10/2022	15:30-16:15	Robotics Zoo- Turtle	23-WA-04	P.4-S.6	28	Yes	Participants will build a quadrupedal animal with the use of prepared plastics pieces, gearbox, screws and nuts, meantime, familiar with some robotics fundamentals ***Participants need to prepare 2 batteries, ' +' and '−' Small screw drivers for experiment**
23/10/2022	17:00-17:45	Robotics Zoo- Turtle	23-WA-05	P.4-S.6	28	Yes	Participants will build a quadrupedal animal with the use of prepared plastics pieces, gearbox, screws and nuts, meantime, familiar with some robotics fundamentals ***Participants need to prepare 2 batteries, ' +' and '−' Small screw drivers for experiment**
23/10/2022	10:30-11:30	The Magic of Flight	23-WA-01	P.1-P.3 P.4-P.6 S.1-S.3	30	No	The workshop will introduce the ancient and modern aircrafts. By making bamboo-copter and glider using simple materials, participants will learn the law of motions, theory of flight and aerodynamics. They will also learn how pilot controls the flight of an aircraft through simple experiments. ***Participants need to prepare A4 paper,scissors and adhesive tape for experiment**
23/10/2022	12:00-13:00	The Magic of Flight	23-WA-02	P.1-P.3 P.4-P.6 S.1-S.3	30	No	The workshop will introduce the ancient and modern aircrafts. By making bamboo-copter and glider using simple materials, participants will learn the law of motions, theory of flight and aerodynamics. They will also learn how pilot controls the flight of an aircraft through simple experiments. ***Participants need to prepare A4 paper,scissors and adhesive tape for experiment**
23/10/2022	10:15-11:15	AI Drawing 101	23-WC-01	S.1-S.3	30	No	What if a shark has legs? Let's ask AI to draw it out! In this workshop, participants can learn AI development and train the AI to draw according to your wish! Let's technology bring art into your life! ***Participants need to prepare desktop and Google Account**
23/10/2022	11:45-12:45	AI Drawing 101	23-WC-02	S.1-S.3	30	No	What if a shark has legs? Let's ask AI to draw it out! In this workshop, participants can learn AI development and train the AI to draw according to your wish! Let's technology bring art into your life! ***Participants need to prepare desktop and Google Account**

InnoCarnival 2022 - Online Workshop Timetable

Date	Time	Workshop Name	Code	Target Grade	Quota	Workshop Material	Description
23/10/2022	13:45-14:45	AI Drawing 101	23-WC-03	S.1-S.3	30	No	What if a shark has legs? Let's ask AI to draw it out! In this workshop, participants can learn AI development and train the AI to draw according to your wish! Let's technology bring art into your life! ***Participants need to prepare desktop and Google Account**
23/10/2022	15:15-16:15	The Mystery of Evolution	23-WC-04	P.4-P.6 S.1-S.3 S.4-S.6.	30	No	The term "evolve" is usually be used in animations and games, describing the character becomes a superior and stronger individual by accumulating experience, but is it the reality of evolution of species in the sense of modern biology? In today's workshop, you will learn the basic theories and knowledge of evolution and genetics from the perspective of biology, facilitated by the interactive online laboratory and game ***Participants need to prepare desktop**
23/10/2022	16:45-17:45	The Mystery of Evolution	23-WC-05	P.4-P.6 S.1-S.3 S.4-S.6.	30	No	The term "evolve" is usually be used in animations and games, describing the character becomes a superior and stronger individual by accumulating experience, but is it the reality of evolution of species in the sense of modern biology? In today's workshop, you will learn the basic theories and knowledge of evolution and genetics from the perspective of biology, facilitated by the interactive online laboratory and game ***Participants need to prepare desktop**
23/10/2022	18:15-19:15	The Mystery of Evolution	23-WC-06	P.4-P.6 S.1-S.3 S.4-S.6.	30	No	The term "evolve" is usually be used in animations and games, describing the character becomes a superior and stronger individual by accumulating experience, but is it the reality of evolution of species in the sense of modern biology? In today's workshop, you will learn the basic theories and knowledge of evolution and genetics from the perspective of biology, facilitated by the interactive online laboratory and game ***Participants need to prepare desktop**
24/10/2022	10:15-11:15	Metaverse	24-WB-01	P.4-S.3	30	No	In Metaverse Workshop, participants can recognise and experience the Metaverse as a rich and immersive virtual world through VR and digital creation. This activity trial will be arranged so that participants can experience, understand and use related technologies through this online workshop and even engage in 3D project creations. ***Participants need to prepare laptop with speaker and webcam**

InnoCarnival 2022 - Online Workshop Timetable

Date	Time	Workshop Name	Code	Target Grade	Quota	Workshop Material	Description
24/10/2022	10:00-11:00	AB10-Glider	24-WC-01	P.1-P.6	29	Yes	To study what a glider is and its operation principle. A glider is a heavier-than-air fixed-wing aircraft that flies without a power unit. By making a model of a glider and flying a test flight, students can learn the structure and flight principle of a glider.
24/10/2022	11:30-12:30	AB10-Glider	24-WC-02	P.1-P.6	29	Yes	To study what a glider is and its operation principle. A glider is a heavier-than-air fixed-wing aircraft that flies without a power unit. By making a model of a glider and flying a test flight, students can learn the structure and flight principle of a glider.
24/10/2022	11:00-12:00	Learn Blue, Live Green-Play to Learn, Inspire to Live	24-WA-01	P.4-S.3	29	Yes	Myth of Aquatics - A Message from the Future (MESIA) Mass Extinction Special Investigation Agency, Need You! An encrypted secret message was sent from the future, foretelling that humankind will go extinct due to a certain kind of mass catastrophe. We will need help from young detectives (S.1-S.3 students) to join the investigation progress on finding out the cause; and learn to use blockchain technology to safeguard the data for communicating with future detectives. Young ones! The future of humankind is on you! | Learn the causes and effects of climate change | Learn to own your NFT | Learn the foundation knowledge of blockchain and cryptocurrency | ***Participants need to prepare as follow.** **1.Pen/pencil and table matt** **2. A desktop/ laptop computer and make sure the Chrome is able to open before class.**
24/10/2022	13:30-14:30	Super Cap Car	24-WC-03	P.4-S.3	28	Yes	Make a super car that does not use batteries but super capacitors to provide energy to speed around the race track!
24/10/2022	15:00-16:00	Vibro Bot	24-WC-04	P.4-S.3	29	Yes	An ordinary vibrator, but can give life to a paper model? Even a "Zombie" is involuntarily controlled by it? What is the magic power of this vibrator?
24/10/2022	16:30-17:30	NEWGEN Camera	24-WC-05	P.1-S.3	28	Yes	Participants will build a NEWGEN camera using convex lens and tracing Paper. They will experience the science of refraction and able to use the camera to capture interesting images.

