



❖ LTE 2025

Professional Development

**AI in Education from a language
teacher's perspective**

Mr Michael Wong

*Prefect of Studies
English Panel Chairperson
Concordia Lutheran School*



Hello, everyone.

- English Panel Chairperson, Concordia Lutheran School
- Resource Teacher under the EDB Language Learning Support Section
- Specialty: e-learning, LaC, and values education

Elements of Learning

Creativity, curiosity, and passion inspire students to go deeper, feel confident, and gain the skills they need to make a difference in the world around them. Technology can help every learner discover their unique genius.

Teamwork

Communication
and Creation

Personalisation
of Learning

Critical
Thinking

Real-World
Engagement

Path of e-learning



Desktop Computer
@ Teacher's desk

late
90s

The Wider Use of
Multi-media in class

late
00s

The Rise of AI

20s



early
00s

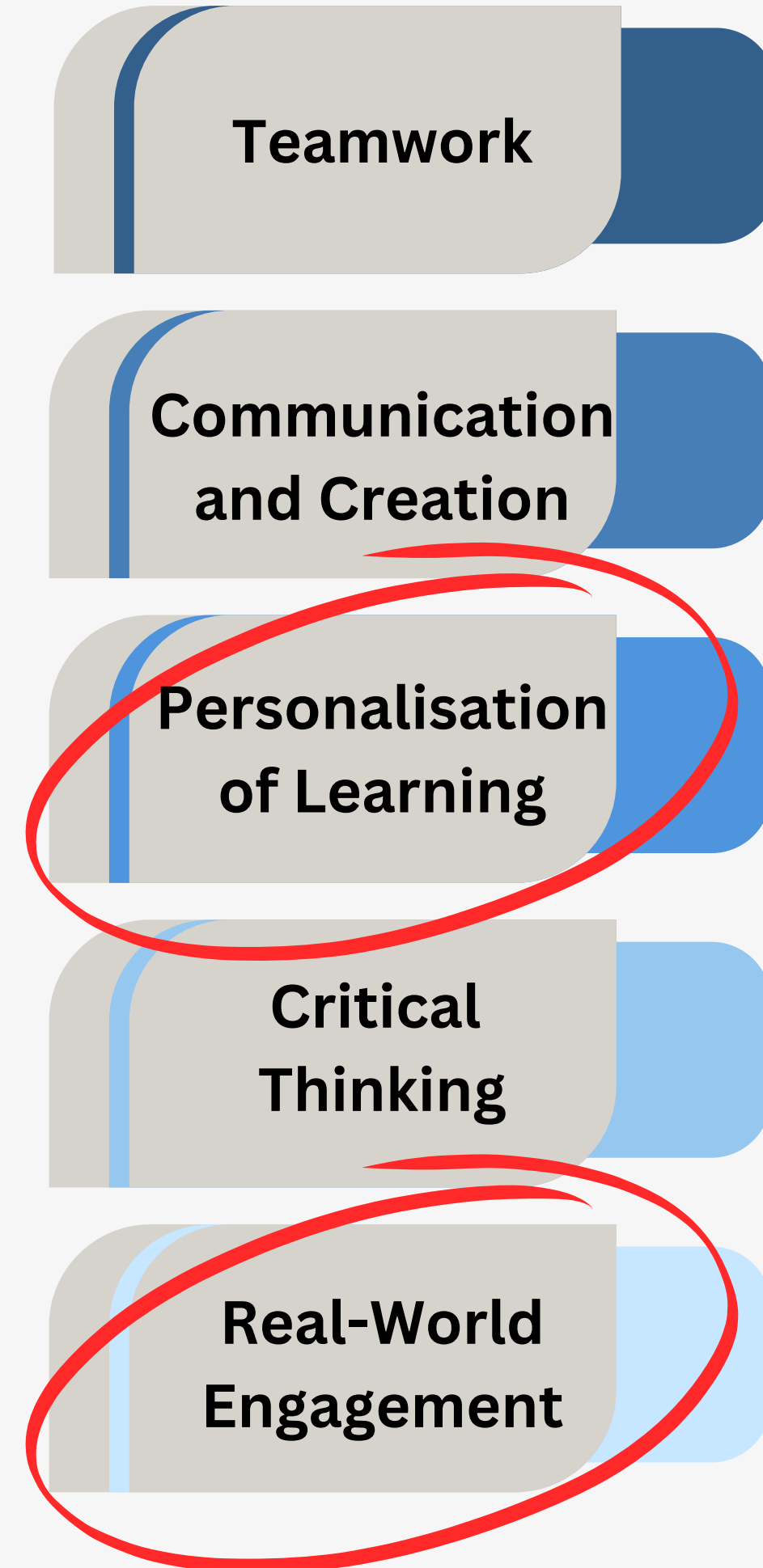
The Rise of
Online Homework

mid
10s

BYOD &
the Rise of
Online Learning

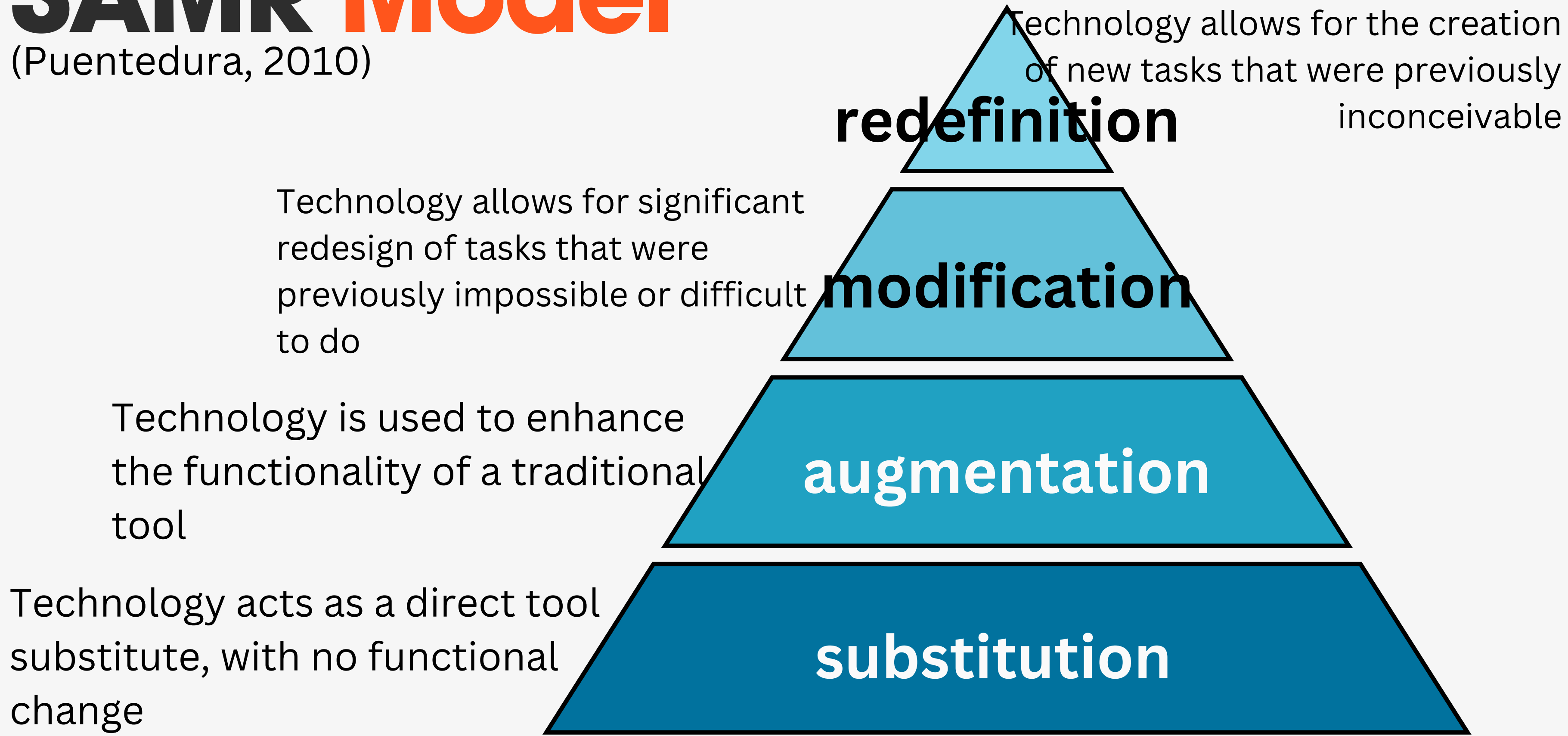
Elements of Learning

Creativity, curiosity, and passion inspire students to go deeper, feel confident, and gain the skills they need to make a difference in the world around them. Technology can help every learner discover their unique genius.



