

Embracing AI in Education

AaiL

Applied Artificial Intelligence Laboratory Limited





AI VS HUMAN PERFORMANCE

&

STATE OF AI ADOPTION

BENCHMARKS: AI VS HUMANS ACROSS DISCIPLINES

Discipline	Source	Model (release)	AI score	Typical human score
Medicine – USMLE-style MCQs (750 Qs)	JMIR Med Educ (Nov 2024)	GPT-4o (May 2024)	90.4 % correct (JMIR Medical Education)	Final-year med-students 59.3 % on same set (JMIR Medical Education)
Law – Uniform Bar Exam (MBE+essays)	AI & Law re-analysis (Apr 2024)	GPT-4 (2024 weights)	≈ 62nd pct overall; 42nd pct on essays (Institute for Law & AI)	July 2024 MBE national mean ≈ 50th pct (scaled 141.8) (NCBE)
Math – AIME 2025 (15 problems)	Google blog & Vals-AI leaderboard (Mar–Apr 2025)	Gemini 2.5 Pro Exp	86.7 % accuracy (Swiftask , Vals AI)	2025 AIME median 6 / 15 (≈ 40 %) (Art of Problem Solving)
Math – USAMO 2025 (proofs)	“Proof or Bluff?” arXiv 2503.21934 (Apr 2025)	Gemini 2.5 Pro	10.1 / 42 pts ≈ 24 %	Gold-medal line 25 pts (≈60 %) in 2024 (web.evanchen.cc)
Programming – Codeforces contests	AlphaCode 2 tech-report (Dec 2024)	AlphaCode 2 (+Gemini)	≥ 85th pct (≈ Expert tier) (Codeforces , Gabor Melli)	85 th pct > most of 5 000+ 2024 contestants
Programming – SWE-bench Verified (500 GitHub bugs)	OpenAI GPT-4.1 blog (Apr 2025)	GPT-4.1	54.6 % bugs fixed (OpenAI)	No published human baseline; typical junior-dev ≈ 30 % fix-rate (industry survey, OpenAI blog anecdote) (AI Native Dev)
Standardised SAT	OpenAI launch card (2023) re-cited 2025	GPT-4	1410 / 1600 (710 ERW, 700 Math) ≈ 94th pct (Business Insider)	Class of 2024 mean 1060 (≈ 50th pct) (College Board Reports)
GRE – Analytical Writing (2 × 30 min essays)	arXiv 2410.17439 (Oct 2024)	GPT-4o & Gemini	4.67–4.78 / 6 ⇒ 83–92 pct (arXiv)	2020-23 human mean 3.5 / 6 (41 pct) (ETS)

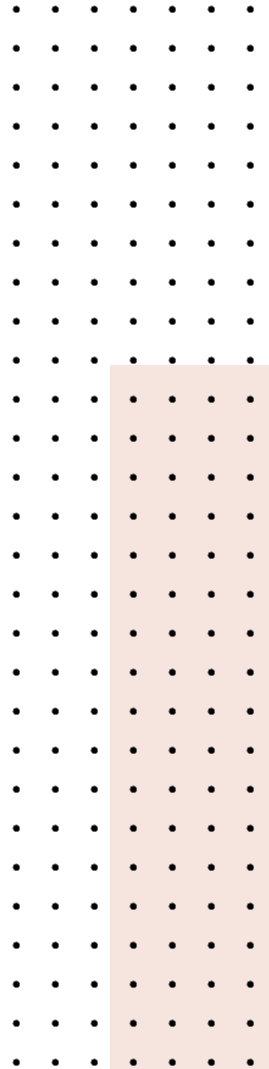
OUR PRODUCTS & SERVICES - TRAINING ON AI APPLICATION

Median humans vs. best humans. On creative or long-form tasks (USAMO proofs, bar essays), the best students still outperform the best AI by a wide margin.

Structured reasoning remains brittle. Proof-based USAMO questions expose logical gaps: even the best model scored < 25 % and most scored < 5 %

Multiple-choice ≠ Mastery. High MCQ scores in medicine or law do not cover clinical judgment or courtroom strategy.

Research limitations. Many studies run models offline without strict test-security; true zero-shot conditions may yield lower scores.



STATE OF AI ADOPTION

Stakeholder group	Source	Sample	Reported adoption
Hong Kong In-service teachers	Hong Kong Federation of Education Workers (survey) , May 2025	514 KG–F6 teachers	AI mainly for lesson prep (75 %) Teaching aids (63 %) Admin (45 %) Assignment marking (14%) Student coaching (9%) AI tool choice ChatGPT (68%) DeepSeek (66%) Microsoft Copilot (36%)
Asia-Pacific university students	Deloitte “Generation AI in APAC”, May 2024	11 ,900 respondents	81 % of students (62 % of employees) use Gen-AI tools
US K-12 teachers – integrating AI in lessons	Education Week LinkedIn poll, Feb 2025	1 ,186 teachers	60 % have put AI into at least one lesson this year
US teens (13-17) who have ever used Gen-AI	Common Sense Media, May 2024	1 ,356 teens	70 % of teens; only 37 % of parents are aware
UK teachers using Gen-AI in their role	Department for Education “School & College Voice”, Feb 2024	1 ,480 teachers/leaders	35 % teachers; 36 % leaders have used Gen-AI; another quarter plan to
Global educators (K-12 + HE)	McGraw Hill Global Education Insights Report, Apr 2025	1 ,300 educators in 19 countries	68 % already use—or expect to use—Gen-AI; estimate 47 % of their students use it