InnoCarnival 2022 - Online Workshop Timetable

Date	Time	Workshop Name	Code	Target Grade	Quota	Workshop Material	Description
24/10/2022	11:45-12:45	Artificial Intelligence Game Design Workshop	24-WB-02	P.4-S.3	30	No	Artificial Intelligence Game Design Workshop helps participants know how to use AI technology and explain the development of current AI technology, including how scientists use AI to identify and design different games, so that participants can learn the science, technology and knowledge nowadays as well as how to use AI intelligently. Participants can experience different AI games and understand AI applications in our daily lives.
24/10/2022	13:00-14:00	Basic 3D Design with Tinkercad Introduction on Coding for 3D Design with Tinkercad	24-WA-02	S.1-S.3	30	No	Tinkercad is a Free online software tools from Autodesk that enable complete beginners to create 3D models.Students will learn how to create 3D models using draggable blocks of code.
24/10/2022	13:45-14:30	Chain Reaction (Children Science Magazine)	24-WB-03	P.1 – P.3	19	Yes	<<Children Science Magazine>> Creative Scientist Training Course" uses chosen <<Children Science Magazine>> as teaching materials, aims to let students becoming more interested in Sciences. Though the practical experiments, students will know how to think creatively and logically. *Participants need to prepare scissors, paper ,colour pen and tape for experiment
24/10/2022	14:30-15:30	Food by-product Usage: Making Edible Spoon by using Okara and Sponge Cake Crust	24-WA-03	P.4-S.6	30	No	This workshop will have brief introduction of common food by-product, provide guideline and recipe in making edible spoon by using soybean residue and sponge cake crust, which are the food by-product from industrial partners. This research was fully supported by Research Grants Council of the HKSAR, China (UGC/IDS(R)25/20).
24/10/2022	16:00-16:45	3D print modelling workshop	24-WA-04	P.1 – P.3 P.4 – P.6	30	No	Exploring the principles, theories, and application of 3D printing, participants could develop the fundamental skills to utilize 3d modelling software, also creativity and insights. Our workshop focuses on helping participants to develop primary skills in Draw23D, and Tinkercad for creating 3d objects that are practical in further learning and creation. *Participants need to install Draw23D and Tinkercad
24/10/2022	15:15-16:00	Climbing Robot (Children Science Magazine)	24-WB-04	P.1 – P.3	19	Yes	<<Children Science Magazine>> Creative Scientist Training Course" uses chosen <<Children Science Magazine>> as teaching materials, aims to let students becoming more interested in Sciences. Though the practical experiments, students will know how to think creatively and logically. *Participants need to prepare scissors, paper ,colour pen and tape for experiment

InnoCarnival 2022 - Online Workshop Timetable

Date	Time	Workshop Name	Code	Target Grade	Quota	Workshop Material	Description
24/10/2022	16:45-17:30	DIY Fan (Children Science Magazine)	24-WB-05	P.1 – P.3	19	Yes	<<Children Science Magazine>> Creative Scientist Training Course" uses chosen <<Children Science Magazine>> as teaching materials, aims to let students becoming more interested in Sciences. Though the practical experiments, students will know how to think creatively and logically. ***Participants need to prepare scissors, paper ,colour pen and tape for experiment**
24/10/2022	18:00-18:45	Chain Reaction (Children Science Magazine)	24-WB-06	P.1 – P.3	19	Yes	<<Children Science Magazine>> Creative Scientist Training Course" uses chosen <<Children Science Magazine>> as teaching materials, aims to let students becoming more interested in Sciences. Though the practical experiments, students will know how to think creatively and logically. ***Participants need to prepare scissors, paper ,colour pen and tape for experiment**
24/10/2022	17:15-18:00	3D print modelling workshop	24-WA-05	P.1 – P.3 P.4 – P.6	30	No	Exploring the principles, theories, and application of 3D printing, participants could develop the fundamental skills to utilize 3d modelling software, also creativity and insights. Our workshop focuses on helping participants to develop primary skills in Draw23D, and Tinkercad for creating 3d objects that are practical in further learning and creation. ***Participants need to install Draw23D and Tinkercad**
25/10/2022	10:15-11:15	Learn Blue, Live Green-Play to Learn, Inspire to Live	25-WB-01	P.4-S.3	29	Yes	Myth of Aquatics - A Message from the Future (MESIA) Mass Extinction Special Investigation Agency, Need You! An encrypted secret message was sent from the future, foretelling that humankind will go extinct due to a certain kind of mass catastrophe. We will need help from young detectives (S.1-S.3 students) to join the investigation progress on finding out the cause; and learn to use blockchain technology to safeguard the data for communicating with future detectives. Young ones! The future of humankind is on you! | Learn the causes and effects of climate change | Learn to own your NFT | Learn the foundation knowledge of blockchain and cryptocurrency | ***Participants need to prepare as follow.** **1.Pen/pencil and table matt** **2. A desktop/ laptop computer and make sure the Chrome is able to open before class.**

InnoCarnival 2022 - Online Workshop Timetable

Date	Time	Workshop Name	Code	Target Grade	Quota	Workshop Material	Description
25/10/2022	11:45-12:45	Learn Blue, Live Green-Play to Learn, Inspire to Live	25-WB-02	P.4-S.3	29	Yes	Myth of Aquatics - A Message from the Future (MESIA) Mass Extinction Special Investigation Agency, Need You! An encrypted secret message was sent from the future, foretelling that humankind will go extinct due to a certain kind of mass catastrophe. We will need help from young detectives (S.1-S.3 students) to join the investigation progress on finding out the cause; and learn to use blockchain technology to safeguard the data for communicating with future detectives. Young ones! The future of humankind is on you! | Learn the causes and effects of climate change | Learn to own your NFT | Learn the foundation knowledge of blockchain and cryptocurrency | *Participants need to prepare as follow. 1.Pen/pencil and table matt 2. A desktop/ laptop computer and make sure the Chrome is able to open before class.
25/10/2022	13:45-14:45	Python Programming Design Workshop	25-WB-03	P.4-S.3	30	No	Python is a popular programming language. In Python Programming Design Workshop, participants can learn Python coding and have real hands-on experience such as an email slicer, a password generator and an echo chatbot. During the activity, participants can have a deeper understanding of Python, instead of just learning through books. In this workshop, participants can use their design thinking and basic programming knowledge to create their own programmes. *Participants need to prepare laptop with speaker and webcam
25/10/2022	11:00-12:00	AB10-Glider	25-WA-01	P.1-P.6	29	Yes	To study what a glider is and its operation principle. A glider is a heavier-than-air fixed-wing aircraft that flies without a power unit. By making a model of a glider and flying a test flight, students can learn the structure and flight principle of a glider.
25/10/2022	12:30-13:30	AB10-Glider	25-WA-02	P.1-P.6	29	Yes	To study what a glider is and its operation principle. A glider is a heavier-than-air fixed-wing aircraft that flies without a power unit. By making a model of a glider and flying a test flight, students can learn the structure and flight principle of a glider.