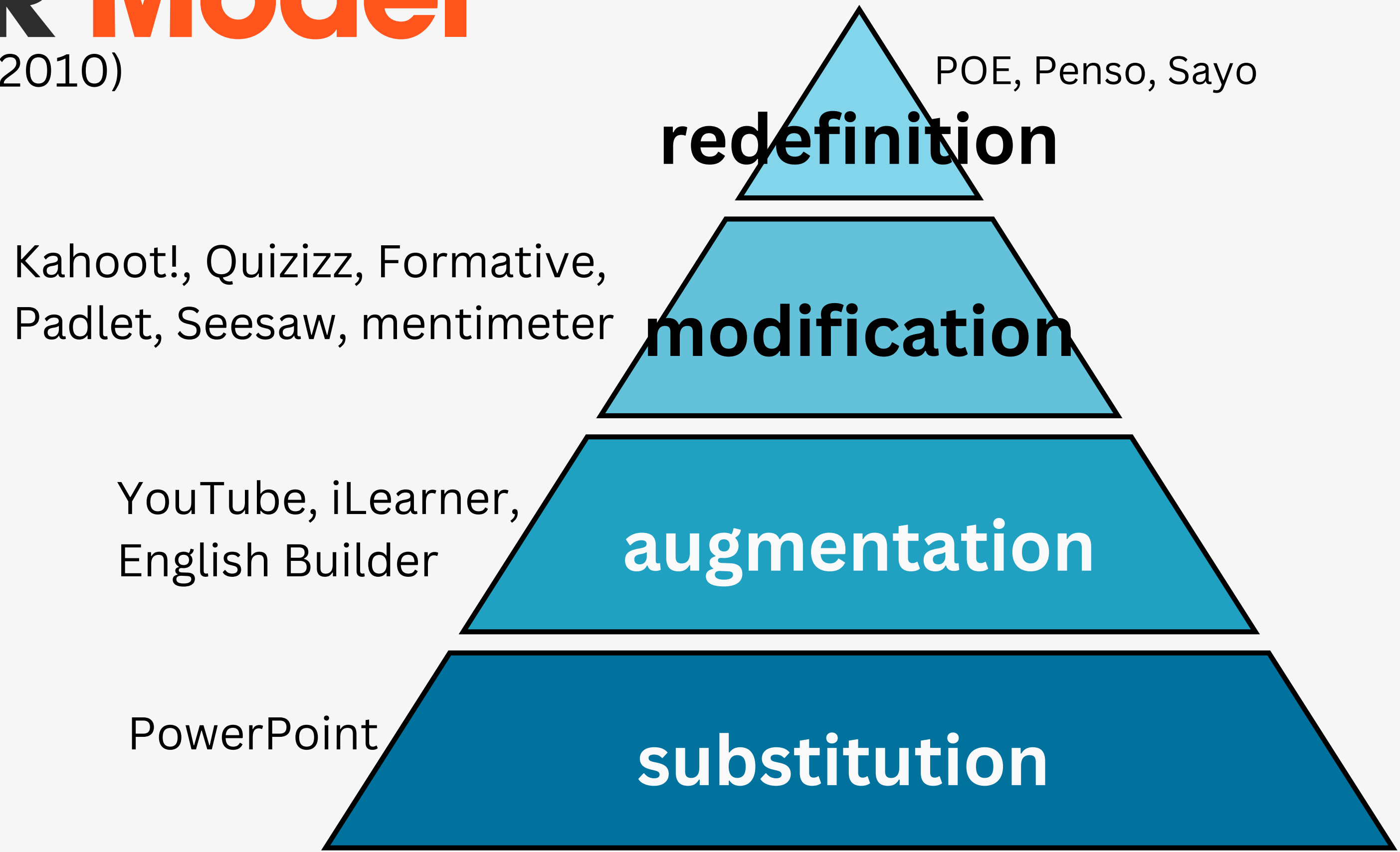
SAMR Model

(Puentedura, 2010)



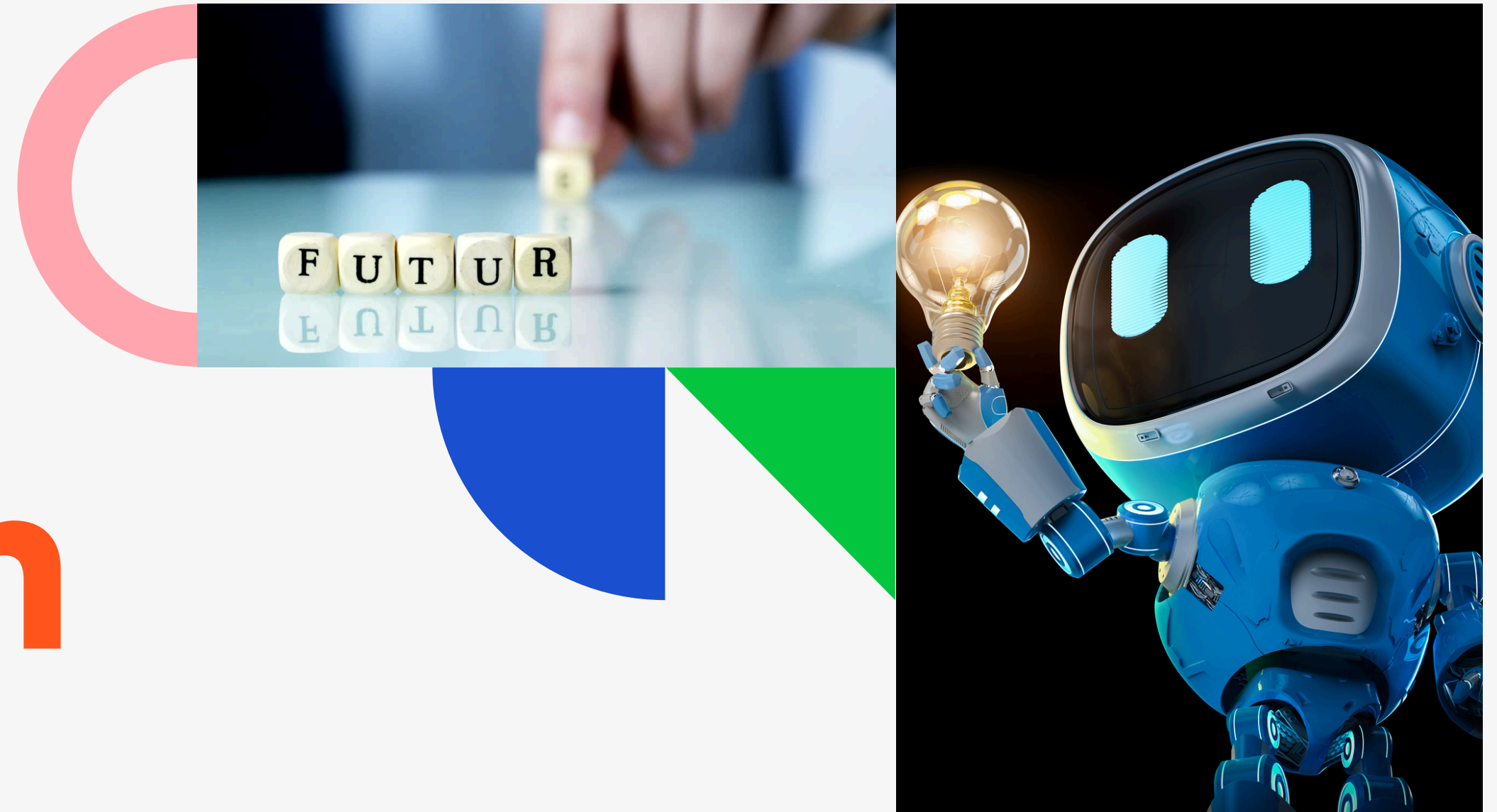
SAMR Model

(Puentedura, 2010)



AI in Education

THE FUTURE IS NOW.



01 OPPORTUNITIES

How can AI facilitate learning and teaching?

02 THREATS

How can teachers prevent students from cheating?