AI SAFETY

ETHICAL CONSIDERATIONS

EDUCATIONAL: TEACHING AI SAFETY TO STUDENTS

AI Literacy

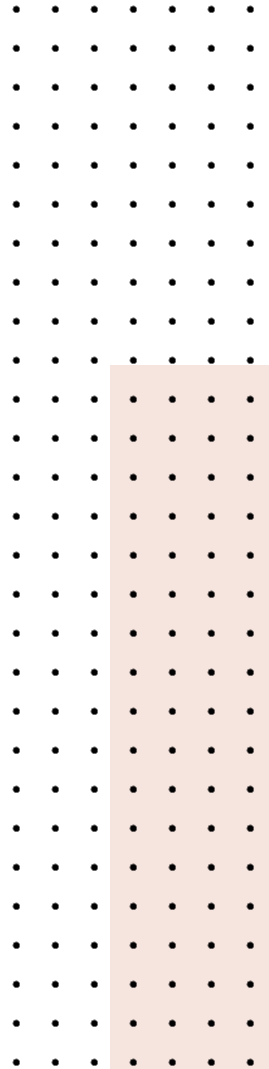
- Teach how AI works (e.g., machine learning basics, bias in data).
- Explain where AI is used (social media, recommendation systems, facial recognition, etc.).
- Emphasize AI's limitations and potential for misuse.

Ethics and Responsible Use

- Discuss fairness, bias, transparency, and accountability.
- Teach students to question AI outputs and avoid over-reliance.
- Encourage ethical design in coding and project-based learning.

Digital Citizenship and Misinformation

- Help students recognize deepfakes, AI-generated misinformation, and echo chambers.
- Promote critical evaluation of AI-generated content.



BIAS & FAIRNESS

Key Concerns:

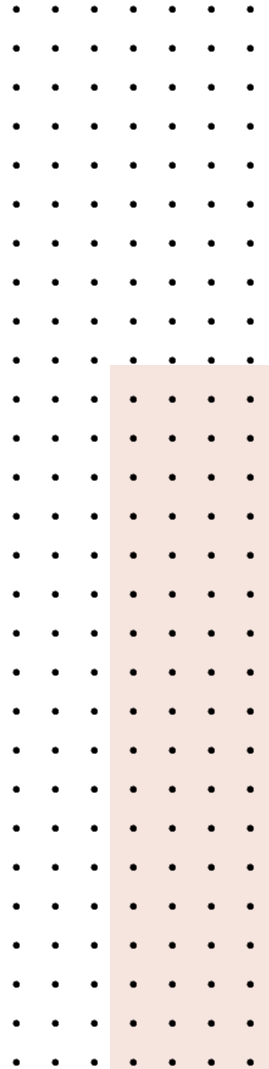
- Bias in training data can cause unfair outcomes
- Reinforcement of stereotypes or unequal feedback

Real-Life Examples:

- Certain AI models prefer Western or male-centric examples across disciplines

Solutions:

- **Human-in-the-Loop Review**
 - Teachers check AI content before classroom use
- **Bias Testing & Community Oversight**
 - Periodic audits by educators and stakeholders
- **Encourage Critical Thinking**
 - Train students to recognize and question AI bias



OPERATIONAL: ENSURING SAFE USE OF AI IN SCHOOLS

Transparent AI Tool Adoption

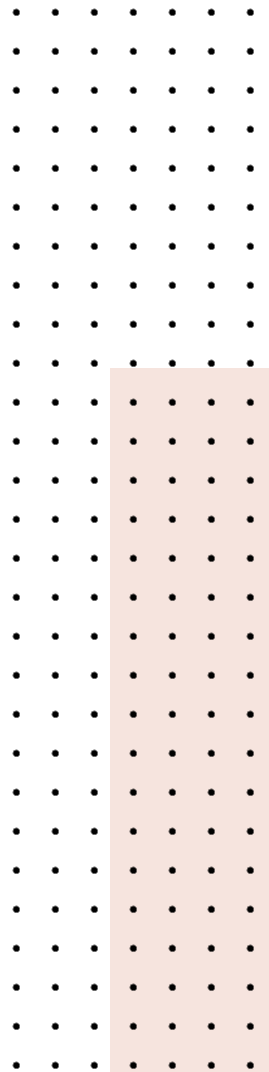
- Evaluate AI tools for accuracy, bias, and safety before deployment.
- Create a review board or checklist for vetting tools used in classrooms.

Human Oversight

- Ensure AI is used to assist, not replace, teacher judgment (e.g., grading, behavioral analysis).
- Maintain the human-in-the-loop principle in all critical decisions

AI Use Policy

- Draft clear AI use policies for staff and students (e.g., when and how generative AI can be used).
- Include consequences for misuse and safeguards for detecting plagiarism or inappropriate use.