InnoCarnival 2022 - Online Workshop Timetable

Date	Time	Workshop Name	Code	Target Grade	Quota	Workshop Material	Description
25/10/2022	10:00-10:45	Chain Reaction (Children Science Magazine)	25-WC-01	P.1 – P.3	19	Yes	<<Children Science Magazine>> Creative Scientist Training Course" uses chosen <<Children Science Magazine>> as teaching materials, aims to let students becoming more interested in Sciences. Though the practical experiments, students will know how to think creatively and logically. ***Participants need to prepare scissors, paper ,colour pen and tape for experiment**
25/10/2022	11:15-12:00	Climbing Robot (Children Science Magazine)	25-WC-02	P.1 – P.3	19	Yes	<<Children Science Magazine>> Creative Scientist Training Course" uses chosen <<Children Science Magazine>> as teaching materials, aims to let students becoming more interested in Sciences. Though the practical experiments, students will know how to think creatively and logically. ***Participants need to prepare scissors, paper ,colour pen and tape for experiment**
25/10/2022	17:00-18:00	USB warming sheet	25-WA-05	S1-S.3	28	Yes	Workshop participants will use simple tools and material to build a USB warming pad. It can be adapted in future for various energy saving warming conditions. The design is based on a IEEE Global Humanitarian Technology Conference paper.
25/10/2022	15:15-16:15	Metaverse	25-WB-04	P.4-S.3	30	No	In Metaverse Workshop, participants can recognise and experience the Metaverse as a rich and immersive virtual world through VR and digital creation. This activity trial will be arranged so that participants can experience, understand and use related technologies through this online workshop and even engage in 3D project creations. ***Participants need to prepare laptop with speaker and webcam**
25/10/2022	12:30-13:15	DIY Fan (Children Science Magazine)	25-WC-03	P.1 – P.3	19	Yes	<<Children Science Magazine>> Creative Scientist Training Course" uses chosen <<Children Science Magazine>> as teaching materials, aims to let students becoming more interested in Sciences. Though the practical experiments, students will know how to think creatively and logically. ***Participants need to prepare scissors, paper ,colour pen and tape for experiment**

InnoCarnival 2022 - Online Workshop Timetable

Date	Time	Workshop Name	Code	Target Grade	Quota	Workshop Material	Description
25/10/2022	14:30-15:15	3D print modelling workshop	25-WA-03	P.1 – P.3 P.4 – P.6	30	No	Exploring the principles, theories, and application of 3D printing, participants could develop the fundamental skills to utilize 3d modelling software, also creativity and insights. Our workshop focuses on helping participants to develop primary skills in Draw23D, and Tinkercad for creating 3d objects that are practical in further learning and creation. ***Participants need to install Draw23D and Tinkercad**
25/10/2022	14:15-15:00	Climbing Robot (Children Science Magazine)	25-WC-04	P.1 – P.3	19	Yes	<<Children Science Magazine>> Creative Scientist Training Course" uses chosen <<Children Science Magazine>> as teaching materials, aims to let students becoming more interested in Sciences. Though the practical experiments, students will know how to think creatively and logically. ***Participants need to prepare scissors, paper ,colour pen and tape for experiment**
25/10/2022	16:45-17:30	Robotics Zoo- Rhino	25-WB-05	P.4-S.6	28	Yes	Participants will build a quadrupedal animal with the use of prepared plastics pieces, gearbox, screws and nuts, meantime, familiar with some robotics fundamentals ***Participants need to prepare 2 batteries, ' +' and '– ' Small screw drivers for experiment**
25/10/2022	18:00-18:45	Robotics Zoo- Rhino	25-WB-06	P.4-S.6	28	Yes	Participants will build a quadrupedal animal with the use of prepared plastics pieces, gearbox, screws and nuts, meantime, familiar with some robotics fundamentals ***Participants need to prepare 2 batteries, ' +' and '– ' Small screw drivers for experiment**
25/10/2022	15:45-16:30	3D print modelling workshop	25-WA-04	P.1 – P.3 P.4 – P.6	30	No	Exploring the principles, theories, and application of 3D printing, participants could develop the fundamental skills to utilize 3d modelling software, also creativity and insights. Our workshop focuses on helping participants to develop primary skills in Draw23D, and Tinkercad for creating 3d objects that are practical in further learning and creation. ***Participants need to install Draw23D and Tinkercad**
25/10/2022	15:30-16:15	DIY Fan (Children Science Magazine)	25-WC-05	P.1 – P.3	19	Yes	<<Children Science Magazine>> Creative Scientist Training Course" uses chosen <<Children Science Magazine>> as teaching materials, aims to let students becoming more interested in Sciences. Though the practical experiments, students will know how to think creatively and logically. ***Participants need to prepare scissors, paper ,colour pen and tape for experiment**

InnoCarnival 2022 - Online Workshop Timetable

Date	Time	Workshop Name	Code	Target Grade	Quota	Workshop Material	Description
26/10/2022	13:45-14:45	Metaverse	26-WB-03	P.4-S.3	30	No	In Metaverse Workshop, participants can recognise and experience the Metaverse as a rich and immersive virtual world through VR and digital creation. This activity trial will be arranged so that participants can experience, understand and use related technologies through this online workshop and even engage in 3D project creations. ***Participants need to prepare laptop with speaker and webcam**
26/10/2022	15:15-16:15	Artificial Intelligence Game Design Workshop	26-WB-04	P.4-S.3	30	No	Artificial Intelligence Game Design Workshop helps participants know how to use AI technology and explain the development of current AI technology, including how scientists use AI to identify and design different games, so that participants can learn the science, technology and knowledge nowadays as well as how to use AI intelligently. Participants can experience different AI games and understand AI applications in our daily lives. ***Participants need to prepare laptop with speaker and webcam**
26/10/2022	16:45-17:45	Learn Blue, Live Green-Play to Learn, Inspire to Live	26-WB-05	P.4-S.3	29	Yes	Myth of Aquatics - A Message from the Future (MESIA) Mass Extinction Special Investigation Agency, Need You! An encrypted secret message was sent from the future, foretelling that humankind will go extinct due to a certain kind of mass catastrophe. We will need help from young detectives (S.1-S.3 students) to join the investigation progress on finding out the cause; and learn to use blockchain technology to safeguard the data for communicating with future detectives. Young ones! The future of humankind is on you! | Learn the causes and effects of climate change | Learn to own your NFT | Learn the foundation knowledge of blockchain and cryptocurrency | ***Participants need to prepare as follow.** **1.Pen/pencil and table matt** **2. A desktop/ laptop computer and make sure the Chrome is able to open before class.**
26/10/2022	10:30-11:30	AB10-Glider	26-WC-01	P.1-P.6	29	Yes	To study what a glider is and its operation principle. A glider is a heavier-than-air fixed-wing aircraft that flies without a power unit. By making a model of a glider and flying a test flight, students can learn the structure and flight principle of a glider.
26/10/2022	12:00-13:00	AB10-Glider	26-WC-02	P.1-P.6	29	Yes	To study what a glider is and its operation principle. A glider is a heavier-than-air fixed-wing aircraft that flies without a power unit. By making a model of a glider and flying a test flight, students can learn the structure and flight principle of a glider.