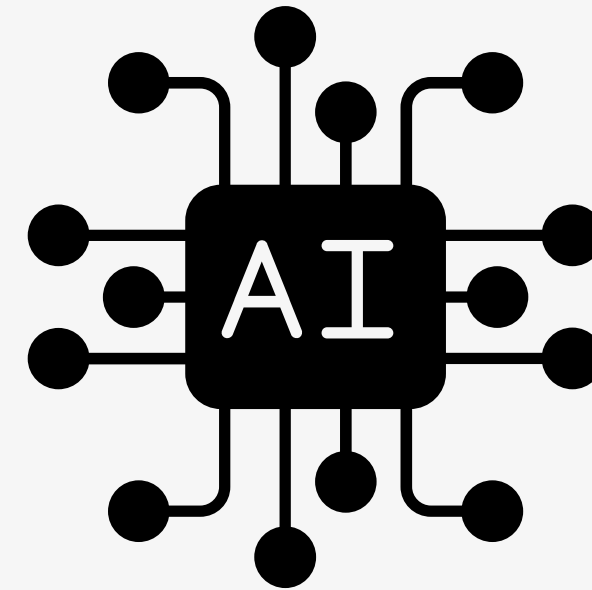
03 SAFETY PRECAUTIONS

What rules should be set?

Opportunities

for L&T

WITH GENERATIVE AI TOOLS



ENHANCE PRODUCTIVITY

prompts for setting papers;
making writing samples and graded materials.



SELF-DIRECTED LEARNING

Students can check their work before handing in.

Pinned

WONG WAI SHING /teacher/
4 months ago

Instructions

1. Review the descriptions of Gabe Ugliano from the text
2. Use the AI drawing tool to create an image that matches these descriptions
3. Create a post that includes:
 - Your AI-generated image
 - An explanation of how your visualization matches the character descriptions from the text

Note : Use the "I can't draw" tool to generate your AI image

♥ 0 💬 0

+ Add comment

1A01-陳家南 Chan Ka Nam /studer
4 months ago



a white fatty smelly old man with three hair and double chin, wearing tuskless walrus in thrift-store clothes and drinking beer playing poker in a casino

♥ 4 💬 0

+ Add comment

1D32-葉焯昌 Yip Wai Cheong /stuc
4 months ago




White man smells like a moldy garlic pizza and plays poker all day

♥ 4 💬 0

+ Add comment

Sg
4 months ago

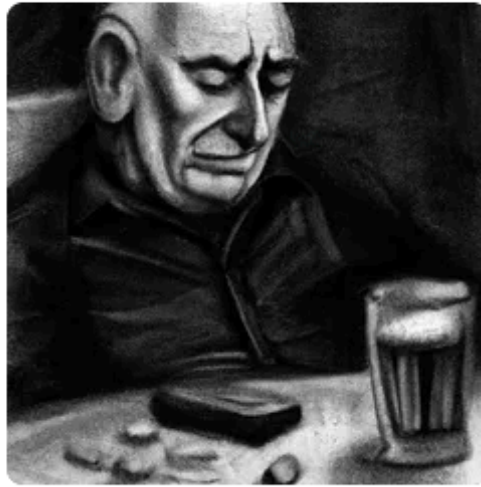


Gebe is a fat old man,dirty,alcoholic smoker

♥ 1 💬 0

+ Add comment

Karen
4 months ago




A aged mean and lazy man with no hair drinking beer and playing pocker

1B15-林皓鋒 Lam Ho Fung /student
4 months ago




a white man with double chin,about 50 year old,fat,unattractive,bald,gambling

Four A twenty four
4 months ago



Gabe Ugliano is owerweighted, abusive like drinking

Cola
4 months ago



A smelly white American rude fat man who holding chip and beers with double chin

Redefining the lesson

On POE:

Click explore

And type: superalpharizzmakit

Task objective:

- **Create a role play bot based on one of the classmates**
- **Keep it secret**
- **Others have to talk to the bot to guess who the AI is imitating**

On POE:

- Click Create
- Choose “Role play bot”
- Give your bot a name and description (optional)
- In Behavior, you can choose which base bot you want
- Then, the most challenging part is to define your character
- You can also upload “knowledge base” (e.g. pdf)
- Greeting message is also optional



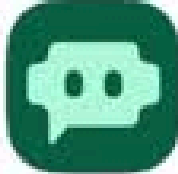

☰ Poe ☰

Continue your last chat [See all](#)


Claude-3.5-Sonnet-200k 08:58 >

 **Landlord Dies**
If a landlord dies without any living relatives (known as...

Official bots [See all](#)

 Assistant General-purpose assistant bot. For queries requiring up-t...	 Claude-3.5-S Anthropic's mo: powerful model the latest mode
 Web-Search Web-enabled assistant bot that searches the internet to inform its r...	 GPT-4o OpenAI's most powerful model Stronger than G

 GPT-4o-128k  Claude-3.5-Sonnet-200k 

Start a new chat  

I The I'm

Q W E R T Y U I O P

A S D F G H J K L

↑ Z X C V B N M 


123  space return

☰ Poe ☰

Continue your last chat [See all](#)

Claude-3.5-Sonnet-200k 13:11 >

 **Grammar Check**
I'll review the text and point out the grammatical errors...

Official bots [See all](#)



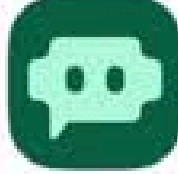










 Assistant General-purpose assistant bot. For queries requiring up-t...	 Claude-3.5-S Anthropic's mo: powerful model the latest mode
 Web-Search Web-enabled assistant bot that searches the internet to inform its r...	 GPT-4o OpenAI's most powerful model Stronger than G

Image generation bots [See all](#)

 FLUX-pro-1.1 State-of-the-art image generation with top-of-the-line prompt follo...	 Ideogram-v2 Latest image m from Ideogram, industry leading
 Playground-v3 Latest image model from Playground, with industry leading capa...	 Imagen3 Google DeepMi highest quality image model, c

See what others shared [See all](#)

 GPT-4o-128k  Claude-3.5-Sonnet-200k 

Start a new chat  

Claw Machines: Hong Kong's New Favorite Game

In Hong Kong, a new craze is taking over the city - claw machines! These colorful games, where you try to grab toys with a metal claw, are popping up everywhere. Let's look at why they're so popular and how to make sure people don't get too hooked on them.