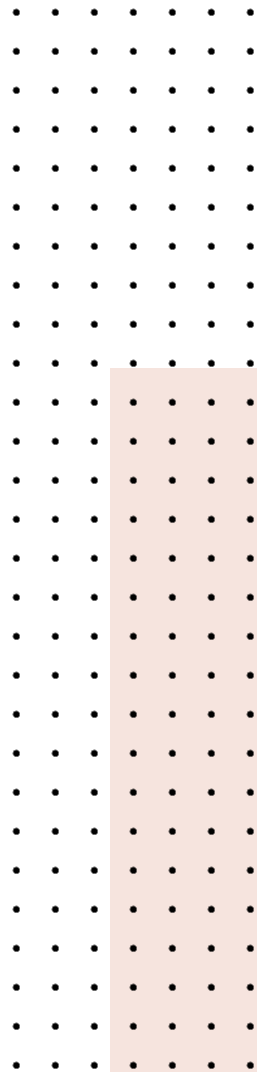
DATA PRIVACY

Key Concerns:

- Sensitive data sent to 3rd-party LLMs or other AI service providers
- Risk of data being logged or used for model training


Precautionary Measures

- **Explicit Consent Protocols**
 - Parents/students sign informed agreements
 - Specify what data is collected and how it's used
- **Data Minimization & Anonymization**
 - Strip names, IDs, personal info from inputs
 - Auto-anonymize stored conversations
- **Local Hosting of Open-Source LLMs**
 - Run models like *LLaMA*, *Mistral* on school servers
 - Keeps all data within school premises





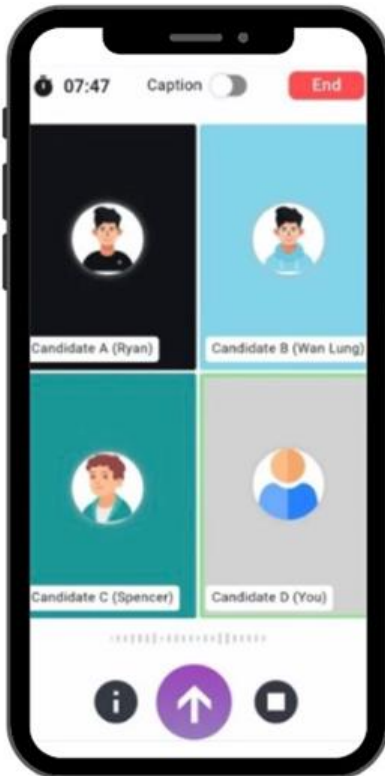
UTILIZATION OF AI MODELS



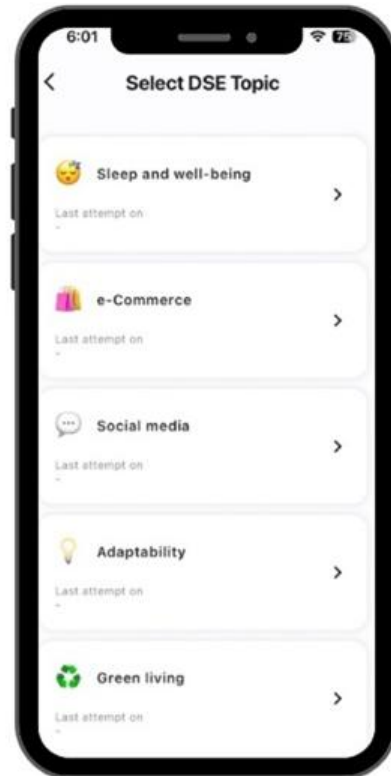
AI-POWERED ENGLISH SPEAKING PLATFORM

AI SPEAKING (SAYO) - KEY FEATURES

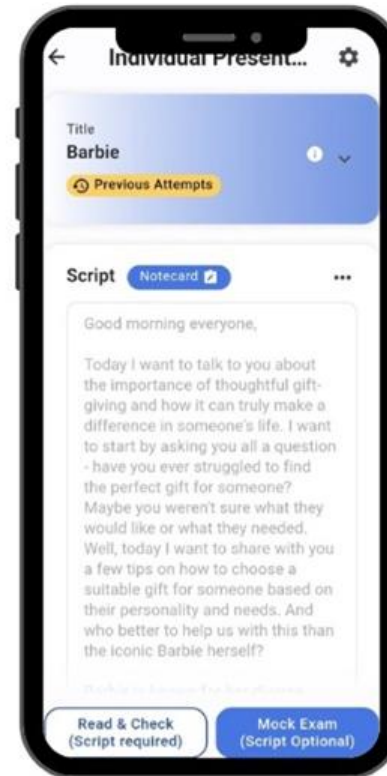
AI-SIMULATED DSE GROUP DISCUSSION



AI-SIMULATED DSE INDIVIDUAL RESPONSE



PREPARE AND EVALUATE SBA




DETAILED FEEDBACK AND ANALYTICS



REALISTIC CONVERSATIONS WITH AI TUTORS

← Introduction

Visiting a Theme Park



As a visitor, you are excited to visit a theme park and experience its attractions. You are going to the counter and ask the staff for some information.

Main Quest:

- ★ Get what you need from the staff.

Side Quests:

- 🕒 Inquire about the park's operating hours, ticket prices, and any discounts available.
- 🍴 Seek information on food options, dining reservations, and park rules.

Start Conversation

← School lunch chat ⓘ

Hey, how was your weekend? Did you do anything fun or exciting?

🔊

Yeah, I went to Disneyland with my family. What about you?

Oh, that sounds awesome! I just relaxed at home and caught up on some TV shows. Have you been to Disneyland before?

🔊

only once when I was a toddler.

Ah, so this was a nice opportunity to experience it again as an adult. How was it different from your childhood visit?