InnoCarnival 2022 - Online Workshop Timetable

Date	Time	Workshop Name	Code	Target Grade	Quota	Workshop Material	Description
26/10/2022	14:00-15:00	Super Cap Car	26-WC-03	P.4-S.3	28	Yes	Make a super car that does not use batteries but super capacitors to provide energy to speed around the race track!
26/10/2022	15:30-16:30	Vibro Bot	26-WC-04	P.4-S.3	29	Yes	An ordinary vibrator, but can give life to a paper model? Even a "Zombie" is involuntarily controlled by it? What is the magic power of this vibrator?
26/10/2022	17:00-18:00	NEWGEN Camera	26-WC-05	P.1-S.3	28	Yes	Participants will build a NEWGEN camera using convex lens and tracing Paper. They will experience the science of refraction and able to use the camera to capture interesting images.
26/10/2022	10:15-11:00	Robotics Zoo- Elephant	26-WB-01	P.4-S.6	28	Yes	Participants will build a quadrupedal animal with the use of prepared plastics pieces, gearbox, screws and nuts, meantime, familiar with some robotics fundamentals ***Participants need to prepare 2 batteries, ' +' and '– ' Small screw drivers for experiment**
26/10/2022	11:30-12:15	Robotics Zoo- Elephant	26-WB-02	P.4-S.6	28	Yes	Participants will build a quadrupedal animal with the use of prepared plastics pieces, gearbox, screws and nuts, meantime, familiar with some robotics fundamentals ***Participants need to prepare 2 batteries, ' +' and '– ' Small screw drivers for experiment**
26/10/2022	10:00-10:45	Chain Reaction (Children Science Magazine)	26-WA-01	P.1 – P.3	19	Yes	<<Children Science Magazine>> Creative Scientist Training Course" uses chosen <<Children Science Magazine>> as teaching materials, aims to let students becoming more interested in Sciences. Though the practical experiments, students will know how to think creatively and logically. ***Participants need to prepare scissors, paper ,colour pen and tape for experiment**
26/10/2022	15:45-16:30	3D print modelling workshop	26-WA-05	P.1 – P.3 P.4 – P.6	30	No	Exploring the principles, theories, and application of 3D printing, participants could develop the fundamental skills to utilize 3d modelling software, also creativity and insights. Our workshop focuses on helping participants to develop primary skills in Draw23D, and Tinkercad for creating 3d objects that are practical in further learning and creation. ***Participants need to install Draw23D and Tinkercad**

InnoCarnival 2022 - Online Workshop Timetable

Date	Time	Workshop Name	Code	Target Grade	Quota	Workshop Material	Description
26/10/2022	17:15-18:00	3D print modelling workshop	26-WA-06	P.1 – P.3 P.4 – P.6	30	No	Exploring the principles, theories, and application of 3D printing, participants could develop the fundamental skills to utilize 3d modelling software, also creativity and insights. Our workshop focuses on helping participants to develop primary skills in Draw23D, and Tinkercad for creating 3d objects that are practical in further learning and creation. ***Participants need to install Draw23D and Tinkercad**
26/10/2022	11:15-12:00	Climbing Robot (Children Science Magazine)	26-WA-02	P.1 – P.3	19	Yes	<<Children Science Magazine>> Creative Scientist Training Course" uses chosen <<Children Science Magazine>> as teaching materials, aims to let students becoming more interested in Sciences. Though the practical experiments, students will know how to think creatively and logically. ***Participants need to prepare scissors, paper ,colour pen and tape for experiment**
26/10/2022	12:30-13:15	DIY Fan (Children Science Magazine)	26-WA-03	P.1 – P.3	18	Yes	<<Children Science Magazine>> Creative Scientist Training Course" uses chosen <<Children Science Magazine>> as teaching materials, aims to let students becoming more interested in Sciences. Though the practical experiments, students will know how to think creatively and logically. ***Participants need to prepare scissors, paper ,colour pen and tape for experiment**
26/10/2022	14:15-15:00	Climbing Robot (Children Science Magazine)	26-WA-04	P.1 – P.3	19	Yes	<<Children Science Magazine>> Creative Scientist Training Course" uses chosen <<Children Science Magazine>> as teaching materials, aims to let students becoming more interested in Sciences. Though the practical experiments, students will know how to think creatively and logically. ***Participants need to prepare scissors, paper ,colour pen and tape for experiment**
27/10/2022	14:45-15:45	Python Programming Design Workshop	27-WB-04	P.4-S.3	30	No	Python is a popular programming language. In Python Programming Design Workshop, participants can learn Python coding and have real hands-on experience such as an email slicer, a password generator and an echo chatbot. During the activity, participants can have a deeper understanding of Python, instead of just learning through books. In this workshop, participants can use their design thinking and basic programming knowledge to create their own programmes. ***Participants need to prepare laptop with speaker and webcam**