First, claw machines seem cheap to play. It only costs HK\$5 for one try. That's less than a snack or a bus ride! Kage Chan, who really loves these games, spends about HK\$1,000 a week playing. That might sound like a lot, but it means he gets to play many, many times. When something is cheap, it's tempting to keep trying "just one more time."

Second, these games help people relax. Hong Kong can be a stressful place to live. There's lots of homework, busy streets, and pressure to do well. Playing claw machines is a fun way to forget about worries for a while. As Chan says, "Hongkongers are facing a lot of stress now." When you're focused on trying to win a toy, you're not thinking about other problems.

Third, winning feels really good! Chan has won 300 toys in just a year and a half. He says, "That sense of accomplishment is much greater." It's exciting to see a toy drop into the prize slot. Some people try to collect whole sets of toys, like the 30 bear plushies Chan got. It feels like you've achieved something when you complete a collection.

But there's a problem. Some people are playing too much and spending too much money. To help with this, there should be time and money limits: Arcades could use special cards that keep track of how long someone plays. After a certain time, the card could stop working for the day. There could also be apps where players set their own limits on how much they'll spend. In addition, communities could organize free yoga classes, sports teams, or hobby clubs. These activities are also fun and help people relax, but they're healthier than playing claw machines all the time.

In the end, claw machines are fun, but it's important to play safely. By understanding why people like them so much and finding ways to prevent too much playing, Hong Kong can enjoy this new game without problems. It's a chance to think about how we have fun and deal with stress in big cities. Remember, it's okay to enjoy claw machines, but balance is key. Have fun, but also try other activities and spend time with friends and family. That way, you can enjoy the excitement of claw machines without letting them take over your life or your wallet!
(444 words)

In recent years, Hong Kong has witnessed a peculiar phenomenon – the proliferation of claw machine arcades across the city. What was once a niche amusement found primarily in shopping malls has now become a ubiquitous sight, with these colorful machines popping up in vacant storefronts and busy streets alike. This surge in popularity has raised questions about the allure of these games and their potential for addiction. Let's explore three key reasons behind the claw machine craze and consider how to address the growing concern of addiction.

One of the primary drivers of the claw machine's popularity is its perceived affordability. At just HK\$5 per play, it seems like a bargain form of entertainment. Kage Chan, a 33-year-old video director, spends about HK\$1,000 (US\$128) a week on claw machines, a sum that might sound exorbitant but breaks down to numerous plays. The low entry cost creates an illusion of cheap fun, enticing players to try "just one more time." This pricing strategy is particularly appealing in Hong Kong, where the cost of living is notoriously high, and affordable entertainment options are always in demand.

Secondly, claw machines offer a unique form of stress relief in a city known for its high-pressure environment. As Chan points out, "Hongkongers are facing a lot of stress now, and many entertainment venues have closed down." In the wake of the COVID-19 pandemic and ongoing economic challenges, these games provide a simple escape. The focused nature of attempting to grab a prize can be meditative, allowing players to momentarily forget their daily worries. The excitement of potentially winning, coupled with the tactile experience of controlling the claw, offers a brief but potent distraction from life's pressures.

Thirdly, the sense of accomplishment derived from winning is a significant draw. Chan, who has amassed a collection of 300 toys in 18 months, speaks to this feeling: "That sense of accomplishment is much greater." In a world where success often feels elusive or hard-earned, the immediate gratification of snagging a plush toy provides a quick boost to self-esteem. This is particularly true for the prized collections, such as the 30 bear plushies Chan spent a year and HK\$3,000 acquiring. The challenge of completing a set or winning a difficult prize adds a layer of achievement to what might otherwise be seen as a simple game of chance.

However, as the popularity of claw machines grows, so does the concern about potential addiction. Implementing time and spending limits could help curb excessive play. Technology could be leveraged to create systems that track play time and set daily usage limits. Secondly, promoting alternative stress relief programs could provide healthier outlets for those seeking escape or entertainment. Local communities could organize free yoga or meditation classes, set up sports leagues, or create hobby groups. These activities not only offer stress relief but also foster social connections, addressing the isolation that often accompanies addictive behaviors.

In conclusion, while claw machines offer an appealing mix of affordable fun, stress relief, and a sense of achievement, it's crucial to approach this trend with awareness. By understanding the reasons behind their popularity and implementing thoughtful preventive measures, Hong Kong can strike a balance between enjoying this novel form of entertainment and safeguarding against its potential pitfalls. As the city navigates this claw machine craze, it's an opportunity to reflect on broader issues of stress, entertainment, and community in urban life. (565 words)

Building an archive of prompts

Reference Questions

A reference question asks student what a pronoun or a determiner (e.g. this, these, that, or those) refers to in a text.

For example, who or what does 'them' refer to in the following text?

An LCSD spokeswoman said it welcomed 'any suggestions and views from the public and stakeholders' and would study them carefully.

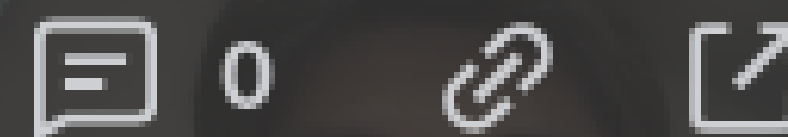
The answer can be suggestions or views or both of them.

Make 1 reference question with the following text and provide answers.

General Questions

Set 2 reading comprehension questions to the following text. Each of them should ask a specific information provided in the text. Provide answers. Answer should be in one simple sentence or a phrase.

M Penso (English AI Essay Grading Platfo...