🔊

🔊 🔦

- Task oriented drills
- Simulating real life scenarios
- With technology backed by
 - customizable LLMs
 - advanced text-to-speech and speech-to-text algorithms
 - rigorous prompt engineering and fine-tuning of Large Language Models for assessment



AI-POWERED MANDARIN SPEAKING PLATFORM

AI SPEAKING (SAYO) - KEY FEATURES

學校模式
切換模式 >

讀一讀

- 動物
- 人物描寫
- 中國文化
- 生活日記
- 自然觀察
- 自然科學
- 詩歌

GAPSK 說話訓練

- 初級
- 中級
- 高級

發現 評估 個人

評估結果
學校模式

整體表現 發音 內容

發音準確度 77/100 ★★★★★

腳本

發音練習 ABC

nǐ hǎo , wǒ xǐ huān de jì jié shì
你好,我喜歡的季節是
dōng tiān , dōng tiān kě yǐ qù yóu yǒng
冬天,冬天可以去游泳
, yě kě yǐ dǎ lán qiú , chuān de
,也可以打籃球,穿的
yī fu yě kě yǐ bǐ jiào báo yì
衣服也可以比較薄一
diǎn , tīng qǐ lái jiù hěn bù cuò ,
點,聽起來就很不錯,
rán hòu dōng tiān kě yǐ chī nà ge
然後冬天可以吃那個
bīng qī lín , yě huì yǒu tāi fēng ,
冰淇淋,也會有颱風,
shì yí ge hěn hǎo de jì jié , dōng
是一個很好的季節,冬天是
有這個暑假,冬天可以去游泳,也可以打籃球,穿

下一個 - 內容

評估結果
學校模式

整體表現 發音 內容

分數

- 整體 72/100 ★★★★★
- 發音準確度 77/100 ★★★★★
- 流暢度 99/100 ★★★★★
- 內容 40/100 ★★★★★

腳本

你好,我喜歡的季節是冬天,冬天可以去游泳,也可以打籃球,穿的衣服也可以比較薄一點,聽起來就很不錯,然後冬天可以吃那個冰淇淋,也會有颱風,是一個很好的季節,冬天是有這個暑假,冬天可以去游泳,也可以打籃球,穿

下一個 - 發音

讀一讀
學校模式

請大聲朗讀以下課文

內容 結果

xiǎo tù zǐ shì yì zhǒng hěn kě ài de
小兔子是一種很可愛的
xiǎo dòng wù tā men yǒu cháng cháng de
小動物他們有長長的
ěr duō hóng hóng de yǎn jīng
耳朵紅紅的眼睛

準確度 78% 流暢度 100% 完成度 100%

重播 ▶

huán yǒu ruǎn ruǎn de bái máo , kàn
還有軟軟的白毛,看
qǐ lái fēi cháng tǎo rén xǐ huān 。
起來非常討人喜歡。
xiǎo tù zǐ zuì xǐ huān chī hú luó
小兔子最喜歡喫胡蘿
bo hé qīng cài 。 tā men chī dōng
蔔和青菜。他們喫東

發音練習 ABC

The image features a central light pink rectangular area with a dark pink border. A thick black L-shaped line is positioned at the bottom-left corner of this area. The background is white with a grid of small black dots. The text 'AI-POWERED WRITING PLATFORM' is centered in the lower part of the pink area.

AI-POWERED WRITING PLATFORM

AI WRITING (PENSO) - KEY FEATURES

The screenshot displays the PENSO AI writing interface. At the top, there's a navigation bar with a back arrow, the document title "All documents - 2023 DSE Q3 - L5 exemplar 1", and buttons for "Export", "Save", and "Publish". Below this is a rich text editor toolbar with various icons for text formatting. The main text area contains a paragraph about anime and cosplayers, with several lines highlighted in different colors (pink, blue, green) to indicate feedback. On the right side, a "Preview Grammar Exercise" panel lists eight grammar and punctuation exercises, each with a brief explanation. At the bottom, a row of buttons allows users to filter feedback by category: Overall, Grammar, Content, Language, Organization, and Sentence Exercise. An "Enhanced Essay" button is also visible.

< All documents - 2023 DSE Q3 - L5 exemplar 1

Export Save Publish

Font Font size B I U [Icons] Normal [Icons]

Does Anime Bring Creativity to the Table?

Anime has had a reputation of being called weird for the longest time. (1) Until recently, there has been an upsurge of Anime watchers. Even I, myself, have touched the surface of it a little bit. (2) Anime Expo, Hong Kong's biggest anime, manga and video game exhibition had opened last weekend and it had been busier than traditional wet markets. (3) I had set out on a mission to investigate the world within the exhibition that many have ventured to go into, to update people who have not. (4)

Anime Expo brought a whole other world to life. Ironically, it felt as if going into an anime world itself. A world where humans share the same interests and where peace only exists. (5) The most iconic part of this world, that also contributes to making it a whole other world, are the cosplayers. As many already know, cosplaying is when a person dresses up as a fictional character, or another person that is not themselves. (6) In this case, many people had cosplayed as various anime characters.

I had talked to two women who were friends, that had cosplayed together as male characters. One had dressed up as Uzumaki Naruto from the anime, Naruto. And the other had dressed up as Roronoa Zoro from the anime, One Piece. (7) "It's always fun to dress up as your favourite characters with your friends. Sometimes, we pretend to act like the actual characters and it's really fun." They had also said that since the original characters were male, and they were females, they get to put their own twists on the outfits. (8) Making their own girl versions of them. (9) "It's exciting to be creative about things you're passionate about", one of the friends added. (10)

While some cosplayers simply dress up looking somewhat like their characters, others have gone all the way, recreating the entire design. (11) One other person I had interviewed, looked as if they were an anime character themselves. (12) I was astonished. They wore an uniform, an eye patch, a samurai sword, and the most eye-catching part were all the jewelry around his head, head, neck and waist. (13) I asked him to introduce his character, "I'm cosplaying as Uzui Tengen from Demon Slayer. He really likes gems and shiny stuff, so he is always wearing them." (14) Of course they had not been real, but were made from paper, which blew my mind as they looked more realistic than the actual things. (15)

Preview Grammar Exercise

Grammar (1) Anime has had a reputation for being called weird for the longest time. The correct preposition to use with 'reputation' is 'for' rather than 'of'. **called 'weird', in quotation marks when quoting something

Grammar (2) Even I have touched the surface of it a li...