InnoCarnival 2022 - Online Workshop Timetable

Date	Time	Workshop Name	Code	Target Grade	Quota	Workshop Material	Description
27/10/2022	16:15-17:15	Metaverse	27-WB-05	P.4-S.3	30	No	In Metaverse Workshop, participants can recognise and experience the Metaverse as a rich and immersive virtual world through VR and digital creation. This activity trial will be arranged so that participants can experience, understand and use related technologies through this online workshop and even engage in 3D project creations. ***Participants need to prepare laptop with speaker and webcam**
27/10/2022	10:00-11:00	AB10-Glider	27-WB-01	P.1-P.6	29	Yes	To study what a glider is and its operation principle. A glider is a heavier-than-air fixed-wing aircraft that flies without a power unit. By making a model of a glider and flying a test flight, students can learn the structure and flight principle of a glider.
27/10/2022	11:30-12:30	AB10-Glider	27-WB-02	P.1-P.6	29	Yes	To study what a glider is and its operation principle. A glider is a heavier-than-air fixed-wing aircraft that flies without a power unit. By making a model of a glider and flying a test flight, students can learn the structure and flight principle of a glider.
27/10/2022	13:00-13:45	Electricity in Motion	27-WB-03	S.4-S.6	30	No	Students would know more about the electricity energy conversion via a simple motor DIY activity.
27/10/2022	10:15-11:15	Vibro Bot	27-WC-01	P.4-S.3	29	Yes	An ordinary vibrator, but can give life to a paper model? Even a "Zombie" is involuntarily controlled by it? What is the magic power of this vibrator?
27/10/2022	11:45-12:45	Vibro Bot	27-WC-02	P.4-S.3	29	Yes	An ordinary vibrator, but can give life to a paper model? Even a "Zombie" is involuntarily controlled by it? What is the magic power of this vibrator?
27/10/2022	13:45-14:45	Vibro Bot	27-WC-03	P.4-S.3	29	Yes	An ordinary vibrator, but can give life to a paper model? Even a "Zombie" is involuntarily controlled by it? What is the magic power of this vibrator?
27/10/2022	15:15-16:15	Super Cap Car	27-WC-04	P.4-S.3	29	Yes	Make a super car that does not use batteries but super capacitors to provide energy to speed around the race track!
27/10/2022	16:45-17:45	NEWGEN Camera	27-WC-05	P.1-S.3	29	Yes	Participants will build a NEWGEN camera using convex lens and tracing Paper. They will experience the science of refraction and able to use the camera to capture interesting images.

InnoCarnival 2022 - Online Workshop Timetable

Date	Time	Workshop Name	Code	Target Grade	Quota	Workshop Material	Description
27/10/2022	10:30-11:15	Chain Reaction (Children Science Magazine)	27-WA-01	P.1 – P.3	19	Yes	<<Children Science Magazine>> Creative Scientist Training Course" uses chosen <<Children Science Magazine>> as teaching materials, aims to let students becoming more interested in Sciences. Though the practical experiments, students will know how to think creatively and logically. ***Participants need to prepare scissors, paper ,colour pen and tape for experiment**
27/10/2022	16:30-17:15	3D print modelling workshop	27-WA-05	P.1 – P.3 P.4 – P.6	30	No	Exploring the principles, theories, and application of 3D printing, participants could develop the fundamental skills to utilize 3d modelling software, also creativity and insights. Our workshop focuses on helping participants to develop primary skills in Draw23D, and Tinkercad for creating 3d objects that are practical in further learning and creation. ***Participants need to install Draw23D and Tinkercad**
27/10/2022	17:45-18:30	3D print modelling workshop	27-WA-06	P.1 – P.3 P.4 – P.6	30	No	Exploring the principles, theories, and application of 3D printing, participants could develop the fundamental skills to utilize 3d modelling software, also creativity and insights. Our workshop focuses on helping participants to develop primary skills in Draw23D, and Tinkercad for creating 3d objects that are practical in further learning and creation. ***Participants need to install Draw23D and Tinkercad**
27/10/2022	12:00-12:45	Climbing Robot (Children Science Magazine)	27-WA-02	P.1 – P.3	20	Yes	<<Children Science Magazine>> Creative Scientist Training Course" uses chosen <<Children Science Magazine>> as teaching materials, aims to let students becoming more interested in Sciences. Though the practical experiments, students will know how to think creatively and logically. ***Participants need to prepare scissors, paper ,colour pen and tape for experiment**
27/10/2022	13:30-14:15	Robotics Zoo- Horse	27-WA-03	P.4-S.6	28	Yes	Participants will build a quadrupedal animal with the use of prepared plastics pieces, gearbox, screws and nuts, meantime, familiar with some robotics fundamentals ***Participants need to prepare 2 batteries, ' +' and '– ' Small screw drivers for experiment**

InnoCarnival 2022 - Online Workshop Timetable

Date	Time	Workshop Name	Code	Target Grade	Quota	Workshop Material	Description
27/10/2022	15:00-15:45	Robotics Zoo- Horse	27-WA-04	P.4-S.6	28	Yes	Participants will build a quadrupedal animal with the use of prepared plastics pieces, gearbox, screws and nuts, meantime, familiar with some robotics fundamentals ***Participants need to prepare 2 batteries, '＋' and '－' Small screw drivers for experiment**
28/10/2022	13:15-14:00	Robotics Zoo- OX	28-WA-03	P.4-S.6	28	Yes	Participants will build a quadrupedal animal with the use of prepared plastics pieces, gearbox, screws and nuts, meantime, familiar with some robotics fundamentals ***Participants need to prepare 2 batteries, '＋' and '－' Small screw drivers for experiment**
28/10/2022	13:45-14:45	Learn Blue, Live Green-Play to Learn, Inspire to Live	28-WB-03	P.4-S.3	29	Yes	Myth of Aquatics - A Message from the Future (MESIA) Mass Extinction Special Investigation Agency, Need You! An encrypted secret message was sent from the future, foretelling that humankind will go extinct due to a certain kind of mass catastrophe. We will need help from young detectives (S.1-S.3 students) to join the investigation progress on finding out the cause; and learn to use blockchain technology to safeguard the data for communicating with future detectives. Young ones! The future of humankind is on you! | Learn the causes and effects of climate change | Learn to own your NFT | Learn the foundation knowledge of blockchain and cryptocurrency | ***Participants need to prepare as follow.** **1.Pen/pencil and table matt** **2. A desktop/ laptop computer and make sure the Chrome is able to open before class.**
28/10/2022	10:00-11:00	Metaverse	28-WB-01	P.4-S.3	30	No	In Metaverse Workshop, participants can recognise and experience the Metaverse as a rich and immersive virtual world through VR and digital creation. This activity trial will be arranged so that participants can experience, understand and use related technologies through this online workshop and even engage in 3D project creations. ***Participants need to prepare laptop with speaker and webcam**