🕒 3 min 📺 57 views

PENSO

Your All-in-One AI Tool for Essay Grading

Welcome to Penso

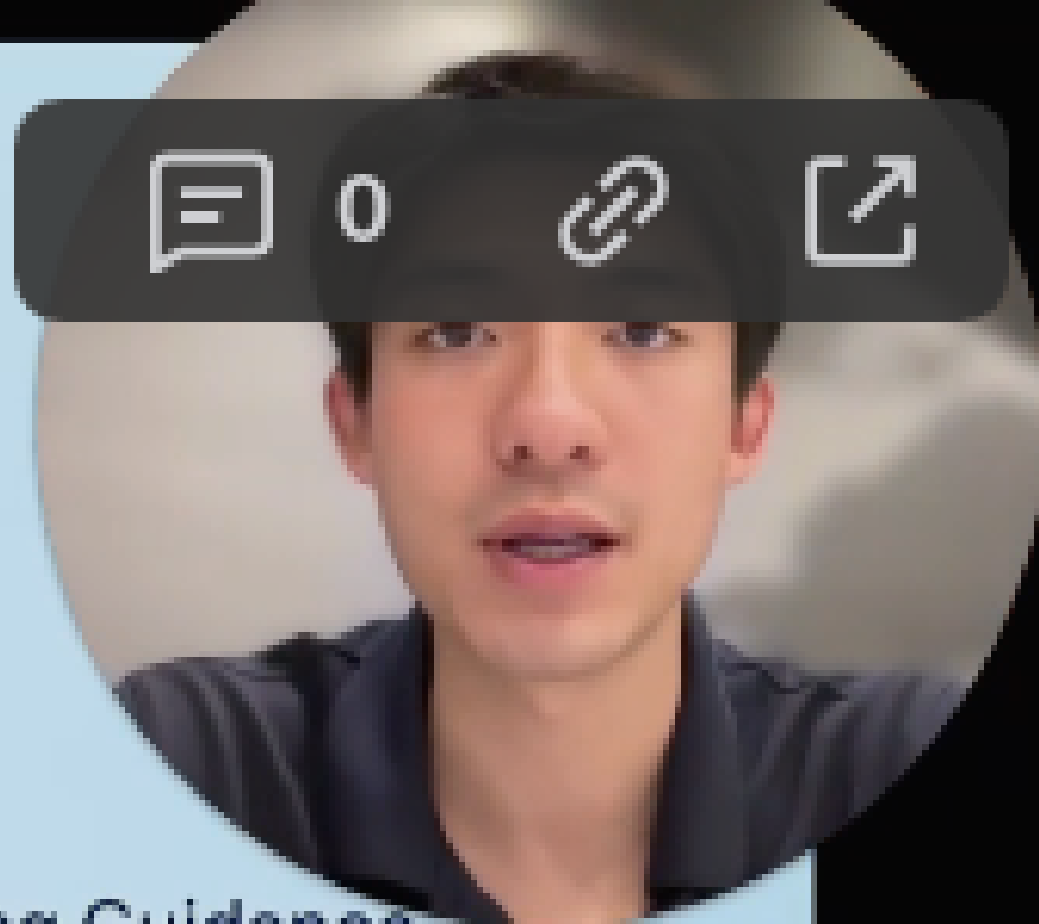
Smarter Grading.
Sharper Feedback



- ✓ Pre-Writing Guidance
- ✓ Instant DSE Grading
- ✓ AI Feedback in 5 Minutes
- ✓ Class & Individual Analytics
- ✓ Personalized Exercises



🔍 1.2x

3 min ⚡ 2 min 49 sec



AI-Simulated DSE Group Discussion On Your Phone





Mr Michael Wong
 TEACHER

- Dashboard
- Leaderboard

READING

- Reading Paper**
- Post Reading Paper
- Paper Performance
- Student Performance
- Question Explorer
- Question Generator
- Past Paper

LISTENING

SPEAKING AND WRITING

Settings

Read & Listen V.1.0.14(1)

Reading Paper

<p>1 Hope Amidst Despair: Tackling Hong Kong's Youth Mental Hea...</p> <p>17 Questions</p> <p>★ Max Score: 29 🎓 Grade 12</p>	<p>21 Toys Through Time</p> <p>10 Questions</p> <p>★ Max Score: 12 🎓 Grade 6</p>	<p>22 Let's Make a Fruit Salad!</p> <p>10 Questions</p> <p>★ Max Score: 12 🎓 Grade 6</p>	<p>2 Steamboat Willie's Second Voyage in uncharted waters</p> <p>15 Questions</p> <p>★ Max Score: 30 🎓 Grade 12</p>	<p>3 The Rise of New Denial</p> <p>11 Questions</p> <p>★ Max Score: 19 🎓 Grade 12</p>
<p>4 Navigating Troubled Waters with System 03</p> <p>16 Questions</p> <p>★ Max Score: 25 🎓 Grade 12</p>	<p>5 Neon Twilight: The Changing Lights of Hong Kong</p> <p>11 Questions</p> <p>★ Max Score: 22 🎓 Grade 12</p>	<p>6 Can Hong Kong's Waste Charging Scheme Pave the Wa...</p> <p>17 Questions</p> <p>★ Max Score: 31 🎓 Grade 12</p>	<p>7 Green Roofs: Enhancing Urban Sustainability</p> <p>21 Questions</p> <p>★ Max Score: 42 🎓 Grade 12</p>	<p>8 The Dual Faces of Online Learning</p> <p>21 Questions</p> <p>★ Max Score: 42 🎓 Grade 12</p>
<p>9 Vivian Kong: A Beacon of Inspiration</p> <p>22 Questions</p> <p>★ Max Score: 42 🎓 Grade 12</p>	<p>10 "Breaking" into the Olympics</p> <p>22 Questions</p> <p>★ Max Score: 42 🎓 Grade 12</p>	<p>23 Festival Invitation</p> <p>0 Questions</p> <p>★ Max Score: 0 🎓 Grade 3</p>	<p>24 Honey Soy Chicken with Sesame</p> <p>0 Questions</p> <p>★ Max Score: 0 🎓 Grade 3</p>	<p>25 The Tech-Savvy Parrot</p> <p>0 Questions</p> <p>★ Max Score: 0 🎓 Grade 3</p>
<p>26 Move to the Beat: The Rise of Hip-Hop Dance</p> <p>0 Questions</p> <p>★ Max Score: 0 🎓 Grade 3</p>	<p>27 Exploring the Heart of Kyoto</p> <p>0 Questions</p> <p>★ Max Score: 0 🎓 Grade 3</p>	<p>201 Caring and Sharing: I am a good citizen</p> <p>0 Questions</p> <p>★ Max Score: 0 🎓 Grade 2</p>	<p>202 Caring and Sharing: Good days and bad days</p> <p>0 Questions</p> <p>★ Max Score: 0 🎓 Grade 2</p>	<p>203 Fun and Games: Play safe</p> <p>0 Questions</p> <p>★ Max Score: 0 🎓 Grade 2</p>