Clarity (3) Anime Expo, Hong Kong's biggest anime, ...

Grammar (4) I set out on a mission to investigate the ...

Punctuation (5) A world where humans share the sa...

Grammar (6) As many already know, cosplaying is wh...

Punctuation (7) One had dressed up as Uzumaki Nar...

Grammar (8) They also said that since the original ch...

Situation (9) making their own girl versions of the...

Overall Grammar Content Language Organization Sentence Exercise Enhanced Essay

AI WRITING (PENSO) - KEY FEATURES

The interface shows a four-step workflow: **Choose Mode**, **Select Files**, **Review and Edit**, and **Submit**.

The main workspace displays a handwritten essay titled "Changes during the Pandemic". The text describes how daily life has changed since the pandemic, mentioning the need for masks, social distancing, and the impact on a restaurant owner named Mr. Smith. It notes that Mr. Smith's restaurant is located in Shenyang, China, and provides Japanese food. He is running the restaurant for about 7 years and has noticed significant differences between the period before and during the pandemic. Finally, it mentions that Mr. Smith finds that customers who use online payment are increasing, and that his restaurant didn't have any online payment before the pandemic. During the pandemic, he noticed that many customers started to use online payment like Alipay, WeChat Pay, and Apple Pay etc. So he gradually provide online payment to customers. After his restaurant provide online payment, customer had increased a lot because many of them worry about getting cash will get sick. When his restaurant provided online payment, customer no need to worry about this thing so customer will come to his restaurant.

The **Essay Scores** section shows a **Total Score 14.2 / 21** and **Word Count 701**. The scores are broken down as follows:

Category	Score
Content (C)	4.8
Language (L)	4.4
Organization (O)	5

The **Strength and Weakness** section provides detailed feedback:

Strength

- Engaging Descriptions:** The essay provides vivid and engaging descriptions of the Anime Expo, making the reader feel as if they are experiencing the event firsthand. For example, the description of the cosplayer dressed as Uzui Tengen is detailed and captivating.
- Interviews Add Depth:** Including interviews with cosplayers adds depth to the article and provides firsthand insights into the creativity and passion of the participants. This makes the content more relatable and interesting.
- Creativity Highlighted:** The essay effectively highlights the creativity involved in cosplaying and setting up booths, showcasing how anime culture fosters artistic expression and innovation.
- Positive Tone:** The overall tone of the essay is positive and enthusiastic, which helps to convey the excitement and joy of attending the Anime Expo. This tone is engaging and likely to resonate with readers.

Weakness

- Grammar Issues:** There are several grammatical errors throughout the essay, such as "an uniform" instead of "a uniform" and "peoples" instead of "people's." These errors can distract the reader and detract from the overall quality.
- Repetitive Phrasing:** Some phrases are repeated, which can make the essay feel redundant. For example, the phrase "the creativity" is used multiple times without adding new information.
- Lack of Clear Structure:** The essay lacks clear structure, with ideas and descriptions sometimes overlapping or not clearly separated into distinct sections for different aspects of the event.

The interface also includes a rich text editor with various formatting options like bold, italic, underline, and text color, as well as buttons for **Export**, **Save**, and **Publish**.



AI-POWERED ENGLISH READING & LISTENING

READING PAPER - QUESTIONS AND ANSWERS

A B1 B2 00 58 12 Submit

Part A

Read Text 1 and answer questions 1-22 in the Question-Answer Book for Part A.

Mastering the Art of Flash Fiction: Writing Stories in 1,000 Words or Less

[1] Storytelling has been an essential part of human culture for ages. While some readers are drawn to the immersive experience of lengthy novels, others find it challenging to engage beyond the first few lines. With the increasing influence of technology, attention spans have become shorter. This shift in reading habits requires writers to adapt their approach, crafting narratives that capture the interest of readers accustomed to bite-sized content often viewed on smartphones. Flash fiction fits perfectly into this landscape, offering concise stories for a fast-paced world.

What is Flash Fiction?

[2] Flash fiction is a short story genre that limits the author to a strict word count of 1,000 words or fewer. Some platforms push the brevity even further, restricting stories to as little as 300 words.

The Way to Write Flash Fiction

[3] The following guidelines will assist you in crafting a strong and engaging flash fiction story.

Center on One Character

[4] Given the 1,000-word constraint, there is limited space for in-depth character development. Therefore, it's important to focus your story around one central character. While it's possible to introduce a second character as

Part A 1/22

1. Complete the summary of paragraph 1 by selecting the best option from the choices below.

Stories are (i) the human race and have been enjoyed throughout history.

A. as big as

B. as old as

C. as long as

D. as difficult as

2. What word in paragraph 1 is used to indicate that the writer feels disappointed or unhappy with people's reading habits?

3. According to paragraph 1, what has changed so that writers have to look for different ways to tell stories?

STUDENT AND TEACHER DASHBOARD

- Home
- Exercise
- Calendar
- Analysis
- Performance

Correction Rate

- Multiple Choice: 80%
- True or False: 67%
- Matching: 70%
- Summary Cloze: 65%
- Short Question
- Long Question

Time Management

- Part A: 52 mins
- Part B1: 42 mins
- Part B2: 36 mins

Strengths

- Can make simple inferences from context and information provided.
- Possesses a reasonably good vocabulary, allowing them to understand common words and phrases.
- Able to locate specific information within a passage, especially when stated.