InnoCarnival 2022 - Online Workshop Timetable

Date	Time	Workshop Name	Code	Target Grade	Quota	Workshop Material	Description
28/10/2022	14:30-15:15	Robotics Zoo- OX	28-WA-04	P.4-S.6	28	Yes	Participants will build a quadrupedal animal with the use of prepared plastics pieces, gearbox, screws and nuts, meantime, familiar with some robotics fundamentals ***Participants need to prepare 2 batteries, '＋' and '－' Small screw drivers for experiment**
28/10/2022	11:45-12:45	Artificial Intelligence Game Design Workshop	28-WB-02	P.4-S.3	30	No	Artificial Intelligence Game Design Workshop helps participants know how to use AI technology and explain the development of current AI technology, including how scientists use AI to identify and design different games, so that participants can learn the science, technology and knowledge nowadays as well as how to use AI intelligently. Participants can experience different AI games and understand AI applications in our daily lives. ***Participants need to prepare laptop with speaker and webcam**
28/10/2022	15:15-16:15	Learn Blue, Live Green-Play to Learn, Inspire to Live	28-WB-04	P.4-S.3	30	Yes	Myth of Aquatics - A Message from the Future (MESIA) Mass Extinction Special Investigation Agency, Need You! An encrypted secret message was sent from the future, foretelling that humankind will go extinct due to a certain kind of mass catastrophe. We will need help from young detectives (S.1-S.3 students) to join the investigation progress on finding out the cause; and learn to use blockchain technology to safeguard the data for communicating with future detectives. Young ones! The future of humankind is on you! | Learn the causes and effects of climate change | Learn to own your NFT | Learn the foundation knowledge of blockchain and cryptocurrency | ***Participants need to prepare as follow.** **1.Pen/pencil and table matt** **2. A desktop/ laptop computer and make sure the Chrome is able to open before class.**
28/10/2022	10:30-11:30	AB10-Glider	28-WC-01	P.1-P.6	29	Yes	To study what a glider is and its operation principle. A glider is a heavier-than-air fixed-wing aircraft that flies without a power unit. By making a model of a glider and flying a test flight, students can learn the structure and flight principle of a glider.

InnoCarnival 2022 - Online Workshop Timetable

Date	Time	Workshop Name	Code	Target Grade	Quota	Workshop Material	Description
28/10/2022	12:00-13:00	AB10-Glider	28-WC-02	P.1-P.6	29	Yes	To study what a glider is and its operation principle. A glider is a heavier-than-air fixed-wing aircraft that flies without a power unit. By making a model of a glider and flying a test flight, students can learn the structure and flight principle of a glider.
28/10/2022	16:45-17:45	Learn Blue, Live Green-Play to Learn, Inspire to Live	28-WB-05	P.4-S.3	30	Yes	Myth of Aquatics - A Message from the Future (MESIA) Mass Extinction Special Investigation Agency, Need You! An encrypted secret message was sent from the future, foretelling that humankind will go extinct due to a certain kind of mass catastrophe. We will need help from young detectives (S.1-S.3 students) to join the investigation progress on finding out the cause; and learn to use blockchain technology to safeguard the data for communicating with future detectives. Young ones! The future of humankind is on you! | Learn the causes and effects of climate change | Learn to own your NFT | Learn the foundation knowledge of blockchain and cryptocurrency | ***Participants need to prepare as follow. 1.Pen/pencil and table matt 2. A desktop/ laptop computer and make sure the Chrome is able to open before class.**
28/10/2022	15:45-16:30	3D print modelling workshop	28-WA-05	P.1 – P.3 P.4 – P.6	30	No	Exploring the principles, theories, and application of 3D printing, participants could develop the fundamental skills to utilize 3d modelling software, also creativity and insights. Our workshop focuses on helping participants to develop primary skills in Draw23D, and Tinkercad for creating 3d objects that are practical in further learning and creation. ***Participants need to install Draw23D and Tinkercad**
28/10/2022	10:15-11:00	Chain Reaction (Children Science Magazine)	28-WA-01	P.1 – P.3	20	Yes	<<Children Science Magazine>> Creative Scientist Training Course" uses chosen <<Children Science Magazine>> as teaching materials, aims to let students becoming more interested in Sciences. Though the practical experiments, students will know how to think creatively and logically. ***Participants need to prepare scissors, paper ,colour pen and tape for experiment**

InnoCarnival 2022 - Online Workshop Timetable

Date	Time	Workshop Name	Code	Target Grade	Quota	Workshop Material	Description
28/10/2022	11:30-12:15	Climbing Robot (Children Science Magazine)	28-WA-02	P.1 – P.3	20	Yes	<<Children Science Magazine>> Creative Scientist Training Course" uses chosen <<Children Science Magazine>> as teaching materials, aims to let students becoming more interested in Sciences. Though the practical experiments, students will know how to think creatively and logically. ***Participants need to prepare scissors, paper ,colour pen and tape for experiment**
28/10/2022	17:15-18:00	3D print modelling workshop	28-WA-06	P.1 – P.3 P.4 – P.6	30	No	Exploring the principles, theories, and application of 3D printing, participants could develop the fundamental skills to utilize 3d modelling software, also creativity and insights. Our workshop focuses on helping participants to develop primary skills in Draw23D, and Tinkercad for creating 3d objects that are practical in further learning and creation. ***Participants need to install Draw23D and Tinkercad**
28/10/2022	14:00-15:00	Game Master with AI	28-WC-03	P.4-P.6 S.1-S.3	30	No	Have you ever got stuck in a game and felt desperate? Let's try using artificial intelligence to assist you! This workshop covers the principal and application of artificial intelligence in recent year. The participants will design and train a "AI Game Master" with machine learning technique! ***Participants need to prepare desktop with webcam**
28/10/2022	15:30-16:30	Game Master with AI	28-WC-04	P.4-P.6 S.1-S.3	30	No	Have you ever got stuck in a game and felt desperate? Let's try using artificial intelligence to assist you! This workshop covers the principal and application of artificial intelligence in recent year. The participants will design and train a "AI Game Master" with machine learning technique! ***Participants need to prepare desktop with webcam**
28/10/2022	17:00-18:00	Game Master with AI	28-WC-05	P.4-P.6 S.1-S.3	30	No	Have you ever got stuck in a game and felt desperate? Let's try using artificial intelligence to assist you! This workshop covers the principal and application of artificial intelligence in recent year. The participants will design and train a "AI Game Master" with machine learning technique! ***Participants need to prepare desktop with webcam**