Artificial Intelligence (AI) and SBA

AI tools are developing rapidly and are increasingly becoming embedded in many aspects of our lives. Using AI tools in the learning process can undoubtedly offer new and exciting opportunities if used in a proper manner. However, using an AI tool to gain an undue advantage is considered to be malpractice and can have serious consequences. Just as with other reference sources, it is important to realise that the use of AI tools in SBA must be properly acknowledged.

Students should note that while AI tools are powerful and are likely to become even more powerful in the future, they cannot replace the actual learning experience. Overreliance and misuse of AI tools will diminish students' authentic learning opportunities. It should also be noted that AI tools are not without their shortcomings. AI tools draw on information from the Internet and we have no idea where the information is coming from. So, any outcome produced from an AI tool may not be factually correct and may be biased. AI tools may also be drawing from the work of other authors without their consent and may even create their own false citations and references.

(e) AI tools

(The following example is related to the subject Chinese Language, only Chinese version is provided.)

所使用的人工智能工具： ChatGPT
使用過程撮要： 我輸入「小王子中的比喻」。
輸出撮要*： ChatGPT 列出了《小王子》的五個片段，並說明了分別比喻什麼現象或待人處世的道理。

AI tool used: ChatGPT
A short description of actions: I input the prompt 'Symbolism in *To Kill a Mockingbird*' on 11 July 2023.
Summary of output*: ChatGPT provided four examples: the mockingbird; the Radley Place; the tree in the Radley yard; and the snowman. An explanation of each of these was given.

AI tool used: ChatGPT
A short description of actions: I input the following:
A shift cipher is a simple encryption method. When encrypting a message, every letter in the original message is replaced by a different letter, k positions down the alphabet (modulo by 26), where k is an integer.
In the following example, k = 8
Original message: WORK HARD, PLAY HARD!
Cipher text: EWZS PIZL, XTIG PIZL!
Write a python program to implement a shift cipher decrypter.
Summary of output*: ChatGPT provided a sample program with remarks for me to understand the algorithm behind.

*The output from the AI tool should be saved. Your teacher might inspect the output for checking.

Elements of Learning

Creativity, curiosity, and passion inspire students to go deeper, feel confident, and gain the skills they need to make a difference in the world around them. Technology can help every learner discover their unique genius.