Home

Good morning, Ms. Chan

Here's what's happening today

Class 5A 4C

Tasks Status View all


Mock Paper 1

Part A

Due in 2 days

Average Score

33.5/50



- 13 students are submitted
- 5 students are in progress
- 6 students have not started yet

Notifications

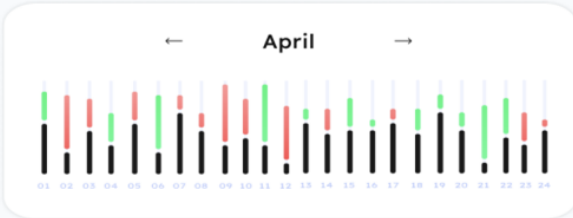
- Task reminder**
The deadline of the 'Solve 10 equations' task is approaching.
8:00 am
- Task Report**
You have new report on the 'Write 5 sentences' task.
8:00 am

Weaknesses

- Struggles with understanding complex texts, especially those with sophisticated or abstract ideas.
- May struggle with determining if information is true, false, or leading to errors in these types of questions.
- May find it difficult to recognize ideas or synonyms used in different options, leading to misunderstandings.

Students Performance

← April →



Late Submission

- Jacky Chan (5)
8:00 am
- Amy Wong (9)
7:30 am
- Wilson Li (23)

Top 3 Students

Most Improved Students

Most Regressed Students

Schedule

8:00 am - 10:00 am

Help

Feedback



AI-POWERED CHINESE WRITING AND READING PLATFORM

AI WRITING (墨韻) - KEY FEATURES

所有文章及材料 - 高中 Sample

寫作詳情 寫前指導 學生狀態

Student1

建立者 You

內容 Lv 2.5

表達 Lv 3.0

結構 Lv 3.0

評估報告

發布

寫前準備

文章標題
五甲班第一篇作文

題目生成器

題目
「成就大事者，不拘小節。」試談談你對這種處世態度的看法。

上傳圖片

類別
選擇類別

寫作程度
選擇學校類別

截止日期
2025-04-18

寫前材料選擇

題解 主題元素 大綱 思維刺激(抽象) 思維刺激(具體)

分享選項

直接分享給學生

範文 詞彙及成語 寫作素材 文言文句子 散文推薦

題解 主題元素 思維刺激(抽象) 思維刺激(具體) 範文 詞彙及成語 寫作素材 文言文句子 散文推薦 大綱

字型 字號 B I U

1. 題解

「足印」這一題目看似簡單，實則頗具開放性和多樣性。「足印」是日常生活中常見的痕跡，既可以是物理意義上的腳跡，也可以是象徵意義上的“留下的痕跡”或“影響”。題目要求由「足印」引發聯想、牽動思緒或啟發思考，考生須以此為基點，挖掘自身經歷或感悟，從平凡事物聯結更深層的情感、理性或哲思。

「足印」的象徵含義十分廣泛：

1. 它可以體現行走的路徑、徘徊的痕跡，延伸到人生道路、個人成長中的選擇與經歷。
2. 它也可引申至人在各種場合中留下的影響力、記憶或貢獻，涉及對家庭、群體、社會的影響。
3. 還可具哲學層面的思考，檢視人與自然、人與他人、個體與歷史的互動關係。

題目鼓勵考生展現聯想與思考的深度，因此不拘泥於單一角度，但需圍繞「足印」展開聯想，將日常與思緒緊密聯繫。

在文章的構建中，應將「足印」作為集中描寫、抒發的核心亮點。無論是憑藉具體事件、人士回憶，還是哲理層面的探討，都應突出「足印」帶來的啟迪，以及文章從普通事物升華的深意。

2. 文體要求

- 本題型不限文體，敘事、抒情、議論都可靈活選擇。
- 敘事：可記述以「足印」為焦點的具體經歷，通過事件或系列情節塑造深刻意涵。
- 抒情：可以通過內心感受、場景寫景等方式，描繪「足印」引發的情感波瀾。
- 議論：若以「足印」為引線，分析其象徵價值或人人生長啟示，也能引發值得探討的思考。
- 無論選擇哪一種文體，都需保證文章主題緊扣「足印」，不可偏離。

3. 關鍵字捕捉與定義理解

(1) 足印：

- 實際上，人或動物行走後留下的腳跡

取消 儲存修改內容 報告下載 發佈

AI WRITING (墨韻) - KEY FEATURES

練習一：情感描寫練習

a) 原文：「在我們小時候，身邊總有一對足印，堅定地陪伴我們。」
b) 現狀問題：原文情感表達過於平淡，缺乏具體的生活細節，無法讓讀者感受到陪伴的溫暖與深刻。
c) 改善指導：
- 回憶一個具體的童年場景，例如父母陪伴你走路、教你學習或安慰你的時刻。
- 加入感官描寫，如當時的環境、聲音、氣味等，讓場景更生動。
- 運用比喻或象徵手法，將父母的陪伴形象化，例如將父母的足印比作「燈塔」或「航線」。

...