InnoCarnival 2022 - Online Workshop Timetable

Date	Time	Workshop Name	Code	Target Grade	Quota	Workshop Material	Description
29/10/2022	10:30-11:30	Fun with Scratch (Parents should accompany P.1-P.3 participants to join this workshop)	29-WB-01	P.1 – P.3	30	No	CoolThink@JC is a computational thinking education initiative created and funded by The Hong Kong Jockey Club Charities Trust, and co-created by The Education University Of Hong Kong, the Massachusetts Institute of Technology, and City University of Hong Kong. This project aims to inspire students to use digital creativity in everyday lives and prepare them for a fast-changing digital future. An evaluation found that students who took part in CoolThink@JC doubled their problem-solving skills compared with others. Through this workshop, parents and children can play, can code, can also learn how computational thinking apply in our daily life! ***Participants need to prepare Two devices (e.g. laptop, tablet and mobile Phone) connecting to the Internet-one device for Zoom and another for coding**
29/10/2022	12:00-13:00	Let's Think, Let's Code, Let's Play (Parents should accompany P.4-P.6 participants to join this workshop)	29-WB-02	P.4-P.6	30	No	CoolThink@JC is a computational thinking education initiative created and funded by The Hong Kong Jockey Club Charities Trust, and co-created by The Education University Of Hong Kong, the Massachusetts Institute of Technology, and City University of Hong Kong. This project aims to inspire students to use digital creativity in everyday lives and prepare them for a fast-changing digital future. An evaluation found that students who took part in CoolThink@JC doubled their problem-solving skills compared with others. Through this workshop, parents and children can play, can code, can also learn how computational thinking apply in our daily life! ***Participants need to prepare Two devices (e.g. laptop, tablet and mobile Phone) connecting to the Internet-one device for Zoom and another for coding**
29/10/2022	10:00-11:00	DIY – Make Your Own U-traps Injector (Co-organised with Lok Sin Tong Wong Chung Ming Secondary School)	29-WA-01	P.4 – P.6	20	No	By making your own U-traps injector using eco-friendly materials, you can easily inject half a liter of water into your U-shaped trap every week. It helps ensure that there is enough water in the U-shaped traps of the household drains, which can effectively prevent the spread of diseases. ***Participants need to prepare one set of scissors, cutter, drinking straw, empty water/soda bottle**

InnoCarnival 2022 - Online Workshop Timetable

Date	Time	Workshop Name	Code	Target Grade	Quota	Workshop Material	Description
29/10/2022	11:30-12:30	DIY – Make Your Own U-traps Injector (Co-organised with Lok Sin Tong Wong Chung Ming Secondary School)	29-WA-02	P.4 – P.6	20	No	By making your own U-traps injector using eco-friendly materials, you can easily inject half a liter of water into your U-shaped trap every week. It helps ensure that there is enough water in the U-shaped traps of the household drains, which can effectively prevent the spread of diseases. ***Participants need to prepare one set of scissors, cutter, drinking straw, empty water/soda bottle**
29/10/2022	14:00-15:00	Python Programming Design Workshop	29-WB-03	P.4-S.3	30	No	Python is a popular programming language. In Python Programming Design Workshop, participants can learn Python coding and have real hands-on experience such as an email slicer, a password generator and an echo chatbot. During the activity, participants can have a deeper understanding of Python, instead of just learning through books. In this workshop, participants can use their design thinking and basic programming knowledge to create their own programmes. ***Participants need to prepare laptop with speaker and webcam**
29/10/2022	15:30-16:30	Metaverse	29-WB-04	P.4-S.3	30	No	In Metaverse Workshop, participants can recognise and experience the Metaverse as a rich and immersive virtual world through VR and digital creation. This activity trial will be arranged so that participants can experience, understand and use related technologies through this online workshop and even engage in 3D project creations. ***Participants need to prepare laptop with speaker and webcam**
29/10/2022	15:00-16:00	Creative Circuit Greeting Card	29-WA-04	P.4-S.3	28	Yes	Use conductive metal stickers to connect batteries and slow flashing LEDs, and use STEM related technique to create slow flashing circuits. The cover of the greeting card is uncolored with the words "Thank you", allowing students to use their creativity to make their own greeting card.
29/10/2022	16:30-17:30	Creative Circuit Greeting Card	29-WA-05	P.4-S.3	28	Yes	Use conductive metal stickers to connect batteries and slow flashing LEDs, and use STEM related technique to create slow flashing circuits. The cover of the greeting card is uncolored with the words "Thank you", allowing students to use their creativity to make their own greeting card.

InnoCarnival 2022 - Online Workshop Timetable

Date	Time	Workshop Name	Code	Target Grade	Quota	Workshop Material	Description
29/10/2022	13:30-14:30	Basic 3D Design with Tinkercad Introduction on Coding for 3D Design with Tinkercad	29-WA-03	S.1-S.3	30	No	Tinkercad is a Free online software tools from Autodesk that enable complete beginners to create 3D models.Students will learn how to create 3D models using draggable blocks of code.
29/10/2022	17:00-18:00	Paper airplane shooter	29-WB-05	P.4-S.3	28	Yes	Participants will build a paper airplane projectile using elastic bombs to launch the paper airplane.
29/10/2022	10:15-11:15	Finger's Got Talent!	29-WC-01	P.1-P.3 P.4-P.6 S.1-S.3	30	Yes	The meticulous, slender and dexterous fingers are the exclusive characteristic of human and other primates. Although, the appearances of our ten fingers are similar, apart from the length, each finger is actually unique. Have you ever explored the details of them? In this workshop, the amazing features of fingers will be disclosed in multiple angles, including functional structures, neuroscience and forensic science. ***Participants need to prepare paper, ruler, sharpener, pencil, scissors**
29/10/2022	11:45-12:45	Finger's Got Talent!	29-WC-02	P.1-P.3 P.4-P.6 S.1-S.3	30	Yes	The meticulous, slender and dexterous fingers are the exclusive characteristic of human and other primates. Although, the appearances of our ten fingers are similar, apart from the length, each finger is actually unique. Have you ever explored the details of them? In this workshop, the amazing features of fingers will be disclosed in multiple angles, including functional structures, neuroscience and forensic science. ***Participants need to prepare paper, ruler, sharpener, pencil, scissors**
29/10/2022	13:45-14:45	Finger's Got Talent!	29-WC-03	P.1-P.3 P.4-P.6 S.1-S.3	30	Yes	The meticulous, slender and dexterous fingers are the exclusive characteristic of human and other primates. Although, the appearances of our ten fingers are similar, apart from the length, each finger is actually unique. Have you ever explored the details of them? In this workshop, the amazing features of fingers will be disclosed in multiple angles, including functional structures, neuroscience and forensic science. ***Participants need to prepare paper, ruler, sharpener, pencil, scissors**
29/10/2022	15:15-16:15	Magician in Chemical Laboratory	29-WC-04	P.1-P.3 P.4-P.6	30	Yes	Magic is always amazing and incredible. However, most of the magic tricks can be easily explained by using scientific knowledge. In this workshop, we will uncover the curtain on several secrets of magic tricks related to chemistry. You will feel like a wizard and do magic tricks which can impress your friends and families. ***Participants need to prepare table matt, a bottle of distilled water and 4 cotton swabs**