Teamwork

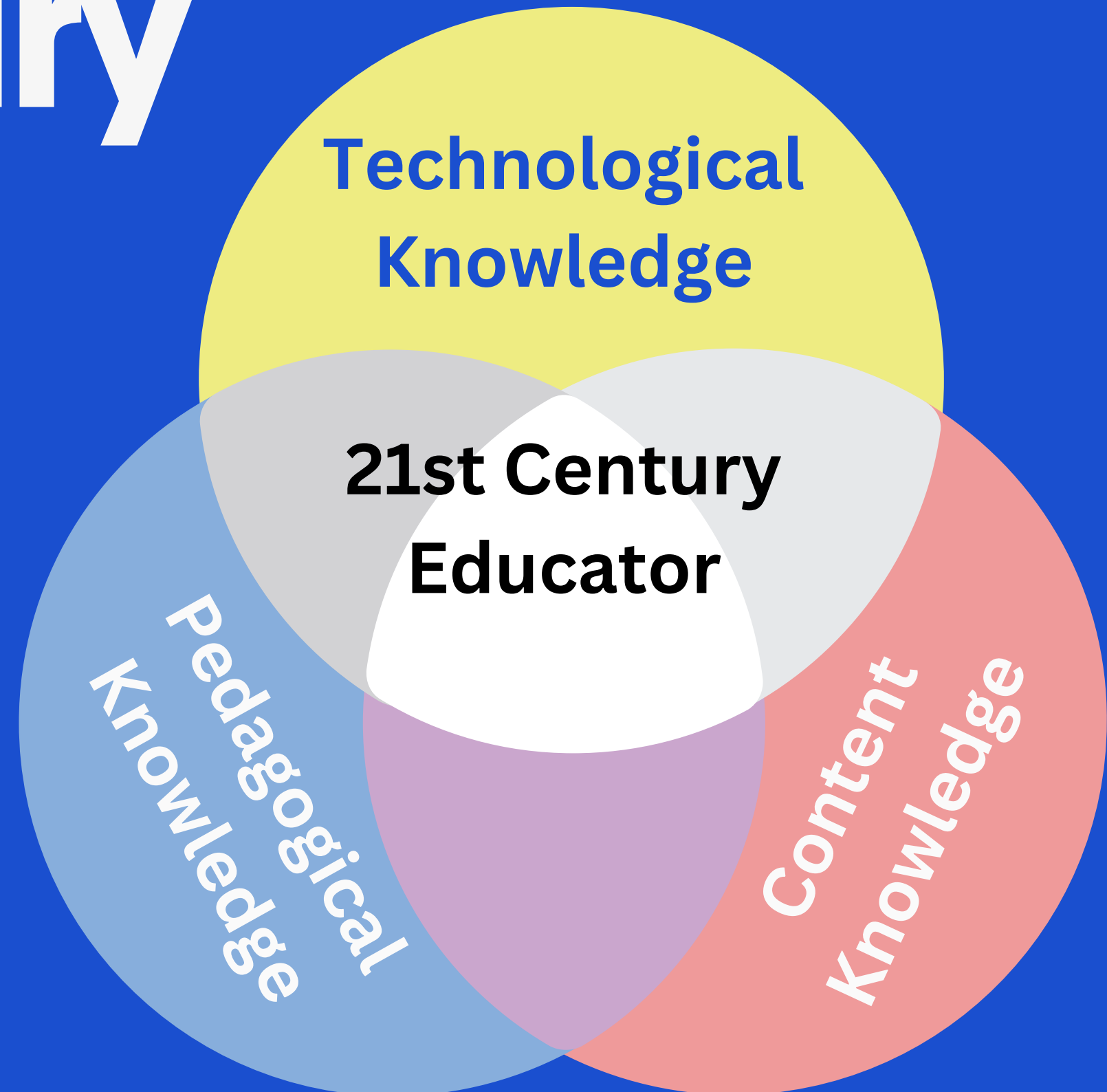
Communication
and Creation

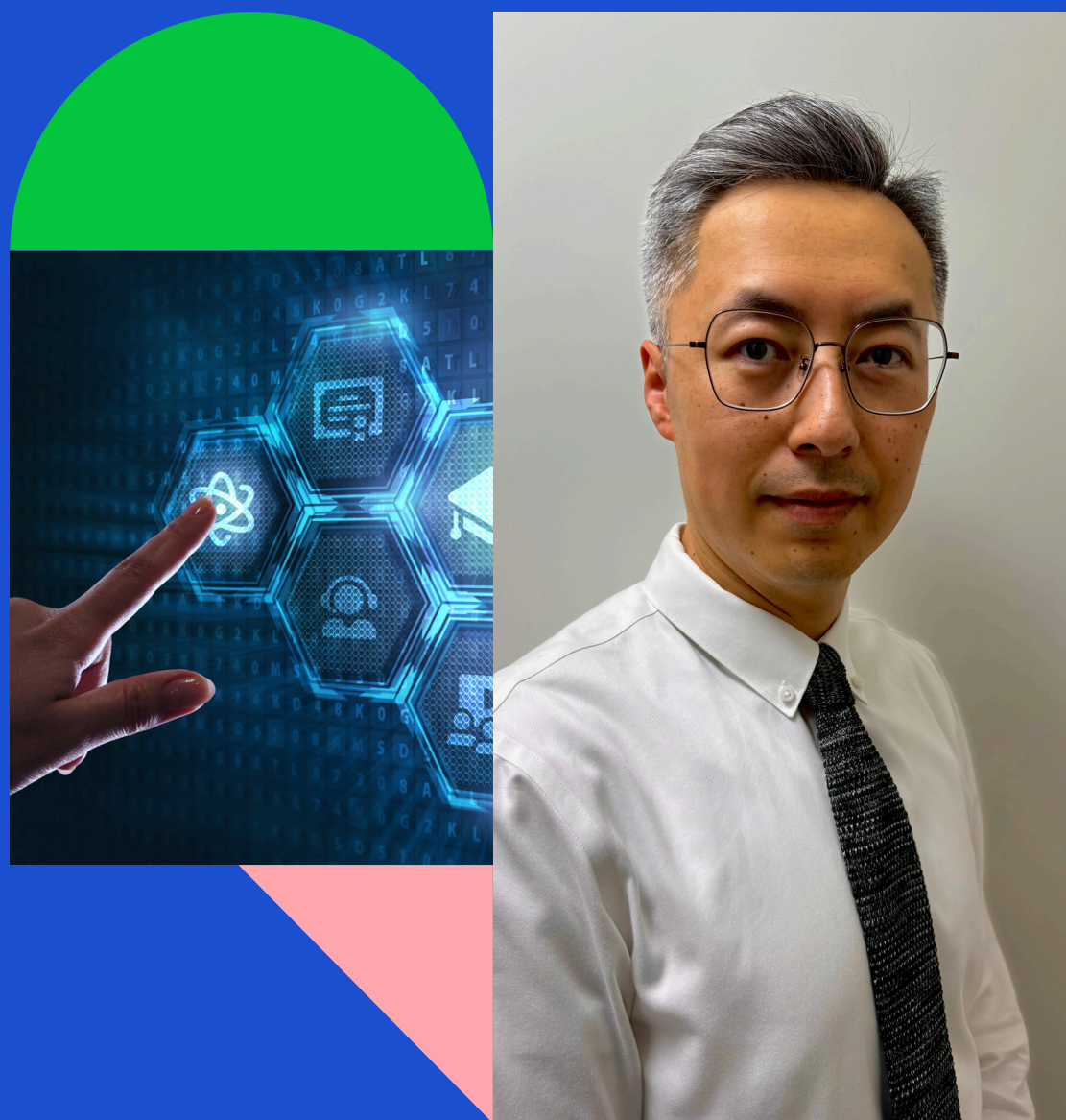
Personalisation
of Learning

Critical
Thinking

Real-World
Engagement

21st Century Educator





Thank You For Listening!

REACH OUT FOR ANY QUESTIONS.

EMAIL	WSWONG@CLS.EDU.HK
YOUTUBE CHANNEL	MR WONG'S ENGLISH CORNER