學生答案

提交

練習二：修辭運用練習

練習三：段落銜接練習

練習四：友情描寫練習

練習五：排比句式練習

墨韻

所有文章及材料 - 高中 Sample - Student1
Published on 2025-03-18

報告下載 儲存修改內容 發佈

作文評級 ⓘ 字數 824

等級	內容	表達	結構
Lv 2.8	Lv 2.5	Lv 3	Lv 3

整體分析

- **內容**: (第1段) 文章以「足印」為核心，結合成長、親情、友情等主題，立意清晰，但情感表達略顯平淡，缺乏具體生活細節支撐主旨。[詳見內容報告 - 整體分析部分]
- **表達**: (第2段) 比喻手法運用明確，如「大足印代表父母」，但過於直白，缺乏新意，未能充分展現文字感染力。[詳見表達報告 - 修辭運用不夠精練部分]
- **結構**: (第4段) 文章段落之間銜接不夠緊密，層次感不足，未能形成由淺入深的邏輯推進。[詳見結構報告 - 層次推進部分]

改善目標與方法

- **改善目標**: 增強情感表達的真實性與感染力，通過具體生活細節深化主題。
- **日常訓練方法**:
 1. **回憶法**: 每天回憶一個與親人或朋友相關的具體場景，記錄當時的對話、感受及細節。
 2. **描寫練習**: 將記錄的場景用文字表達，加入感官描寫（如視覺、觸覺、聽覺），並嘗試運用比喻或象徵手法。
 3. **反思與修改**: 每週回顧自己的文字，思考如何改進。

示範:
原文：「在我們小時候，身邊總有一對足印
改寫：「記得小時候，每個清晨，母親總會
印則穩重有力，像一條筆直的航線。」

總結報告 內容 表達 結構 寫作練習



ALL-IN TEACHING AND LEARNING PLATFORM
ACROSS SUBJECTS

TEACHING AND LEARNING TOOLS

The image displays two overlapping screenshots of the Sayo Academy website. The top screenshot shows the main landing page with a search bar, a 'Latest Update' banner for an AI tutor, and a grid of learning tools including Proof Reader, Sentence Starters, Vocabulary Based Text, Conceptual Understanding, Text Rewriter, Quote Generator, Idea Generator, Make It Real, Research Assistant, and Social Story Creator. The bottom screenshot shows a filtered view of tools with tabs for 'All Tools', 'Recommended', 'Planning', 'Assessment', 'Productivity', 'Student Support', 'Communication', and 'Admin'. The tools shown in this view include Lesson Plan, Multiple Choice Quiz, Rubric Generator, Youtube Video Questions, Word Problem Generator, Text to Speech, Handwriting Recognition, Common Misconceptions, and Project Based Learning. A 'Featured Tool' callout for 'Lesson Plan' is visible in the top right of the bottom screenshot.

Sayo Academy • Interactive Tools

Learning Tools for Everyone

Discover our fun, powerful tools to make learning an exciting adventure for both students and teachers!

Search for tools... [Search](#)

LATEST UPDATE
AI tutor for mathematics is now available with step-by-step problem solving!

Learning Tools

[All Tools](#) [Recommended](#) [Planning](#) [Assessment](#) [Productivity](#) [Student Support](#) [Communication](#) [Admin](#)

- Proof Reader**
Proof read your content.
- Quote Generator**
Get a quote for your content.
- Sentence Starters**
Get sentence starters.
- Idea Generator**
Generate ideas for your content.
- Vocabulary Based Text**
Generate vocabulary based text for your class that include the words you want to...
- Make It Real**
Make It Real for your content.
- Conceptual Understanding**
Generate questions to assess conceptual understanding.
- Research Assistant**
Find information for your project.
- Text Rewriter**
Enhance your text with custom instructions.
- Social Story Creator**
Create social stories for your students.

Learning Tools [Teacher](#) [Student](#)

- Lesson Plan**
Create and share lesson plans with your students.
- Multiple Choice Quiz**
Create and share multiple choice quizzes with your students.
- Rubric Generator**
Create and share rubrics with your students.
- Youtube Video Questions**
Create and share questions for a Youtube video with your students.
- Word Problem Generator**
Generate simple story-based word problems.
- Text to Speech**
Convert text to speech with different voices and speeds.
- Handwriting Recognition**
Extract text from images using AI-powered technology.
- Common Misconceptions**
Get common misconceptions.
- Project Based Learning**
Get project based learning.

Featured Tool
Lesson Plan
[Try now](#) →



WHO WE ARE

OUR PRODUCTS & SERVICES - AI PLATFORMS

Full suite of AI-powered tools for language education

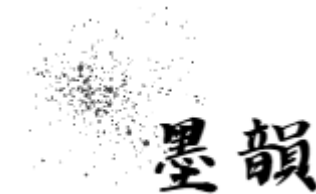
English

- Interactive speaking platform (Sayo Speak, iOS and Android)
- Writing grading platform (Penso)
- Reading and listening platform (Sayo Read & Listen)



Chinese

- Chinese writing marking platform (墨韻)



Mandarin

- Mandarin speaking platform (Sayo Speak, iOS and Android)

OUR PRODUCTS & SERVICES - AI PLATFORMS

All-in AI teaching and learning platform for all subjects

Sayo Academy

- Generation of teaching materials and assignments
- Instant marking and AI feedback
- Customisable AI teachers for any subjects
- Access to cutting-edge AI models e.g. ChatGPT, DeepSeek