InnoCarnival 2022 - Online Workshop Timetable

Date	Time	Workshop Name	Code	Target Grade	Quota	Workshop Material	Description
29/10/2022	16:45-17:45	Magician in Chemical Laboratory	29-WC-05	P.1-P.3 P.4-P.6	30	Yes	Magic is always amazing and incredible. However, most of the magic tricks can be easily explained by using scientific knowledge. In this workshop, we will uncover the curtain on several secrets of magic tricks related to chemistry. You will feel like a wizard and do magic tricks which can impress your friends and families. ***Participants need to prepare table matt, a bottle of distilled water and 4 cotton swabs**
29/10/2022	18:15-19:15	Magician in Chemical Laboratory	29-WC-06	P.1-P.3 P.4-P.6	30	Yes	Magic is always amazing and incredible. However, most of the magic tricks can be easily explained by using scientific knowledge. In this workshop, we will uncover the curtain on several secrets of magic tricks related to chemistry. You will feel like a wizard and do magic tricks which can impress your friends and families. ***Participants need to prepare table matt, a bottle of distilled water and 4 cotton swabs**
30/10/2022	10:15-11:00	Robotics Zoo- Rabbit	30-WB-01	P.4-S.6	28	Yes	Participants will build a quadrupedal animal with the use of prepared plastics pieces, gearbox, screws and nuts, meantime, familiar with some robotics fundamentals ***Participants need to prepare 2 batteries, ' +' and '− ' Small screw drivers for experiment**
30/10/2022	11:45-12:30	Robotics Zoo- Rabbit	30-WB-02	P.4-S.6	28	Yes	Participants will build a quadrupedal animal with the use of prepared plastics pieces, gearbox, screws and nuts, meantime, familiar with some robotics fundamentals ***Participants need to prepare 2 batteries, ' +' and '− ' Small screw drivers for experiment**
30/10/2022	14:00-15:00	yroscope	30-WA-03	P.1-S.6	28	Yes	Use the principle of gyroscope to make different toys
30/10/2022	15:30-16:30	yroscope	30-WA-04	P.1-S.6	28	Yes	Use the principle of gyroscope to make different toys
30/10/2022	17:00-18:00	Rocket Flight	30-WA-05	P.4-S.3	28	Yes	Participants will make a simulate rocket liftoff model.

*This version is for reference ONLY and subject to change. The final version of timetable is subject to the announcement at the registration system on the start day of online registration.

InnoCarnival 2022 - Online Workshop Timetable

Date	Time	Workshop Name	Code	Target Grade	Quota	Workshop Material	Description
30/10/2022	13:45-14:45	Metaverse	30-WB-03	P.4-S.3	30	No	In Metaverse Workshop, participants can recognise and experience the Metaverse as a rich and immersive virtual world through VR and digital creation. This activity trial will be arranged so that participants can experience, understand and use related technologies through this online workshop and even engage in 3D project creations. *Participants need to prepare laptop with speaker and webcam**
30/10/2022	10:30-11:30	Makecode Arcade Mobile Game Production	30-WA-01	P.4-P.6 S.1-S.3	30	No	Makecode Arcade is a coding platform of creating simple games. Participants can create his/her own digital game by simple coding blocks, in order to learn computing logics and design thinking. To show your unlimited creativity, your digital game could also be shared through computers and smartphone!
30/10/2022	12:00-13:00	Makecode Arcade Mobile Game Production	30-WA-02	P.4-P.6 S.1-S.3	30	No	Makecode Arcade is a coding platform of creating simple games. Participants can create his/her own digital game by simple coding blocks, in order to learn computing logics and design thinking. To show your unlimited creativity, your digital game could also be shared through computers and smartphone!
30/10/2022	15:15-16:15	Artificial Intelligence Game Design Workshop	30-WB-04	P.4-S.3	30	No	Artificial Intelligence Game Design Workshop helps participants know how to use AI technology and explain the development of current AI technology, including how scientists use AI to identify and design different games, so that participants can learn the science, technology and knowledge nowadays as well as how to use AI intelligently. Participants can experience different AI games and understand AI applications in our daily lives. *Participants need to prepare laptop with speaker and webcam**
30/10/2022	16:45-17:45	Python Programming Design Workshop	30-WB-05	P.4-S.3	30	No	Python is a popular programming language. In Python Programming Design Workshop, participants can learn Python coding and have real hands-on experience such as an email slicer, a password generator and an echo chatbot. During the activity, participants can have a deeper understanding of Python, instead of just learning through books. In this workshop, participants can use their design thinking and basic programming knowledge to create their own programmes. *Participants need to prepare laptop with speaker and webcam**

InnoCarnival 2022 - Online Workshop Timetable

Date	Time	Workshop Name	Code	Target Grade	Quota	Workshop Material	Description
30/10/2022	10:00-11:00	Time Observer	30-WC-01	P.1-P.3 P.4-P.6	30	Yes	Throughout the history, Humans used different machines for time counting because they wanted to know the certain time of a day. Have you ever thought about the definition of "1 second"? You could make a pendulum to understand the concept of time counting and the history of clock's development through the workshop. ***Participants need to prepare** **scissors, ruler, pen, paper (for record),timer and adhesive tape**
30/10/2022	11:30-12:30	Time Observer	30-WC-02	P.1-P.3 P.4-P.6	30	Yes	Throughout the history, Humans used different machines for time counting because they wanted to know the certain time of a day. Have you ever thought about the definition of "1 second"? You could make a pendulum to understand the concept of time counting and the history of clock's development through the workshop. ***Participants need to prepare** **scissors, ruler, pen, paper (for record),timer and adhesive tape**
30/10/2022	13:30-14:30	Time Observer	30-WC-03	P.1-P.3 P.4-P.6	30	Yes	Throughout the history, Humans used different machines for time counting because they wanted to know the certain time of a day. Have you ever thought about the definition of "1 second"? You could make a pendulum to understand the concept of time counting and the history of clock's development through the workshop. ***Participants need to prepare** **scissors, ruler, pen, paper (for record),timer and adhesive tape**
30/10/2022	15:00-16:00	Melaleuca Mirror	30-WC-04	P.1-P.3 P.4-P.6	30	Yes	How can two thin lenses create an endless tunnel of light? By understanding the principle of light reflection, the participants simply use lights and lenses to make a lighting work with an abyss effect, experiencing the mystery of the science of light!
30/10/2022	16:30-17:30	Melaleuca Mirror	30-WC-05	P.1-P.3 P.4-P.6	30	Yes	How can two thin lenses create an endless tunnel of light? By understanding the principle of light reflection, the participants simply use lights and lenses to make a lighting work with an abyss effect, experiencing the mystery of the science of light!
30/10/2022	18:00-19:00	Melaleuca Mirror	30-WC-06	P.1-P.3 P.4-P.6	30	Yes	How can two thin lenses create an endless tunnel of light? By understanding the principle of light reflection, the participants simply use lights and lenses to make a lighting work with an abyss effect, experiencing the mystery of the science of light!