OUR FOOTPRINT

Currently used by
~100 primary and secondary
schools



皇仁書院



張祝珊英文中學



英皇書院



可風中學



沙田培英中學



保良局百周年
李兆忠紀念中學



聖士提反書院



旅港開平商會中學



仁愛堂
田家炳中學



何明華會督銀禧中學



寶血會
上智英文書院



循道中學



香港培道中學



順德聯誼總會
譚伯羽中學



保祿六世書院



東華三院
李嘉誠中學



風采中學



天主教郭得勝
中學



路德會
呂祥光中學



東華三院
張明添中學



寧波第二中學



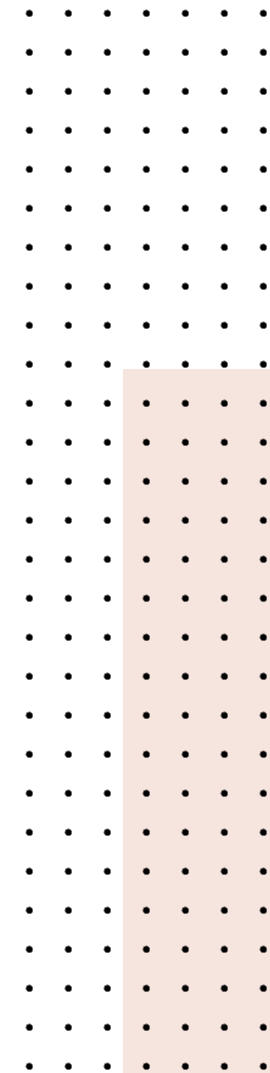
鳳溪
廖萬石堂中學



顯理中學



香港中大校友聯會
陳震夏中學



PRODUCT DEVELOPMENT WITH EDUCATIONAL INSTITUTIONS

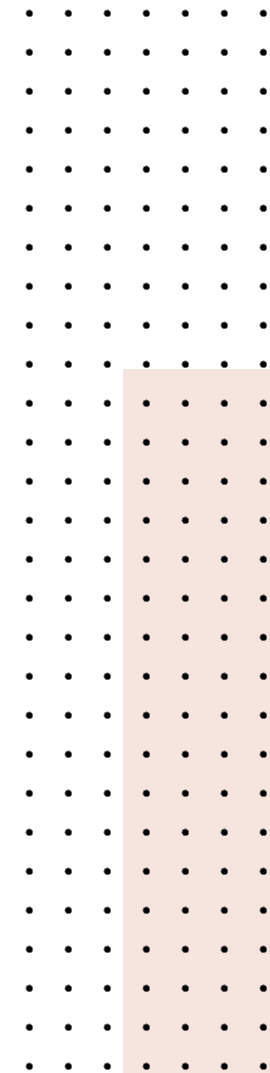
Our project highlights:

AI-powered Mathematics platform for the Chinese University of Hong Kong

- Step-by-step AI problem solver
- Interactive question bank with instant evaluation

Self-directed English e-reading platform for a band 1 school

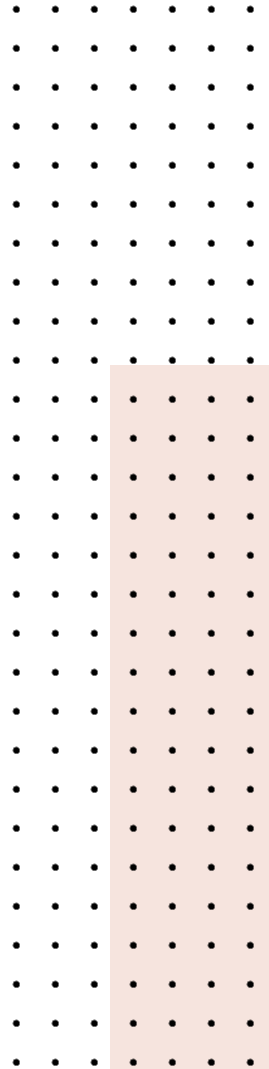
- Personalised learning enabled by latest AI models
- Funded by Quality Education Fund (QEF)
- Vetted by The Education Bureau of Hong Kong (EDB)



OUR PRODUCTS & SERVICES - TRAINING ON AI APPLICATION

Training and consultancy services for schools

- On-site training for teachers and schools on AI adoption across subjects and curriculum planning
- Event highlights
 - **St. Stephen's College, Staff Training Day on AI applications for English, Chinese, Mathematics**
 - **St. Clare's Girls' School, Teacher Training Day on AI adoption in businesses**



SILVER LININGS - TEACHER BURNOUT REDUCED

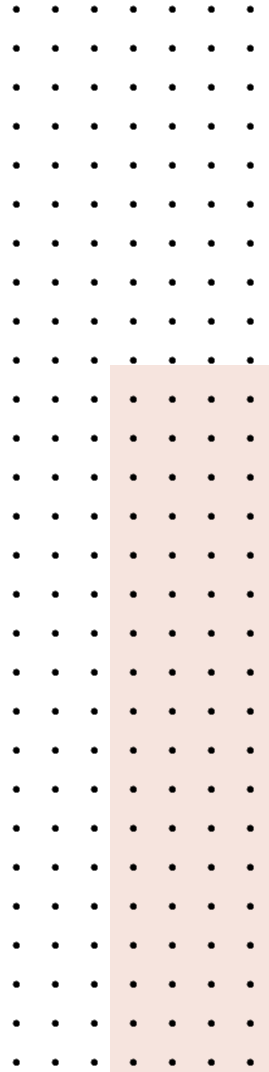
59% of educators

say GenAI has helped them save time

Among those saying that GenAI saved them time, the median time savings was

3-5 hours per week

Source: Second annual McGraw Hill Global Education Insights Report: Challenges, Opportunities, and the Future of Education in the Age of AI





THANK YOU